

# D Penny Dreadful

THROUGH THE BREACH



## NORTHERN SEDITION

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# NORTHERN SEDITION

**D** Penny  
Dreadful

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# INTRODUCTION

*Northern Sediton* is a Penny Dreadful adventure for the *Through the Breach* roleplaying game. It is set up to provide enough material for four to five gaming sessions and should provide a good challenge for three to five players.

This adventure consists of four Acts, each one encompassing one or two play sessions. If the players need a bit more of a challenge (or if you just want to make things a bit weirder), we've also provided a "Complications" chapter that comes with a few interesting wrenches you can throw at the Fated.

Nearly all of this adventure takes place in Ridley, the primary hub town for the Northern Hills. Although the players will get a general sense of the town's layout and how it functions simply from playing through this adventure, it is suggested that Fatemasters reference Ridley's description in *Into the Steam* in order to more fully bring the town to life.

Although *Northern Sediton* is intended to be played as the second part in the Northern Trilogy (following *Northern Aggression* and preceding *Northern Destruction*), it is possible to run this adventure even if your group has not played through *Northern Aggression* or has no interest in continuing onward to *Northern Destruction*.

This book includes all the rules and stats you need to run this adventure. As a result, the only other book you truly need to use this supplement is the *Core Rules*.

As this is a Penny Dreadful, if you are not a Fatemaster who plans on running this adventure, read no further. You wouldn't want to spoil the surprise!

## WITHIN THESE PAGES

This book is divided into six chapters. Each chapter focuses on a different aspect of the adventure.

### CHAPTER 1: INTRODUCTION

This is the section you're reading now! It includes instructions on how to set up the adventure (especially if your group has not played through *Northern Aggression*).

### CHAPTER 2: ADVENTURE

The adventure makes up the bulk of *Northern Seditio*n. Each Act is presented individually and is intended to be played over one or two game sessions.

### CHAPTER 3: FM CHARACTERS

This chapter contains descriptions and stat blocks for the various adversaries the Fated might encounter over the course of the adventure.

### CHAPTER 4: COMPLICATIONS

Sometimes it necessary to split an Act across two sessions. Other times, the Fated breeze through the story and need a bit more content to fill out a full session. In either case, this chapter provides alternative plot hooks that can be used to present additional challenges to the players or to add a bit more action or intrigue to a scene.

### CHAPTER 6: APPENDIX

This appendix details a selection of Tarot Tie-ins as well as the Rampager Advanced Pursuit, which has been updated slightly from its first appearance in *Northern Aggression*.

### 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."



## ADVENTURE GUIDE

If you are new to Fatemastering or new to adventure supplements, you may be intimidated by the amount of information in this book. That's understandable, but fear not!

It is important to keep in mind that all the information contained within this book is intended to be an aid to you, as the Fatemaster, in the story you wish to tell with your players. If there are portions of this adventure that don't work for you, just skip them and pick up the adventure at the next Act.

As you make your way through the adventure, if you're finding yourself wanting a bit more tension in a scene, you can find options for doing that in the "Complications" chapter (pg. 168). Or, if your players seem to be moving too quickly through the story, you can use the "Complications" chapter to throw a wrench into their plans.

## BUT WE HAVEN'T PLAYED NORTHERN AGGRESSION...

This adventure is the second in a three-part adventure series. It connects *Northern Aggression* to *Northern Destruction*.

If the players have not played through the first adventure in this series, *Northern Aggression*, then the Fatemaster is advised to summarize the events of the adventure to the players. This is best done through dialogue with Fatemaster characters. For instance, while on militia patrol, the Fated might have an encounter with a miner who tells them about the troubles of Contract Town #34 and the strange creatures that forced the townsfolk to abandon their mine and travel to Ridley.

The events of *Northern Aggression* - at least those relevant to this adventure - are summarized on page 11.



## THE HIDDEN ANTAGONIST

*Northern Seditio* is set up so that the main antagonist can be swapped out at the Fatemaster's discretion. The adventure can easily be tailored so that a long-time enemy of the Fated is the mastermind behind the plan. A more dastardly Fatemaster might even make the villain one who is aligned with the Fated's interests.

By default, the primary antagonist of this adventure is George Blank.

Before you begin running the first Act, flip a card (reflipping any Jokers). The overarching antagonist in *Northern Seditio* is determined by your flip, as noted on the following two pages. If your group has already played through *Northern Aggression*, simply continue using Blank's Patron from that adventure.

The identity of Blank's patron affects his motivation and a number of other elements of this adventure. As you go through the adventure, you'll see call-out boxes that reference his Patron and the ways that each Patron changes the overall flow of the adventure.

It's also possible to use aspects from the different choices with one another. It could be that a Guild spellcaster has learned to harness the power of an Insidious Madness to conduct her work, for example.



## **MARCUS**

The Beastmaster is forever experimenting with primordial energies, learning how to blur the line between human and beast while preserving the best parts of both.

Marcus created the Wrath Fetishes to draw out people's primal natures. He needs an appropriate sample size to ensure enough data points to draw valid conclusions, and he's "volunteered" Ridley to assist him in his research. George Blank's assistance has proven invaluable, and he's allowed the man to take point in Ridley while Marcus explores his own avenues of research beyond the town's walls.

The Wrath Fetishes in this adventure take the appearance of necklaces carved from human bones. Given enough time, a wearer devolves into a more primal, bestial creature.

## **SONNIA CRID**

The Guild has been trying to get a larger foothold in the Northern Hills for some time, and the first step to that is controlling Ridley. The Ridley Massacre was Sonnia's attempt to manipulate the Northerners into killing each other. Regardless of whether or not her plan was successful, she is now moving into the second phase of her plan: putting pressure on Ridley until its people finally break and beg for the Guild to save them. When the Guild wiped Blank's mind, they left a small fragment of a suggestion behind, and it made him fanatically loyal to the Guild. As such, he's willingly helping Sonnia bring the Northern Hills under the Guild's control.

Sonnia's Wrath Fetish comes in two forms: A semi-circular brand of six downward-pointing claws and the branding iron that is used to create it. The branded appear normal but are deeply psychotic.



## ♠ PANDORA

The Neverborn nicknamed the “Death of Hope” seeks nothing less than the spread of chaos across the entire Northern Hills. She has been reasonably successful so far; her carefully seeded Wrath Fetishes have driven people out of the Northern Hills and to Ridley, resulting in the Massacre.

The people of Ridley are frightened, and Pandora is slowly ratcheting up the psychological pressure, increasing tensions as Ridley gradually approaches its breaking point. George Blank was driven insane by a glimpse inside her box, and now he eagerly works towards his mistress’s dream of spreading madness all across the Northern Hills.

Pandora’s Wrath Fetishes take the form of small rag dolls on hemp loops, which are worn as necklaces. These Fetishes contain the essence of a nightmare creature, and over time, the wearer is slowly transformed into a human-skinned manifestation of malevolent madness.

## ✕ JACK DAW

Jack Daw has been hanging around the Northern Hills lately, and his very presence has brought out the worst in people. In a way, he is an elemental force, drawn to acts of betrayal. He is not deliberately trying to destroy Ridley or the Northerners, but after the Massacre, the entire town feels guilty, which has only increased Jack Daw’s interest in the place.

Jack Daw’s tormented entourage is already beginning to manifest directly in the streets, and George Blank intends to push things even further. Once the guilt has been purged from humanity, only the innocent will be left. He doesn’t expect himself to be among that number, but he’s willing to make that sacrifice if it means ushering in a new utopia of innocence.

Jack Daw’s Wrath Fetishes are unique objects that are tied to their owners’ crimes. Over time, the Fetish transforms its wearer into a tormented creature that is covered in self-inflicted wounds and babbles incessantly about its terrible crimes.





## RIDLEY

Ridley is the largest population center in Malifaux, outside of Malifaux City itself. The boomtown is run by a local government and is not under direct Guild control, though the Guild does have significant oversight when it comes to keeping its people safe. Ridley lives by its railways: it is a transportation hub, and all main lines bound for the northern mines start here.

The Guild is responsible for enforcing the laws inside Ridley, but the local government (which tends to be filled with members of the Miners and Steamfitters Union) creates the legal code. Should the government create a law that the Guild doesn't like, they simply don't enforce it, and if the Guild tries to take the law into its own hands, the government simply refuses to prosecute. It is a precarious balance of power, and one which may have already tipped too far in one direction.

## THE EVENTS OF NORTHERN AGGRESSION

Over a span of several months, incidents of madness and violence in the outlying mining towns increased alarmingly. While there have always been stories of miners going insane from the isolation of the Soulstone mines, they were never frequent enough to draw much concern from the M&SU.

This sudden outbreak of insanity and violence was too widespread to be mere coincidence. Little could be done to stem the outbreaks, and fearing for their lives and sanity, the miners and townsfolk abandoned their towns and camps and journeyed to Ridley. They hoped for protection from the “mountain curse” and “mine madness,” but word of the “northern madness” had already reached Ridley.

Ridley could not support the refugee population, and its citizens were fearful that allowing the refugees into their town would expose them to the same madness that had spread like wildfire across the north. Trapped between the mine madness to the north and the barren desert canyons to the south, there really was no choice: the refugees began to set up camp beyond Ridley’s walls despite escalating warnings from the town.

Ultimately, the stand-off ended in violence. Nobody knows just who fired the first shot, but the violence consumed both sides, resulting in the terrible battle that came to be known as “the Ridley Massacre.”

Unbeknownst to the Northerners, George Blank, a seemingly harmless ex-convict who now works as an indentured doctor, mortician, and “special consultant” for the Guild, was intimately involved in crafting the Ridley Massacre. With assistance from his patron and a small network of similarly influenced partners, he arranged for the creation of Wrath Fetishes, trinkets that twisted their unsuspecting wearers into mindlessly violent creatures. The Fetishes were shipped to Ridley, where Arthur Hardley, another of Blank’s partners, arranged for them to be shipped out to all of the northern mining towns.

## AFTER THE MASSACRE

Some time has passed since the Ridley Massacre, but just how much is up to the Fatemaster. If the Fated just finished *Northern Aggression*, then it is suggested that at least a week be allowed to pass between the Ridley Massacre and the start of this adventure. Regardless of how long it has been, Ridley has begun to return to normal, but the Massacre remains a raw wound.

The Guild has grown impatient with the cessation of the northern mining operations and has started shipping trains full of convicts north in the hope of reopening the mines. This decision is extremely unpopular in Ridley, and the Union is showing its displeasure by picketing Guild offices, altering train schedules, and making plenty of “honest mistakes” that have thus far slowed the repopulation effort to a crawl.

With all of its attention turned toward reopening the northern Soulstone mines, the Guild has ceased to enforce the laws of Ridley. An alarming number of people have begun to disappear from the town’s streets, and without any law enforcement officers to keep the peace, other forms of crime are on the rise as well. Realizing this, the Town Council has taken steps to raise a local militia to maintain order.

The Union is also concerned about the situation in the north. It has been scrambling to put its own people back in the mines before the Guild can take full control of them, but precious few of its members want to return to the “cursed mines,” no matter how many perks, promotions, or bonuses are offered.

## RIDLEY TODAY

Ridley's current state depends on the adventure's primary antagonist (George Blank's patron) and on what happened at the Ridley Massacre.

If this adventure takes place after *Northern Aggression*, just match the "Final Outcome" from Act IV of that adventure with the result on the list below to determine how things stand.

If this adventure is being played separately from *Northern Aggression*, simply flip a card to determine the Massacre's outcome or choose a result that sounds interesting. The results determine which of the two factions "won" the massacre: the people of Ridley or the refugees from the northern mines.

If Sonnia Criid is Blank's patron, there is an extra consideration. As tensions between the refugees and the people of Ridley reached their height, she ordered the Guild forces in the town to unexpectedly pull out, leaving behind only infiltrators who sabotaged Ridley's defenses and stirred up passion among the refugees. If the refugees took Ridley, she swept in and seized control of the town under the pretense of "restoring order" and "rescuing" it from the refugees.

On the other hand, if Ridley wiped out the refugees, their deaths gave her political leverage against the Town Council and the Union, ensuring that when the next election came around, she will be able to manipulate the vote to get people sympathetic to Guild policies into positions of power.

Sonnia's plans can drastically change the balance of power in Ridley if she is Blank's Patron.

## 📖 RIDLEY ADVANTAGE

The refugees were defeated outside the town walls. The survivors were forced to flee to Malifaux City across the rail lines and through the hellish Footprints canyons. Less than a quarter of their number survived the journey, but Ridley was spared and life returned to normal. The current state of Ridley is **Union Dominant**.

This is Marcus' best possible outcome: survival of the fittest to thin out the herd, ensuring that he has the best possible test subjects for his further research.

If Sonnia is Blank's patron, then the Guild's withdrawal made the Guild look like deserters. Their popularity has plummeted, even among people who had once been staunch supporters. The Guild was stripped of its law enforcement duties in Ridley and is quite unwelcome in the town. The current state of Ridley is **Union Dominant**.

## ✂ RIDLEY VICTORY

When the refugees attacked Ridley, they were slaughtered by its residents. Out of guilt, the town took in the few survivors and settled them in the Slate District, but that has done nothing to erase the memory of the bloodbath that unfolded outside their gates. A sense of guilt and regret hangs over the town, and nobody wants to talk too long about what happened. Everyone wants to put the incident behind them as quickly as possible. The current state of Ridley is **Union Dominant**.

This is Jack Daw's best outcome, as the entire town is burdened with terrible guilt and shame.

If Sonnia is Blank's patron, then her plan worked quite well. The people of Ridley no longer have any faith in their government, and calls for the Town Council to step down in favor of Guild administration are common (in part due to Sonnia's infiltrators). The Town Council has made a number of concessions to the Guild to help them "erase" the massacre, most notably by collecting the refugees' bodies and shipping them south to Malifaux City for mass cremation. Due to her influence, the current state of Ridley is instead **Uneasy Balance**.

## ☞ EQUAL FOOTING

The Massacre was a bloodbath for both sides, and by the end of the day, the streets of Ridley were littered with corpses. With no clear winner, riots plagued the town long after the actual battle had ended. Buildings were burned down, people were assaulted in the streets, and terrible crimes were committed by each side against the other. The refugees eventually settled across the northern quarters of the Slate and Jade districts, displacing large numbers of residents and adding further fuel to the fires of hatred. The resentment in the town is almost palpable, and nobody is quite certain who won, if anyone. Ridley's current state is **Uneasy Balance**.

This is Pandora's best outcome, as Ridley has become unstable. Emotions are running high, giving her all the colors she needs to paint a portrait of madness across the minds of Ridley's populace.

If Sonnia is Blank's patron, then this is her best outcome as well. The Guild swept back into Ridley when things were at their worst, restoring order and ending unrest. Those members of the Town Council who survived the riots were stripped of their power, and a temporary oversight committee (composed entirely of Guild politicians) was put into place to keep the peace. Ridley is **Guild Dominant**.

## ☞ REFUGEE ADVANTAGE

Despite the people of Ridley putting up a good fight, the refugees were able to break through their defensive lines and make it into the town. Many of Ridley's Union defenders stepped aside, refusing to fight against their fellow Union members. Ultimately, it fell to the Guild to restore order, but by then, the refugees had disseminated into the town's population and settled in the northern sections of the Slate, Jade, and Quartz districts over the objections of their residents. Tensions are still high. The current state of Ridley is **Uneasy Balance**.

If Sonnia is Blank's patron, then the Guild returned to Ridley to find it on the brink of anarchy. Officially, the Guild brought peace to the town, but tensions remain high. The current state of Ridley is **Guild Dominant**.

## (JOKERS) REFUGEE VICTORY

The refugees stormed Ridley and captured the town. Their leaders executed the Town Council and placed themselves in power. The Guild waged a fighting retreat back to the Ridley Station and used the train to evacuate their troops to Malifaux City. It is a brand new day for Ridley, but the people who have taken control of the hub town are inexperienced at government and have little more than idealism to fall back upon. The Guild and Union have both begun to reassert their control over small portions of the town, but they are doing so slowly, so as not to trigger another violent uprising. The current state of Ridley is **Refugees Dominant**.

While this is not the best result for any one Patron, this outcome still offers some benefit to everyone. It provides a potential ally and useful tool for Sonnia in the form of the new Town Council, leaves the town unstable for Pandora, has resulted in the survival of the fittest that Marcus desires, and has spread guilt throughout the ranks of Refugee and Ridley sympathizer alike for Jack Daw.

If Sonnia is Blank's patron, the complete victory of the Refugees was an unexpected result of the Massacre. Her infiltrators have been petitioning for increased Guild influence in Ridley, but the new Town Council has been stubborn and has refused to meet with Guild representatives. The current state of Ridley is **Refugees Dominant**.

## THE CURRENT BALANCE OF POWER

Since the Massacre, the balance of power in Ridley may have changed, as noted above. This section provides a greater explanation of just what the current balance of power means for this adventure.

### UNION DOMINANT

Ridley has always been a Union town, and the Massacre did not change that. The Union is still popular with the town's residents, though there are pockets of Guild support here and there (most notably in Center City and the Ivory District). The Union has seized control of Ridley's law enforcement from the Guild, but without having a trained police force ready and waiting for this eventuality, there have been some road bumps along the way. The Town Council's new militia program is their first attempt at trying to fight back against increasing crime rates.

### GUILD DOMINANT

The Guild has managed to tighten its grip on Ridley. For the first time, the Guild has enough power to influence policy changes, and they've used that power to weaken the Union's influence throughout Ridley. The Union's influence has been restricted to the railyards and its own offices, and there is plenty of talk about this being "the beginning of the end for the M&SU." The militia program is seen as a way of improving the Guild's image in the town while restoring order. Better yet, since it draws upon Ridley citizens instead of Guild personnel, it allows the Guild to focus on bringing the northern Soulstone mines back to full operation.

### REFUGEES DOMINANT

Ridley is under new management, and things are off to a bumpy start. The Union and the Guild have both been marginalized, and the new Town Council is not particularly friendly to either faction. Council meetings are heated, and the people in charge of the new government seem unable to agree upon anything. Little is accomplished beyond the minimum needed to keep the town running. The town militia program fortunately falls into the "minimum necessary" category, though its orders tend to be vague and contradictory.

### UNEASY BALANCE

After the Massacre, it is not clear who is the dominant power in town. The Union and the Guild are forced to begrudgingly treat each other as equals, and the refugees who made it into town have formed a new political group that is not friendly towards either faction. The militia program is

one of the few things that the Guild and Union have been able to agree upon implementing, as it allows the Union to address the growing crime problem in Ridley while allowing the Guild to focus on getting its Soulstone mines operational again.

Trying to accomplish anything else mostly results in a great deal of posturing, delays, and empty promises that never quite manifest.



# PUBLIC OPINION

During this adventure, the actions of the Fated will impact the hearts and minds of Ridley's citizens. This influence, both good and bad, is represented by Public Opinion, which will affect the Social Skill Challenges of Fated while they represent one of the factions vying for control in Ridley.

Public Opinion generally changes in one of two ways. Some events increase or decrease the Public Opinion of specific factions in certain ways, such as events which increase the Public Opinion of the Guild. Other events grant generic Public Opinion bonuses and penalties. These generic adjustments modify whichever faction the Fated are claiming to represent. By default, this is the Town Council, but if the Fated are wearing Guild Uniforms or telling people that they are from the Union, then the adjustments will modify that faction instead.

A supply of costumes and some clever lies could even allow the Fated to tank the Public Opinion of a specific faction via underhanded subterfuge!

The chart below can be used to track the Public Opinion of the various factions within the city. At the end of *Northern Sedition*, the faction with the highest Public Opinion will end up in control of Ridley for the foreseeable future.

## STARTING POSITIONS

The Public Opinion of certain factions depends upon the current political standing of Ridley.

- The Town Council begins at Sympathetic if **Uneasy Balance** and Indifferent in any other circumstance.
- The Guild begins at Like if **Guild Dominant**, Dislike if **Union Dominant**, and Indifferent in any other circumstance.
- The Union begins at Like if **Union Dominant**, Dislike if **Guild Dominant**, and Indifferent in any other circumstance.
- Resurrectionists always begin at Decry.
- Ten Thunders always begin at Dislike.
- Seditionists always begin at Detest.

## PUBLIC OPINION

RANK	TOWN COUNCIL	GUILD	UNION	RESURRECTIONISTS	TEN THUNDERS	SEDITIONISTS
Embrace	+	+	+	+	+	+
Adore	+	+	+	+	+	+
Praise	+	+	+	+	+	+
Admire	+	+	+	+	+	+
Like	+	+	+	+	+	+
Sympathetic	No Modifier	No Modifier	No Modifier	No Modifier	No Modifier	No Modifier
Indifferent	No Modifier	No Modifier	No Modifier	No Modifier	No Modifier	No Modifier
Unsympathetic	No Modifier	No Modifier	No Modifier	No Modifier	No Modifier	No Modifier
Dislike	-	-	-	-	-	-
Detest	-	-	-	-	-	-
Decry	-	-	-	-	-	-
Hate	-	-	-	-	-	-
Loathe	-	-	-	-	-	-



# NORTHERN SEDITION

The curtain rises on *Northern Sediton* to reveal that the town of Ridley is still struggling with the Massacre's aftermath. This Act is meant to get the Fated familiar with Ridley, its residents, and the current political situation. It is important that the Fated characters have some stake in the town's well-being in order to stay connected to the story.

If the Fated did not play through *Northern Aggression*, they will need some reason to be in Ridley as well as a reason to enlist in the militia program. Here are some suggestions:

## RIDLEY RESIDENTS

Perhaps one of the easiest ways for Fated to get involved in the story is for them to be residents of Ridley who are concerned with the recent increase in crime. When the Town Council called for volunteers to join its militia program, the Fated answered, either out of a sense of civic duty, guilt for their actions during the Massacre, or the belief that their new position can be exploited for personal gain.

## THE RIDLEY SPECTATOR

If the Fated aren't interested in the militia program, they could be employed by one of the town's newspapers, the *Ridley Spectator*. The *Spectator* is always hungry for new stories and the people willing to find them, and such a character could work alongside other militia members, reporting on their successes and failures.

## FOR FATED WITH THE GUARD, GUNFIGHTER, MERCENARY, OR SCRAPPER PURSUITS

The town of Ridley is desperately looking for people to keep the peace, which has a natural draw for those folk with an inclination toward mercenary work. A militia job might not pay quite as well as some other jobs, but it's a good way to build a reputation and make a respectable name for oneself, which is almost more important than one's skills in that line of work.

### **FOR FATED WITH THE GHOST EATER, GHOUL, GRAVEROBBER, NECROMANCER, OR MEDIUM PURSUITS**

The Ridley Massacre was one of the greatest losses of life in the history of the Northern Hills, and that means a great deal of death and corpses. When combined with rumors of people going missing and the traditional antagonism toward Guild agents (including the Death Marshals), it makes Ridley a tempting choice for anyone interested in corpses and lost souls. The militia job makes for an excellent and respectable cover, and when the bodies start to go missing, the Fated is unlikely to be a suspect.

### **FOR INFILTRATORS**

For Fated willing to play the long game, Ridley's recent upheaval offers them a chance to infiltrate one of the organizations vying for control of Ridley. The militia program is a good way to gather information and get closer to the Town Council.

### **FOR FATED WITH THE ACADEMIC, DABBLER, OR ENCHANTER PURSUITS**

The mine madness struck too quickly and in too many places to be a natural phenomenon. Stories about glowing victims and "rage amulets" just make things more suspicious. The Fated have come to Ridley to sate their curiosity, and the militia program is a good way for them to explore and ask questions without raising suspicions.

### **FOR FATED WITH A MEDICAL BACKGROUND**

The militia program is seeking assistance from qualified medical professionals, and the Fated just happens to have been hired for just that reason. Whether it's serving as a "first responder" medic or just tending to the wounds of their fellow militia members, a good doctor or nurse is worth their weight in gold.

### **GUILD OR UNION REASSIGNMENT**

If nothing else, Fated who work for the Guild or Union might simply be reassigned to the militia program in order to ensure that the other faction doesn't co-opt it for their own goals.



## ACT I, PROLOGUE: A NEW MILITIA

As the adventure begins, Ridley's Town Council is seeking trustworthy individuals to serve in its new militia program. The reasons behind the program change depending upon the political situation, but the actual details behind how the militia functions remain more or less consistent regardless of who is pulling its strings.

By default, Councilor Rebecca Himura is the Fated's point of contact for the militia. Her allegiances match those of the faction in power:

- If Ridley is **Guild Dominant**, then she is a Guild officer who has recently been appointed to the council to ensure that the Guild's interests are properly represented.
- If Ridley is **Union Dominant** or in an **Uneasy Balance**, then she is a long-time member of the Town Council who is simply trying to look out for the town's best interests.
- If Ridley is **Refugee Dominant**, then Rebecca is a former mine foreman who rose to power in the aftermath of the Massacre.

### THE COURT OF PUBLIC OPINION

The Fated's performance as members of the militia directly represents the program's success. Many encounters award Public Opinion modifiers that immediately increase or decrease Ridley's respect level an appropriate number of steps on the Public Opinion Chart. At certain benchmarks, the Fated gain Fate Modifiers (+ or -) to any Social Skill Challenges they make with Ridley's citizens while they are representing a particular organization.

By default, the Fated are assumed to be representing the Town Council, though it's possible for them to begin the adventure representing another faction (or to switch allegiances midway through the adventure).

When the Fated arrive in Rebecca's office, read the following text:



Councilor Rebecca Himura welcomes you into her office, a functional room on the second floor of the council building. She offers you drinks, and after making polite conversation finally moves on to the business at hand.

"The militia program launches tomorrow," she announces, "and I would be honored if you would participate. Since the Guild ceased enforcing the law, the crime rate has been steadily creeping upwards, and people are getting hurt. We've always prided ourselves on being a safe town, a place that you can raise your children without worrying about having them devoured by a monstrous teddy bear or snatched up by that terrible Red Chapel Killer, and we want to keep things that way."

She sighs and brushes some dark hair from her eyes. "Frankly, we're in a bit of a bind here. I truly believe that the militia program will be good for the city, but a lot of that depends on having the right people involved in it from the start."

Rebecca forces a smile back onto her face. "I hope that I can swear you in right now, so that tomorrow morning when we make the announcement, you can stand beside me wearing your shiny new badges. It will be good for morale." She looks you over expectantly. "So... what do you say?"



If asked, Councilor Himura confirms that this is a paying position. Fated who agree are sworn in on the spot and given a new militia badge. They still need to go through a day of training to learn Ridley's bylaws, but she says that they can go over that tomorrow, after the ceremony. If some of the Fated choose not to sign up, she's disappointed but understands that this job isn't for everyone.

If this is the case, she invites the Fated to attend the ceremony tomorrow regardless. When they arrive, they find a group of a dozen Seditionists picketing the ceremony to protest the "secret police" that the Council is trying to establish. Normally, Councilor Himura points toward the Seditionists as an example of how bad things are starting to get. If the Fated seem sympathetic to the Seditionists, however, she takes a different approach and instead points out that the Seditionists need the militia to protect them from the Guild and the Union, neither of whom are going to be very happy with a group that is trying to remove them from power.

### PANDORA: THE DEATH OF THE COUNCIL

If Pandora is Blank's patron, it's possible that she might have murdered the entirety of Ridley's Town Council in *Northern Aggression*. If this is the case, then Rebecca Himura is the mayor's assistant, rather than a council member.

Change the "Town Council" option on the Public Opinion chart to "Mayor's Office" and have it start at "Decry," which represents the backlash caused by the mayor attempting to seize power from the Town Council after their deaths.

If Rebecca Himura is working for the mayor's office, adjust the first text box of Scene 1 appropriately; the mayor has no reason to be snide about his own program.

If the Fated have joined the militia, Himura asks them to join her at the opening ceremonies tomorrow morning, which take place at 9:00 am at the Town Hall. The opening ceremonies are described in more detail in "Scene 1: Keeping the Peace" (pg. 20).

If the Fated decide not to join the Militia, the events of this adventure still take place around them, though their contact should be swapped from Councilor Himura to a contact among a Faction that they support (as described in "Familiar Faces," below).

### FAMILIAR FACES

If the Fated played through *Northern Aggression*, the Fatemaster may wish to swap out Rebecca Himura for a character that the Fated have already met and worked alongside (assuming that the character in question survived the Massacre).

If the Guild is Dominant, then Piter Gigani might be placed on the Town Council to ensure that the Guild's voice is heard loud and clear. As a career soldier, Gigani's loyalty to the Guild (and presumed resistance to Union bribes) makes him an obvious choice for the position.

If the Union is Dominant, then Amina Naidu may have been tapped for helping to organize the militia using her legal knowledge (very helpful when it comes to explaining what the militia legally can and cannot do) and organizational skills.

If the Refugees are Dominant, then Miriah Bahur-Garrot could have a prominent seat on the new Town Council. Her anger and unwillingness to compromise in the face of pressure from the Union and Guild make her a passionate, if not very effective, leader.

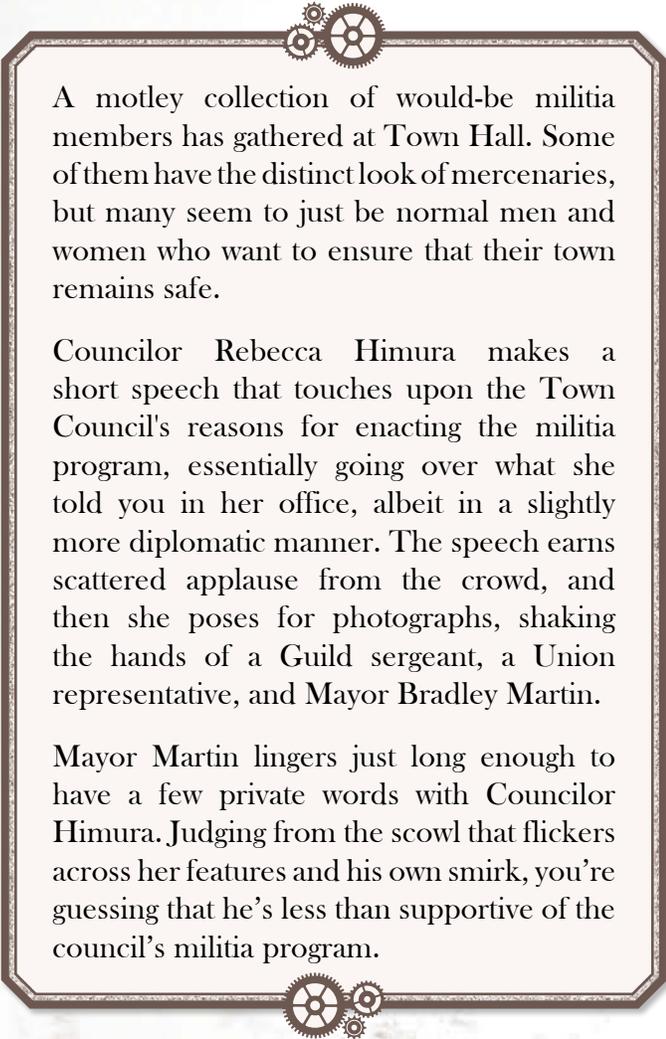
More information on these characters can be found in *Northern Aggression*.

## ACT I, SCENE 1:

### KEEPING THE PEACE

A small ceremony at the Town Hall marks the official launch of Ridley's militia program. The ceremony starts at 9:00 am and only lasts a few minutes before segueing directly into a short primer on Ridley's bylaws.

When the Fated arrive at the ceremony, read the following text:



A motley collection of would-be militia members has gathered at Town Hall. Some of them have the distinct look of mercenaries, but many seem to just be normal men and women who want to ensure that their town remains safe.

Councilor Rebecca Himura makes a short speech that touches upon the Town Council's reasons for enacting the militia program, essentially going over what she told you in her office, albeit in a slightly more diplomatic manner. The speech earns scattered applause from the crowd, and then she poses for photographs, shaking the hands of a Guild sergeant, a Union representative, and Mayor Bradley Martin.

Mayor Martin lingers just long enough to have a few private words with Councilor Himura. Judging from the scowl that flickers across her features and his own smirk, you're guessing that he's less than supportive of the council's militia program.

If the Fated attempt to speak with Mayor Martin, the Guild sergeant, or the Union representative before they leave, all of them are very professional and political; they congratulate the Fated on volunteering to protect Ridley and wish them the best of luck. Unless the character in question belongs to a faction that is Dominant, however, a TN 10 Scrutiny Challenge reveals that the praise is empty and insincere.

## I AM THE LAW!

Once the opening ceremonies have completed, the town's public servants begin interviewing applicants to the militia program. Only a handful of the applicants are turned away, primarily due to having been a convict, drunk, or other public nuisance. A few people are turned away simply for not looking the part, including those with distinctly "creepy" appearances.

Once the rest of the militia members have been sworn in, a handful of Ridley's lawyers (including Amina Naidu, if the Fated played through *Northern Aggression* without getting her killed) begin going through Ridley's bylaws in a broad manner.

In short, the militia are allowed to investigate suspicious activity and make arrests, though they are advised to only do so in situations where people or their property have been put in danger.

Anyone arrested by the militia is to be brought to the Guild Offices in the Ivory District, where they can be placed in holding cells. If the Guild is not dominant, the lawyers go on to warn the militia to not be intimidated by the Guild. "If they give you any trouble, show them your Writ of Authority. If they refuse to honor it, then send someone to Town Hall to fetch a lawyer. We're perfectly willing to prosecute Guild agents for obstruction of justice, if it comes down to it."

Each militia member is given a Writ of Authority (essentially a document with their name that explains that they are acting under the authority of the Ridley Militia) and a cheap tin badge. If militia members wish to carry weapons, they must supply their own.

If the Guild or Union is dominant, the Writ of Authority also authorizes the militia to use magic in the execution of their duties, though that use is restricted to magic cast using the Thalarian or Lifewell Doctrines. If the Union is dominant, the Fated are also allowed to use the Darlin Theories.

The Militia pays 3 scrip per week, issued at the Town Hall every Saturday for the previous week's work.

## ACT I, SCENE 2:

### MILITIA PATROLS

The encounters in this Scene represent a collection of events that the Fated can face in Ridley. It is recommended that they experience at least two of these events in order to give them enough time to grow accustomed to the town, its people, and its problems. There is no specific order in which these events should be presented.

If the Fated did not play through *Northern Aggression*, it is recommended that the Fatemaster use the "Unchecked Wrath" encounter (pg. 26) to introduce them to Wrath Fetishes.

Generally speaking, the Fated should only encounter one of these events per day. When not participating in one of these events, militia duty is rather boring.

Once the Fated have had enough time to grow accustomed to their new positions as Ridley's guardians, proceed to "Scene 3: Railroaded" (pg. 29).

### THE NEGOTIATORS (SMELT DISTRICT)

This encounter is intended to showcase some of the tensions present in Ridley following the Massacre. Not all of the troubles Ridley is facing are the fault of the refugees.

In the Smelt district, the Fated come across a strike. The Union steamfitters of the district put in extra hours to assist the town's defenses during the Ridley Massacre, and they've just been informed that their requests for overtime and hazard pay have been denied. They have locked down a factory and are holed up within it with makeshift armor and weapons.

The Union sent Bernie Hallman in to negotiate with the steamfitters, but talks broke down and they took him captive as a bargaining chip. Tensions are escalating, and with no other law enforcement on the scene, it falls to the Fated to sort things out.

Read the following text:



As you're patrolling the Smelt district, a rotund man wearing overalls and a tartan newsie cap approaches you with a letter in his hand. "Hey, militia!" He holds the letter out to you. "Reuben Stewart, with the Union. We've got a problem brewing in one of our factories, and since we're supposed to be leaning on you folks for law enforcement... well, we need some enforcing."

Reuben hands the letter to you, which seems to be a formal request from the Miners and Steamfitters Union. It proves to be a bit redundant, however, as he summarizes it aloud.

"Bunch of Union steamfitters are striking on us in a factory towards the south part of the district. They helped defend the town during the Massacre, and now they think that they've got some claim to overtime and hazard pay." He holds his hands up in front of him. "Now, I'm not saying who's right and who's wrong here. We hired a negotiator to talk things out, but the steamfitters took him hostage, which just made the whole situation worse, and they're refusing to talk to any more of our people."

"Long and short of it, we need to bring an end to the situation without harming our guys. Since you folks are supposed to be working for the town, you're about as neutral of a third party as we can get in there. That letter gives you the ability to negotiate terms on behalf of the Union in order to bring the situation to a close."



Reuben can go on to describe the situation in a bit more detail: the negotiator is Bernie Hallman. He's worked with the Union before and is good at what he does, which only makes this situation seem all the more confusing.

Reuben can give the Fated directions to the factory but won't go himself; his very presence will make the striking steamfitters think that the Fated work for the Union, which will only undercut their authority.

When the Fated arrive at the factory, read the following text:



The factory is a sprawling, two-story building that bristles with smokestacks. No smoke or steam rises from them at the moment, however, making it clear that you've found the right place.

New posters are plastered to its walls, each depicting illustrations of hard-working men and women being denied a stack of scrip by an unseen, shadowy figure. Slogans such as "Hazardous Conditions Demand Hazardous Pay!" and "Real Men Honor Their Word!" jump out at you from every angle.

In front of the factory, a small crowd of men and women stand with picket signs, each of which depicts some similarly catchy phrase. They're dressed in overalls and worker's shirts, but despite how tired they look, there's a surprising amount of determination in their etched faces. Many of them have pneumatic limbs, but there's nothing flashy about their prosthetics; most emphasize function over form.



The steamfitters are initially skeptical of the Fated in their capacity as militia members; they've heard about the program and (correctly) assume that the Union put them up to this.

Getting anything more than stony silence or shouted slogans out of the steamfitters requires a TN 10 Bewitch, Convince, Deceive, or Intimidate Challenge. If the Fated are representing the Union, their Public Opinion is considered to be five stages lower for the purposes of modifiers on this Challenge.

On a success, the steamfitters explain the situation to the Fated, which more or less matches up with Reuben's earlier explanation. They claim that the negotiator the Union sent wasn't willing to concede to any of their demands, so they took him hostage to force the Union to take their claims seriously.

At this point, the Fated have a few options available to them. They can attempt to arrest the striking steamfitters, but doing so only earns laughter and jeering insults from the crowd. Any attempts to physically take the steamfitters into custody results in shoving and very likely escalates into combat.

There are a dozen Steamfitter Picketers here, and as soon as the Fated turn hostile, they shout obscenities and throw themselves into the battle. If they are reduced to one third of their starting number, or if two or more of them are killed (not just knocked unconscious), those that remain surrender and agree to whatever terms the Fated propose. Stats for the Steamfitter Picketers can be found on page 129.



Alternatively, if the Fated show the steamfitters the letter from the Union, they can enter into negotiations with the steamfitters for their back pay.

Negotiations are handled with the following Ongoing Challenge:

## TENSE NEGOTIATIONS

**Skills Allowed:** Barter, Bureaucracy, Scrutiny

**Target Number:** 12

**Duration:** 10 minutes (3 Durations)

**Success Requirement:** Special

**Failure Requirement:** Special

Public Opinion modifiers apply for Social Skill Challenges made as part of this Ongoing Challenge. If the Fated are representing the Union, their Public Opinion is considered to be five stages lower for the purposes of modifiers on these Challenges.

This Ongoing Challenge lasts for a total of three Durations. It is recommended that the Fatemaster punctuate every Duration with dialogue between the Fated and the steamfitters to make this feel more like a give-and-take negotiation. For every Success Requirement the Fated achieve, the steamfitters make a concession, and for every Failure Requirement they achieve, they are forced to make a concession of their own.

The concessions that each side can make are as follows:

**Steamfitters:** Release their hostage unharmed, return to work, unpaid work to cover hours lost over striking, formal letter of apology to the Union published in the *Ridley Spectator*, formal letter of apology to the Town Council published in the *Ridley Spectator*.

**Fated:** Retroactive overtime pay for time worked during the Massacre, retroactive hazard pay for time worked during the Massacre, increased standard wages, paid time off, retrofitting of welding torches to make them safer, partial forgiveness of Union loans on pneumatic prosthetics, a delicious cake.

At the end of the third Duration, this Ongoing Challenge ends as the negotiations come to a close. Both sides are forced to honor whatever concessions they made.

**Public Opinion Changes:** Fated ended the strike and released the hostage (+1 Public Opinion for Fated Faction), Formal Letter of Apology made in newspaper (+1 Public Opinion for Union or Town Council).



## SEDITION ON OUR STREETS (IVORY DISTRICT)

This encounter introduces the Fated to the Seditionist movement, which will become much more widespread in later acts. The Seditionists believe that the Guild and the M&SU are both oppressive and unwanted influences upon their town, and they want Ridley to stand on its own, without constantly having to bow to the wishes of one organization or the other.

As the Fated are patrolling, they come across a group of Seditionists haranguing people in front of a business and distressing the owner. Read the following text:



The Ivory District's poshness is disrupted by a small group of well-dressed women who are loudly promoting freedom from both Guild and Union. A banner proclaims the group as "The Citizens Coalition for a Free Ridley." Normally, being so vocal about not liking the Guild or Union would end with a quick trip to the inside of a jail cell, but these women seem positively fearless.

As you watch the group try to push their pamphlets off on passers-by, an older, bald man comes out of the nearby general store. As soon as he sees your badges, he rushes forward and pulls on your sleeve. "Do you see this? These crazy women are driving away all my business! You have to do something about them!"



The bald man is Jacob Breuer, the owner and proprietor of Breuer's General Store. He's upset because people are hurrying past the Seditionists and, thus, his store. He wants the Fated to arrest the women for disturbing the peace or loitering or anything else that will get them away from his store so that he can do business again.

The leader of the Seditionists is Janet Layton, the wife of a local lawyer. While she sympathizes with Breuer's plight, she also notes that the law allows for "peaceful assembly," and her group is quite peaceful. They've found a public space with a fair amount of foot traffic and don't believe that they should have to move simply because someone doesn't like their ideas. They are using the Ridley Massacre as leverage against the Guild and the Union, claiming that the large loss of life was the direct result of the constant fighting between the two factions. It is only by freeing themselves from such oppression, they argue, that Ridley can prevent similar massacres in the future.

With a TN 8 Bureaucracy Challenge, the Fated realize that while Mrs. Layton is correct about their right to peaceful assembly, that doesn't grant her the right to create a "public disturbance." The law is vague on the differences between the two.

If the Fated arrest the Seditionists or run them off, a TN 10 Bewitch or Intimidate Challenge forces them to go peacefully. On a failure, the women protest their arrest and will claw or scratch at anyone attempting to take them into custody, dealing a single point of damage to such characters.

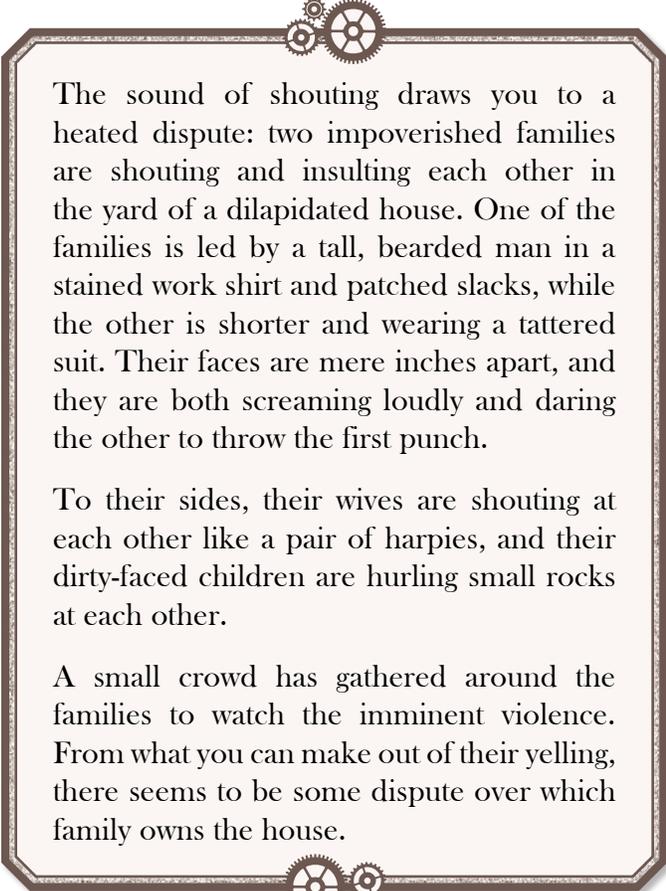
A more reasonable approach might be to simply convince the group to move somewhere just as public but a bit more isolated. Doing so requires a TN 9 Notice Challenge to find such a location, followed by a TN 10 Convince Challenge to persuade the women to move.

**Public Opinion Changes:** Fated were attacked by the women after forcibly trying to remove them (-1 Public Opinion for Fated Faction), Fated allowed the women to continue handing out their pamphlets (+1 Public Opinion for Seditionists), Seditionists remained in front of Breuer's store (-1 Public Opinion for Town Council as Breuer loudly complains about the militia to anyone entering his store).

## SQUATTERS (SLATE DISTRICT)

This encounter showcases some of the poverty and homelessness left in the wake of the Ridley Massacre. Though they might be settled in the town, the refugees are finding it difficult to adapt to life in Ridley, and the citizens of Ridley are still trying to recover from the Massacre and its fallout.

Two families are fighting over an abandoned home. Read the following text:



The sound of shouting draws you to a heated dispute: two impoverished families are shouting and insulting each other in the yard of a dilapidated house. One of the families is led by a tall, bearded man in a stained work shirt and patched slacks, while the other is shorter and wearing a tattered suit. Their faces are mere inches apart, and they are both screaming loudly and daring the other to throw the first punch.

To their sides, their wives are shouting at each other like a pair of harpies, and their dirty-faced children are hurling small rocks at each other.

A small crowd has gathered around the families to watch the imminent violence. From what you can make out of their yelling, there seems to be some dispute over which family owns the house.

The tall, thin man is Harley Conniff, and the man in the suit is Burton Miller. The Conniffs are refugees from Contract Town #18. They claimed the abandoned house earlier this morning, but around noon, the Millers kicked in the door and tried to throw them out. Evan Miller, Burton's fourteen year old son, claims that he found the house first but that the Conniffs pushed past him and drove him off with an axe handle. A TN 8 Scrutiny Challenge reveals that Evan is telling the truth.

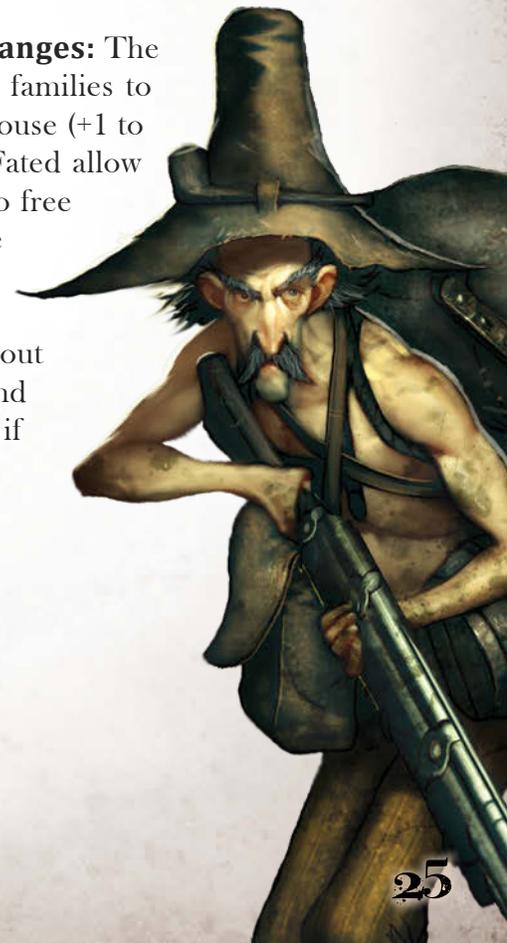
On a successful TN 10 Bureaucracy Challenge, the Fated recall that Ridley's bylaws on squatters are rather vague, but there's nothing preventing one of the groups from claiming an abandoned home. On the other hand, vagrancy carries a steep fine of 50 scrip, and if it can't be paid, it results in hard labor (which means forced labor in the mines) for everyone over the age of fourteen while younger children are sent to an orphanage.

A search of the house (and a TN 8 Homesteading Challenge) confirms that it is abandoned but sturdy.

The Fated can choose to award the house to either family, which results in a great deal of cheering from the victors and insults from the losers. A TN 12 Convince, Intimidate, or Leadership Challenge is enough to persuade both groups to share the house (at least for a little while).

If the Fated do nothing, the scene quickly escalates to violence as the families start attacking each other with their fists and whatever makeshift weapons they can find. Some of the bystanders glance between the fight and the Fated, as if waiting for the Fated to step in.

**Public Opinion Changes:** The Fated convince both families to live together in the house (+1 to Fated Faction), the Fated allow a vagrant family to go free without paying the fine (-1 to Town Council), the Fated allow a fight to break out (-1 to Fated Faction and -1 to Town Council, if they are different).



## UNCHECKED WRATH (CENTER CITY)

If the Fated have played through *Northern Aggression*, this encounter hints at the continued threat of the Wrath Fetishes. If they have not played through *Northern Aggression*, then this encounter serves as their first introduction to the power of the strange fetishes.

A pack of wild dogs has gotten into a shipping crate containing dry rations and a hidden Wrath Fetish. Proximity to the Fetish has warped their minds, driving them into a violent frenzy.

Read the following text:

As you pass by a shipping yard in Center City, you catch sight of a crowd gathered around some injured people. Three workers lie on the ground at the center of the crowd, their work shirts stained dark with blood.

Upon noticing you, a woman in a short jacket breaks away from the crowd, her ponytail swishing back and forth as she jogs up to you. "Hey! You got here just in time." She points toward the shipping yard. "There's a pack of wild dogs loose in the yard. They've already killed a porter, and a few others got attacked. I think they might be rabid...?"

The wounds of the injured workers aren't life-threatening, though they are rather severe. The Fated can treat their wounds with a successful TN 10 Doctor Challenge. Some members of the crowd will suggest that the dogs might have rabies, and thus anyone injured should be put down, on account of the disease being incurable and fatal. If the Fated later examine the dogs, a TN 10 Doctor Challenge reveals that none of the dogs are displaying any sign of being rabid (though it's impossible to rule it out).

If the Fated investigate the shipping yard, read the following text:

The shipping yard is all but deserted. There's no train on the tracks, but the workers seem to have been preparing to send out a shipment, judging from the crates that have been stacked near the platform. A few discarded tools litter the ground, as do splatters of fresh blood. Faint growling sounds can be heard coming from your right, behind a stack of chest-high wooden crates.

Behind the crates, the Rage Hounds are chewing on the body of the worker they killed. They're not hungry so much as angry, so while the body is heavily mutilated, it doesn't look as if any of him has actually been eaten. A TN 8 Doctor Challenge confirms that most of the corpse's mutilation occurred post mortem.

If the Fated investigate the sounds, they encounter the Rage Hounds that attacked the workers. There's one-and-a-half Rage Hounds per Fated character, rounded up, and their stats can be found on page 130.

If the Fated choose not to investigate, the Rage Hounds will eventually come out into sight after a few minutes, or as soon as any of the Fated make any loud sounds.



The appearance of the Rage Hounds vary, depending upon the identity of Blank's patron, but all of them are surrounded by a faint yellow aura. Since the Fated encounter the dogs during the day, however, this aura won't be visible unless the animals are lured out of the sunlight. Read the appropriate description below.



### Marcus

At first, you mistake the dogs for wolves. Where wolves would be lanky, however, these animals are bulky and muscular, with oversized jaws and long teeth that leave no doubt as to their destructive power. As they come around the crate, they lower their heads and growl, showing no signs of fear. Flecks of white foam speckle their mouths.

### Sonnia Criid or Pandora

Something doesn't seem quite right with the dogs. They're making strange sounds in the back of their throats, half-snorting growls that no healthy animals would ever choose to make. When they notice you, the dogs turn your way, their legs shaking as they bare their teeth and snap violently at the air between you.

### Jack Daw

Immediately, you can tell that something is seriously wrong with the dogs. All of them have open wounds, but only on their legs and the rear half of their body, where it looks like their flesh has been chewed away, leaving patches of exposed muscle and bone. Blood oozes from these wounds and down their gnawed legs, leaving dripping trails behind the animals as they approach you, teeth bared and ears flattened against their skulls.



The influence of the Wrath Fetish has transformed the Rage Hounds into beasts of pure anger and violence. As such, they cannot be reasoned with, and any attempts to calm them using Husbandry are doomed to failure. Characters should still be allowed to make the attempt during Dramatic Time, but after the first failure, they will realize that the animals are not behaving normally and are under some sort of supernatural influence. A TN 10 Counter-Spelling Challenge will reveal this same information.

If the Fated investigate the shipping yard once the Rage Hounds have been dealt with, they can attempt a TN 8 Notice Challenge. On a success, they locate a damaged crate near the back of the shipping yard. A shipping manifest nailed to the front lists its destination as Contract Town #22, but it's been stamped with "DAMAGED - RETURN TO SENDER." One side of the crate has been further loosened and chewed wider by the dogs, allowing access to the dried meat within.

If the Fated achieve a Margin of Success on the Notice Challenge, they catch sight of a chewed-up Wrath Fetish (the exact form of which depends upon the identity of Blank's patron) tucked into the crate, partially obscured by the remaining jerky. A TN 12 Enchantment Challenge reveals that it holds a powerful, mind-affecting enchantment. Due to its damaged condition, the Wrath Fetish no longer poses a threat to the Fated.

The sender's address on the crate is ostensibly a general store in Ridley, but any sort of investigation (or a simply query posed to the shipping yard workers) will reveal that the store doesn't exist; it's just an empty lot. With nowhere else to put the crate, the workers placed it in an out-of-the-way spot in case its owner returned to claim it. The other crates in the shipment were sent out across the Northern Hills, laying the foundation for the mine madness that would eventually lead to the Ridley Massacre.

**Public Opinion Changes:** The Fated tended to the wounds of the injured (+1 to Fated Faction), the Fated executed the injured due to the belief that they had rabies (-1 to Fated Faction), Fated defeated the Rage Hounds (+1 to Town Council).

## WHISKEY THIEVES (JADE DISTRICT)

This encounter adds a bit of action to the scene while also introducing (or reintroducing) the Fated to Ursula Dabney. When the Fated encounter her later in this Act, it will bring further attention to the illegal detainment and forced labor of Ridley's kidnapped populace.

As the Fated are patrolling the Jade District, they catch sight of some daring drunks stealing alcohol from a tavern. Read the following text:



The day's monotony is suddenly shattered as a disheveled man is thrown through a window of a tavern. He lands on his side in the street, but as he scrambles to his feet, glass shards sticking out of his hands and arms, you notice that he's smiling.

A moment later, there's shouting from inside the tavern. A young woman leaps out of the broken window, a bottle of whiskey in each of her hands. She throws one to the man with the cut-up arms, and then the two of them are running away at full speed.

A heavier man in an apron bursts out of the door and starts chasing after them, but he's barely gone a dozen paces before he stops, gasping for breath. Hunched over, hands on his knees, he looks toward you. "Stop them! They're thieves!"



Ursula's partner, Archie Drum, was supposed to distract the tavern owner while she stole his whiskey, but the tavern owner proved to be more observant than they expected. Archie leapt through the window at the first sign of trouble, and Ursula followed after him.

### CLEMENTINE HAYES

If the Fated encountered *Clementine Hayes* during the events of Northern Aggression, then it is recommended that she replace Ursula Dabney in this scene.

If this happens, her dialogue and actions remain more or less the same as Ursula's, unless the Fated had a more involved relationship with her during the previous adventure.

The Fated can chase down each thief with a TN 10 Athletics Challenge. A separate Athletics Challenge is needed for each thief, as they split up as soon as they realize that they are being pursued.

If captured, the miscreants go quietly; they've both been in and out of the Ridley jail more times than they can count.

**Public Opinion Changes:** The Fated capture both Archie and Ursula (+1 to Town Council and Fated Faction, if different), the Fated only capture one of the two thieves (+1 to Town Council), the thieves escape (-1 to Town Council).



## ACT I, SCENE 3:

### RAILROADED

As the Fated grow more comfortable with their militia duties, they accidentally stumble across a Guild plot to abduct Ridley's residents and force them into labor in the northern Soulstone mines.

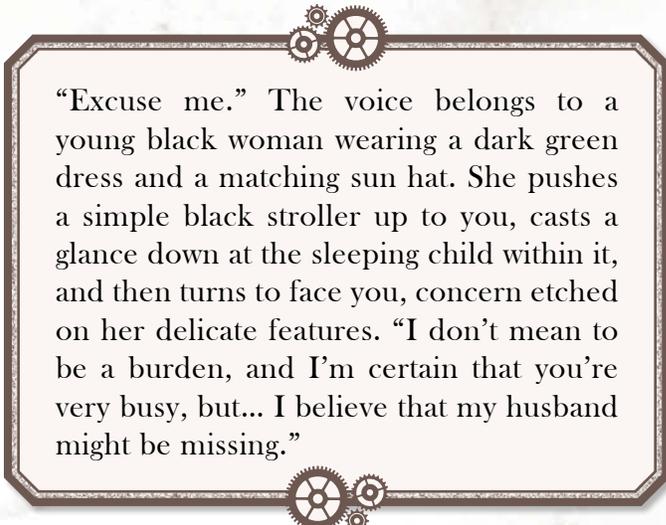
If Sonnia is not Blank's patron, then the kidnapping plan is the brainchild of Captain Walton Ward, a Guild officer who has fallen under considerable pressure to deal with the sudden halt of the region's Soulstone production. The stress has made him desperate, and he's taken to extreme measures (i.e., kidnapping) to get the mines functioning again. Apart from a small, hand-picked group of loyal guardsmen, the Guild knows nothing of Ward's plan.

If Sonnia is Blank's patron, then this was part of her plan: the people being snatched up are loyal Union members, allowing her to remove a thorn from the Guild's side while simultaneously providing labor for the mines. With each mine that comes under Guild control, the Union loses a little more power, and the Guild comes one step closer to the day when it can simply execute the Union leadership and seize its assets without fear of political consequences. Captain Ward has been placed in charge of the operation, and the other members of the Guild in Ridley have been told to follow his orders without question.

The kidnapped citizens are kept on rail cars in a guarded switching yard. Once a car is full, it is shipped to a small Contract Town, where there are few residents to listen to the complaints and stories of the newly arrived "convicts."

### MISSING HUSBAND

As the Fated are patrolling one of the districts (it doesn't matter which one), a woman approaches the Fated in search of her missing husband. Read the following text:



"Excuse me." The voice belongs to a young black woman wearing a dark green dress and a matching sun hat. She pushes a simple black stroller up to you, casts a glance down at the sleeping child within it, and then turns to face you, concern etched on her delicate features. "I don't mean to be a burden, and I'm certain that you're very busy, but... I believe that my husband might be missing."

The woman is Alma Beasley, and the child in the stroller is her daughter, Jessica.

Alma goes on to explain that her husband, Thomas, is a clerk for a Union shipping office. He didn't come home last night, and when she checked with the shipping office, they said that he simply hadn't returned from his lunch. She visited the Guild offices, thinking that he might have gotten into a fight and been arrested, but they said that all of their cells were empty (which might come as a surprise to the Fated, if they've arrested anyone in the past few days).

Alma claims that her husband is a good man, and while he sometimes gets into fights in taverns ("but only when he needs to defend one of his friends!"), he's never just vanished without saying a word.

If the Fated agree to help Alma find her husband, she thanks them and gives them the address of the shipping office where Thomas works. She also brought a photograph, if the Fated think that will help in their investigation.

If they refuse to help, she's initially confused, as she thought that the militia was supposed to be helping people like her. If her sincere attempts to convince the Fated fall on deaf ears, Alma huffs and quickly leaves with her stroller. The next day, the Fated are called into Councilor Himura's office: Alma lodged a formal complaint and is threatening to speak with the newspapers about the militia's unwillingness to look for her husband. Himura informs the Fated that finding Alma's husband has become their only priority; she wants to nip this public relations crisis in the bud.

There are a few places the Fated can begin their investigation.

**The Guild Offices:** If the Fated inquire about Thomas Beasley at the Guild offices, the duty officer has no arrest record for Thomas, and none of the guardsmen working there have seen him. A TN 9 Scrutiny Challenge reveals that the guardsmen are telling the truth.

If Sonnia is *not* Blank's patron and the Fated succeed on a TN 9 Bewitch Challenge, a guardsman will mention that it might be worth checking where Thomas worked; given how many Union people have been disappearing from town lately, it's not a stretch to think that the disappearances are somehow tied to the Union.

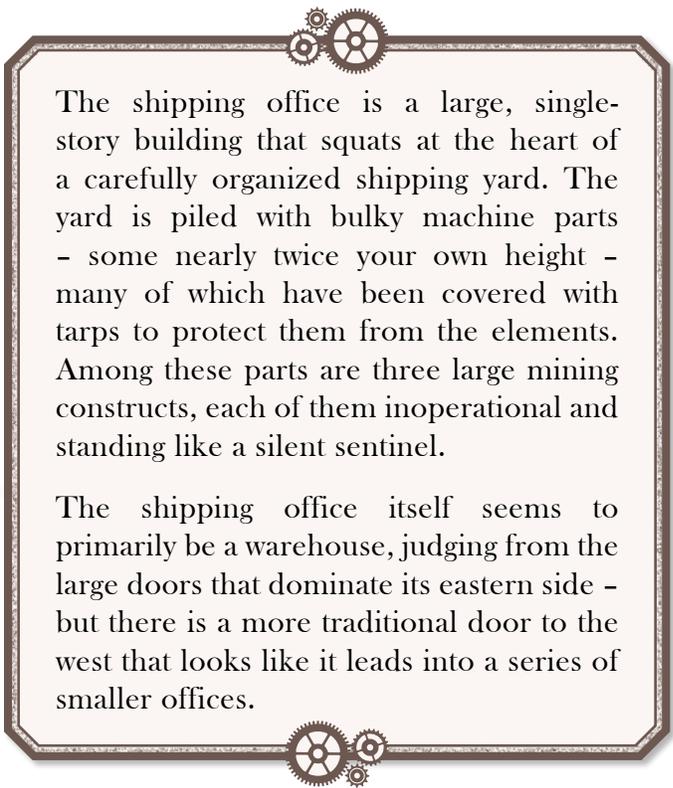
If the Fated ask to see any prisoners (including any that they have arrested themselves), the guardsmen claim that Captain Walton Ward came by a few hours earlier and took all of the prisoners into his personal custody. A TN 9 Scrutiny Challenge reveals that something about the encounter has made the guardsmen nervous; if pressed, they mention that Captain Ward pulled rank on them and threatened their jobs when they asked to see the paperwork for the transfers. Rather than stand up to him, they just let him take the two dozen or so prisoners away with his troops; most of the prisoners were arrested for being drunk or disorderly, and none had yet seen a judge.

None of the guardsmen are very happy about what they did, but neither can they afford to lose their jobs.

**Thomas' House:** Alma and Thomas live in a small home in the northern part of the Iron District. It's a perfectly normal home, and there's nothing of particular interest here, save for a great deal of supporting evidence that Thomas is a loving husband and father.

**The Shipping Office:** Thomas Beasley is employed at a shipping office near the northern end of Center City. It's a large, single-story Union building surrounded by a fenced-in yard near the rail tracks. Roughly two-thirds of the building is a warehouse containing mining tools, while the rest is taken up by small offices.

When the Fated arrive, read the following text:



The shipping office is a large, single-story building that squats at the heart of a carefully organized shipping yard. The yard is piled with bulky machine parts - some nearly twice your own height - many of which have been covered with tarps to protect them from the elements. Among these parts are three large mining constructs, each of them inoperational and standing like a silent sentinel.

The shipping office itself seems to primarily be a warehouse, judging from the large doors that dominate its eastern side - but there is a more traditional door to the west that looks like it leads into a series of smaller offices.

The mining constructs are Rock Hoppers. They are currently inactive but can be animated by any character with the Animate Construct Magic.

If the Fated arrive during business hours, animating any of the Rock Hoppers immediately draws angry shouts from the workers in the warehouse, though none of them are actually willing to raise weapons against Union property. Stats for the Rock Hoppers can be found on page 131.

If the Fated appear to be working for the Union, they can commandeer a Rock Hopper with a TN 8 Bureaucracy Challenge, but it will still need to be animated, and the shipping workers will expect the construct to be returned by the following day. If they do not, the Fated will suffer ☐ on all future Social Skill Challenges with Union personnel due to their perceived theft of the constructs.

Assuming the Fated visit the office during its business hours (roughly 7 am to 6 pm), they can question Thomas' coworkers about his disappearance. Only three other employees work in the office: Klara Freeman, the shipping manager; Ezekiel Pander, the yard foreman; and Julia Menendez, a laborer. Thomas Beasley worked in the office as an accountant.

**Klara Freeman:** Klara is an overworked manager who has become even further overworked with Thomas' disappearance. If the Fated ask about Thomas, Klara says that he is a hard worker whom everyone likes. He went to lunch yesterday and didn't come back, and she's been scrambling to do the work of two people ever since. If the Fated succeed on a TN 9 Scrutiny Challenge, they get the feeling that Klara is holding something back, but it takes a TN 9 Bewitch, Convince, or Intimidate Challenge to get the truth out of her.

On a success, she mentions that Thomas didn't go to lunch alone: he went with Julia Menendez. If the Fated achieved a Margin of Success on this Challenge, Klara adds that the two of them *often* have lunch together, and at least once, Thomas came back with his shirt inside out. She suspects that the two

of them are having an affair, but in Klara's mind, it's none of her business, so she didn't say anything when Thomas' wife came around asking about him earlier that morning.

**Ezekiel Pander:** Ezekiel is a steamfitter who is tasked with making certain that the shipping yard remains orderly. He frequently carries a clipboard containing a list of the shipping yard's inventory and spends most of his days in the yard, documenting incoming stock and preparing outgoing shipments. When a train pulls into the shipping yard, he calls upon his magic to animate the Rock Hoppers, who do much of the yard's heavy lifting.

If asked about Thomas, Ezekiel claims that he is a nice enough guy, they just never really spend much time together. As with Klara, if the Fated succeed on a TN 9 Scrutiny Challenge, they realize that Ezekiel is holding something back. He's less concerned about the status of Thomas' marriage, however, and if the Fated question him further, he shrugs and says that the only time he really spent with Thomas was during their biweekly accounting meetings and when he would come out into the shipping yard to flirt with Julia Menendez.

Yesterday, Thomas and Julia both left to have lunch together, but when she came back, she was a nervous mess and kept dropping crates and misplacing tools. Thomas never came back at all. He assumed that the two of them had gotten into some sort of fight (or that Thomas' wife had caught them fooling around) and didn't ask any further questions.



**Julia Menendez:** Julia Menendez is the only permanent laborer employed at the shipping yard. She primarily helps with loading and unloading crates that are too delicate for one of the Rock Hoppers to handle, but when not directly loading or moving something, she also helps by securing tarps, sweeping up the shipping yard, and doing whatever other odd jobs come up. When the Fated approach her, she's nervous, on edge, and most likely stealing a few minutes away from her job to smoke a cigarette. If the Fated are representing the Guild, she bolts as soon as she sees them; a TN 8 Athletics Challenge is all that is required to catch up with her and either grab her arm or tackle her to the ground.

If the Fated ask Julia about Thomas, the story comes pouring out of her in a nervous deluge. She claims that the two of them went for a walk down the rail lines when they were stopped by two Guild guardsmen right in front of Wyndham Dresses; she remembers because there was an evening dress in the window that caught her eye.

The guardsmen accused them of loitering and grabbed Thomas, placing him under arrest. Julia, who has heard more than a few stories of impromptu "Guild arrests" turning very bad for Union members, fled from the scene, leaving Thomas to the guardsmen. She was going to tell Klara, but fear over losing her job (for abandoning a fellow Union member to the Guild) has thus far kept her from doing so. Keeping the secret has left her wracked with guilt, and telling the Fated is her means of atonement.

If the Fated succeed on a TN 9 Scrutiny Challenge, they realize that Julia's not telling the entire truth. If pressed, she reveals that she and Thomas weren't just walking down the rail lines; they had hurried off to her apartment for an illicit rendezvous and were on their way back when Thomas was arrested. Her silence isn't entirely due to fear of losing her job; she's afraid that their affair will become public knowledge and ruin Thomas' marriage. Julia isn't aware that Klara and Ezekiel have already figured things out.

As far as Julia is aware, Thomas was arrested by the Guild and is in custody at their offices. If the Fated claim that he's not in custody, she immediately becomes agitated and starts telling them (outlandish) stories about Guild abuse; in her mind, they must have taken him to a secret location to interrogate him for company secrets. She directs the Fated to Wyndham Dresses in the hope that one of the employees there might have seen where the Guild officers took Thomas.

Similarly, if the Fated return to Alma Beasley and inform her that Thomas is in custody, she returns a few hours later, very upset that the Fated (in her mind) lied to her. The Guild officers claimed that they had no idea who Thomas is and that they didn't have an arrest record for anyone with that name.

Searching for any further information on Thomas' whereabouts is handled with an Ongoing Challenge.

## WHERE DID THEY TAKE THOMAS?

**Skills Allowed:** Barter, Bewitch, Bureaucracy, Intimidate

**Target Number:** 10

**Duration:** 10 minutes

**Success Requirement:** 2 per Fated

**Failure Requirement:** 1 per Fated

During this Ongoing Challenge, the Fated can use Bewitch or Intimidate to ask (nicely or not so nicely) people on the street whether they saw the Guild arrest Thomas, Barter to bribe reticent witnesses to speak up, or Bureaucracy to work within Guild or council channels to find out where Thomas may have been taken.

Each time a character uses Barter as part of this Ongoing Challenge, she must also spend at least 2 scrip to cover her bribes.

Remember that Public Opinion modifiers apply to most of the Skills involved in this Ongoing Challenge!

On a success, the Fated learn that the Guild guardsmen who arrested Thomas took him to Switching Yard #2 in the north-central section of Central City. Proceed to "Scene 4: The Switching Yard" (pg. 35).

On a catastrophic failure, the Fated's investigation comes to the attention of Captain Ward, who sets a trap for them. Proceed to "Trapped Trains," below.

### TRAPPED TRAINS

If the Fated catastrophically fail the Ongoing Challenge, Captain Ward learns of their investigation and sets a trap for the Fated. Read the following text:



As you're investigating Thomas Beasley's disappearance, you catch a lucky break in the form of Samantha Waters. The blonde woman leads you to the town's switching yard, located in one of the north-central districts of Central City. "I saw him come right this way," she says, her boots nimbly stepping over the railway ties. "He looked pretty bad. I think he might have been shot."

Finally, she stops in front of a rust-red boxcar with a black ram's head stenciled on the closed door. "He climbed right on up in there. I sure hope he's alright."



Samantha is actually one of the guardsmen who arrested Thomas. She's loyal to Captain Ward, and when he asked, she agreed to pose as a witness in order to lure the Fated into a trap.

She answers whatever questions the Fated might have for her, but a TN 9 Scrutiny Challenge reveals that she isn't being very truthful and seems to have ulterior motives for leading the Fated to the switching yard.

If the Fated start to open the boxcar door (or if they get cold feet or turn violent once in the switching yard), read the following text:



The door of the boxcar suddenly slams back on its hinges as the contingent of Guild guardsmen hidden inside raise their rifles. In the blink of an eye, you've found yourself facing down a firing squad!

A glance toward Samantha reveals that she also has a gun trained on you, though it is only a small derringer. "Drop your weapons," she commands. "You're under arrest."



If the Fated drop their weapons as instructed, then the Guild guardsmen take them into custody (even if they are Guild employees) and tie their hands behind their backs. Escaping the rope ties requires a TN 12 Sleight of Hand Challenge or a TN 14 Athletics Challenge.

Instead of marching the Fated to the Guild offices, however, the guardsmen take them deeper into the switching yard, where they are herded into a boxcar filled with prisoners bound for the Soulstone mines of the Northern Hills. See "Scene 4: The Switching Yard" (pg. 35) and the "Prisoners!" callout box (pg. 38) for more details.

If the Fated choose to fight the guardsmen, then they will have a difficult (but not unwinnable) battle on their hands. To represent the superior position of the guardsmen, the Fated count as being **Slow** on the first round of Dramatic Time. There are two guardsmen here, plus two guardsmen per Fated. Stats for Sergeant Samantha Waters and the Corrupt Guardsmen can be found on pages 132 and 133, respectively.

The guardsmen are merciless in their attacks. They know that what they are doing is illegal, even by Guild standards, and the only way they're going to get away with it is to ensure that the Fated don't tell anyone their secret. They split their initial attacks evenly but will focus fire on characters who prove to be particularly dangerous (such as those who use magic or who are carrying particularly large weapons). Samantha remains near the guardsmen and supports them as necessary.

After the guardsmen are defeated, the Fated will notice that there are more boxcars stenciled with the ram's head in the switching yard. Roused by the gunfire, the prisoners inside them call out for help, which the Fated can detect with TN 8 Notice Challenges. If the Fated investigate the boxcars, proceed to "Scene 4: The Switching Yard" on page 35.

If the Fated are defeated, the guardsmen strip any surviving Fated of their weapons and toss them into a boxcar bound for the Northern Hills. See "Scene 4: The Switching Yard" (pg. 35) and the "Prisoners!" callout box (pg. 38) for more details.



## ACT I, SCENE 4:

### THE SWITCHING YARD

If the Fated weren't captured as a result of a catastrophic failure on the Ongoing Challenge, read the following text as they approach the switching yard:



At first glance, the switching yard might almost seem to be abandoned. Dozens of train cars slumber on short sections of track that run parallel to the main rail lines. In places, the lines converge upon each other, forming a complicated network of steel rails and wooden ties.

Small engines shunt freight cars from track to track, forming ever-growing lines of cargo bound for either Malifaux City or the northern Contract Towns.

A small group of boxcars, their sides stenciled with the ram's head insignia of the Guild, rest on a nearby stretch of track. The side of one boxcar is open, and prisoners in shackles and street clothing are being marched up a thin ramp and into the car by a group of armed Guild guardsmen.



These guardsmen are loyal to Walton Ward. They've been quietly arresting (read: kidnapping) people from Ridley and forcing them into boxcars, which they then ship north to the more remote mining towns as "convict" labor. There is enough cover for the Fated to approach within 10 yards of the boxcar without being noticed. Moving any closer requires the Fated to succeed on a TN 12 Stealth Challenge; failing this Challenge causes the guardsmen to react with sudden and intense violence (and a great deal of bullets).



#### THE SILENT WATCHER

If Jack Daw is George Blank's Patron, then Daw's spectral entourage has already begun to manifest in Ridley. Read the following additional text once the Fated enter the switching yard:



A few dozen feet away, a tall, gaunt man sits on a short stack of broken bricks. His clothes are old and tattered, and he looks incredibly weary. He nods his head slightly to acknowledge you, which is when you notice the noose coiled limply around his right arm.



For now, Montresor is content to sit and watch the scene playing out. If the Fated attempt to speak with him, he makes slow, tired gestures in response but does not speak. If they ask him about Thomas or anything unusual in the area, he points to the Guild boxcars but is gone when the Fated return from the encounter. If they attempt to do something unpleasant to him, Montresor simply sighs and fades away as the Fated watch.

If the Fated don't immediately realize that the guardsmen are doing something illegal (and they might not; the guardsmen are doing their best to appear legitimate in order to avoid suspicion), then the escape of a prisoner provides more clues. Read the following text:

One of the prisoners being marched up to the boxcar begins to struggle, forcing two guardsmen to step forward and restrain him. A female prisoner at the end of the line watches the commotion for a moment until she realizes that nobody is paying attention to her, at which point she suddenly makes a break for it.

The fleeing woman is so concerned with glancing over her shoulder and making sure that she isn't being chased by the Guild that she nearly runs right into you. Her wrists are firmly secured in shackles, and she skids to a stop as soon as she notices you.

The prisoner is Ursula Dabney, the pickpocket and thief whom the Fated may have encountered during the "Whiskey Thieves" section of Scene 2 (pg. 28).

If the Fated caught her, then the Guild guardsmen marched her down to the switching yard without a trial. If they failed to catch her or let her go, then the Guild picked her up for an unrelated offense.

**CLEMENTINE HAYES (AGAIN)**

If Clementine Hayes replaced Ursula Dabney in the "Whiskey Thieves" section of Scene 2, then she should replace Ursula Dabney here as well.

If the Fated are dressed in Guild uniforms or otherwise representing the Guild, continue reading the following text:

"Oh hell no," she says. "You ain't taking me to no mines!"

She glances once to her left and then takes off in a sprint, running as fast as her legs will take her.

The Fated can chase Ursula down with a TN 10 Athletics Challenge. On a failure, she escapes in the maze of boxcars. She eventually confides in a friend who knows just enough to urge her to take her story to the *Ridley Spectator*, ensuring that the paper has an amazing (and amazingly troublesome) headline for tomorrow's paper. See the Conclusion on page 41 for details.

If the Fated succeed on the Athletics Challenge, they manage to run Ursula down and catch her. When caught, she squirms fiercely and tries to appeal to the Fated, claiming that she doesn't deserve to be sent to the mines. She's been caught often enough to know that a bit of minor theft should only result in a few days behind bars, not hard labor.

Worse yet, Ursula didn't even see a judge prior to the apparent execution of her sentence (which a TN 8 Bureaucracy Challenge can confirm is against protocol and quite illegal).

If the Fated are not dressed in Guild uniforms or otherwise representing the Guild, continue reading the following text:

The prisoner's eyes widen as she stares at you in surprise. She quickly glances over her shoulder again, then speaks in a rushed whisper. "Please, ya gotta help me! The Guildies have been snatching up Union people all across town, makin' up crimes so that they can ship us off to work in the mines!"

She raises her shackled hands in front of her in a pleading gesture. "I'm good people! You've gotta help me an' the others. This ain't right!"

If the Fated return Ursula to the guardsmen at the boxcar, they are surprised and mildly alarmed at the Fated's sudden appearance; a TN 9 Scrutiny Challenge allows the Fated to realize that the guardsmen are acting as if they had just been caught in the middle of doing something illegal. The guardsmen thank the Fated for apprehending a fugitive. Then, one of them slams the butt of her rifle into Ursula's temple, knocking her unconscious and dropping her to the ground like a sack of potatoes. Once Ursula is unconscious, they toss her into the boxcar with everyone else.

If questioned about their activities, the guardsmen say that they are just preparing a convict shipment for the northern mines; they claim to know nothing about any sort of discrepancies with the arrest process, though a TN 9 Scrutiny Challenge reveals those claims to be a lie.

Should the Fated confront the guardsmen but not turn Ursula over to their custody, the guardsmen attempt to pull rank. A blonde guardsman, Sergeant Samantha Waters, steps forward and demands that the Fated turn Ursula over to the Guild lest they be charged with aiding and abetting a convict and obstruction of justice. The Fated must succeed on TN 10 Centering Challenge or find themselves compelled to turn over the prisoner out of concern for the repercussions involved.

If the Fated refuse to turn over the prisoner (or charge directly into combat with the Guild), the Guardsmen respond with deadly force. There are two guardsmen, plus Samantha Waters and one additional guardsman per Fated. Stats for Sergeant Samantha Waters and the Corrupt Guardsmen can be found on pages 132 and 133, respectively.

The guardsmen split their initial attacks evenly but will focus fire on characters who prove to be particularly dangerous (such as those who use magic or who are carrying particularly large weapons). If the Fated take cover, the guardsmen will either shift their attention to anyone not in cover or use the Focus action to negate cover penalties.

If the Fated are defeated, the Guild strips them of their weapons, binds their hands with rope (TN 12 Sleight of Hand or TN 14 Athletics Challenge to escape), and tosses them into the boxcar to be shipped north to the mines. See the "Prisoners!" callout box (pg. 28) for more information.

If the Fated release the prisoners, see the "Freedom" section on page 40 for more details.



## PRISONERS!

If the Fated are captured by the Guild, they're in for a rough time. The guardsmen seize their weapons (Fated can retain any weapon with the Concealable rule that they did not draw in combat), bind their hands with rope (TN 12 Sleight of Hand or a TN 14 Athletics Challenge to escape), and throw them into a cramped boxcar. A moment later, a guardsman slams the door shut with an echoing clang.

Escaping from the boxcar is difficult. Fortunately, one of the Union prisoners has been working on a way out. Read the following text:



The wooden boxcar is dark, crowded, and oppressively hot. Everyone is crammed together with almost no room to move, and about half of them are sitting on the floor, knees pulled up to their chest and head buried in their arms. One prisoner, a small Hispanic woman with wavy hair, peers out from a tiny knothole in the side of the car. "They're gone," she whispers.

The murmur is repeated, and a moment later, a faint sawing sound fills the boxcar. Craning your neck, you can barely make out the source: a large, muscular man is crouched near one end of the boxcar. The fingers of his pneumatic hand have been snapped off to expose the thin connecting joints, which he is using like a saw to slowly cut away at the wood. At the moment, there's an open patch near the bottom of the wall about the size of a softball.



The man - Freddie Cain - is making progress, but it's slow progress; he's unlikely to be finished before the train arrives at the northern Contract Towns. If the Fated wish to escape, they will have to assist him. Escaping from the boxcar is handled with an Ongoing Challenge.

## ESCAPE THE BOXCAR

**Skills Allowed:** Athletics, Melee \*, Pneumatics \*, Leadership

**Target Number:** 10

**Duration:** 10 minutes

**Success Requirement:** 6

**Failure Requirement:** 2

If the Fated are in the possession of a Melee weapon that wasn't confiscated by the guards, they can use the Melee Skill on this Ongoing Challenge.

If the Fated have a pneumatic limb, they can damage it to create an edge that will allow them to cut at the walls. If they do so, they can use the Pneumatics Skill, but at the end of this Ongoing Challenge, the pneumatic limb becomes nonfunctional until the character can get it repaired (which requires two hours of work and a TN 10 Artefacting Challenge).

On a success, the Fated create a large enough opening in the boxcar to allow everyone to escape. It takes about two hours for the Guild to finish loading the prisoners and get the boxcar hooked up to an engine, so it's likely that the Fated will be able to escape while the boxcar is still in Ridley.

If they escape while the boxcar is moving, leaping out of the train requires a TN 6 Acrobatics Challenge. On a failure, the character suffers 1/2/3 damage as they hit the ground at high speed. If a character suffers a Margin of Failure on this Challenge, they fall beneath the train's wheels and suffer 4/8/10 damage and a Severe Critical Effect.

On a catastrophic failure, the Guild guardsmen notice the growing hole in the side of the boxcar. The guardsmen unlock the doors of the boxcar and execute the Fated (who they assume are the ringleaders of the escape attempt) as an example to the others. There is one Corrupt Guardsmen per Fated. The prisoners remain huddled in the boxcar, trying to not be shot, but they can spend 2 AP to make a TN 12 Leadership Challenge. On a success, the prisoners surge forward toward the guardsmen. A great many of the prisoners are injured, but the guardsmen are subdued and killed without any further need for combat.

## ROLLING STOCK

The Fated may choose not to confront the Guild directly but to instead sabotage the train once the boxcars are attached to an engine. It takes about two hours for the Guild to finish loading the last of the convicts and get the boxcars attached to an engine. After that point, the Fated have five minutes before the engine starts up and begins rolling out of town. The engine and boxcars move slowly within the city limits, and a character can leap onto the moving train with an Athletics Challenge. The base TN for this Challenge is 12, but characters subtract their Walk speed from the TN. Characters who suffer a Margin of Failure on this Challenge end up falling beneath the train's wheels and suffer 4/8/10 damage and a Severe Critical Effect.

The boxcars are locked from the sides by heavy locks (TN 12 Lockpicking), but reaching them is difficult while the train is moving. A character to either run alongside the train and pick the lock as it moves (which requires a Walk of at least 5 and imposes a  $\square$  to the Lockpicking Challenge) or unhook that section of the train (which requires a TN 12 Engineering Challenge).

Alternatively, the character could try to hang down from the top of the train to pick the lock while upside down, but this requires a TN 12 Acrobatics Challenge and still imposes a  $\square$  to the Lockpicking Challenge. If the character fails the Acrobatics Challenge, she falls to the ground (suffering 1/2/3 damage), unless she also generated a Margin a Failure, in which case she falls under the wheels of the train as described above.

There are four boxcars total, each of them overcrowded with kidnapped townsfolk.

Moving through the boxcars is impossible (there are no doors on their narrow ends), so characters who want to reach the engine will have to climb over the tops of the boxcars and leap from one car to the next until they reach the front of the train. Each time a character moves between boxcars, they must succeed at a TN 8 Acrobatics Challenge or suffer the effects as described above.

The engine contains the engineer (who does not participate in any fights) and two Corrupt Guardsmen (pg. 133) who immediately attack any character who does not pass a TN 6 Stealth Challenge as soon as they reach the boxcar closest to the engine room.

The engine room is only big enough to hold four people at a time (and there are three people inside when the Fated arrive), so the guardsmen focus on fighting one character at a time while hiding to either side of the engine's doorway (which provides them with hard cover).

Should the guardsmen be killed or incapacitated, the engineer surrenders and brings the engine to a stop at their request. If the engineer is killed (treat him as a Corrupt Guardsman with no weapons), the Fated can stop the engine with a successful TN 8 Engineering Challenge.

If the prisoners are released, see the "Freedom" section on page 40 for more details.

## HIGHER POWERS

Instead of interfering directly, the Fated can try to stop the convict train from leaving Ridley by appealing to the powers of the city.

If Pandora has not executed the Town Council, then they can issue orders to have the train stopped and searched before it leaves. Convincing the council that something strange is going on requires a TN 9 Bureaucracy Challenge, though if Ursula Dabney or Clementine Hayes is present, her testimony gives the Fated a  $\oplus$  to this Challenge.

The Fated can also attempt to appeal to the Guild and convince them that rogue elements are at work within the city. Doing so requires a TN 10 Bureaucracy Challenge to get the Fated in contact with a Guild Captain over the aethervox, followed by a TN 12 Convince Challenge to get the Captain to issue an order bringing the train to a halt. The switching yard's office contains an aethervox which might be useful for this purpose.

If Sonnia is Blank's Patron, however, those orders are quickly countermanded by the Witch Hunters, and any further attempts to convince the Guild to stop the convict train meet with failure. If the Fated later attempt to learn the source of the counter orders, a TN 12 Bureaucracy or Convince Challenge is enough to get a guardsman to reveal that the order "came directly from one of the division heads."

If the Fated appeal to the Union, it only takes a TN 8 Bureaucracy Challenge to get them to stop the train; they're not particularly surprised that the Guild would resort to underhanded tactics.

## FREEDOM

Should the Fated rescue the prisoners directly from the boxcar, they have the option of setting them free immediately or holding them until they can contact someone (e.g., Councilor Himura, Mayor Martin, etc.) to help deal with the situation.

If the Fated contact Councilor Himura, she lets the prisoners go as soon as she's able to get a doctor down to the boxcar to ensure that nobody is in mortal danger. For the most part, everyone is fine, though a few people are banged up as a result of "resisting arrest." Once they have been cleared by the doctor, the prisoners are released and allowed to return to their lives.

If the Fated contact the Union, they ferry the prisoners to the Steamfitters Hall and interview each one thoroughly before sending them home with an escort. The Union plans to use this information to apply significant political pressure on the Guild.

If the Fated contact the Guild, the boxcars are shunted to a section of track near the Guild offices, at which point one of two things happens. If Sonnia is not Blank's patron, the prisoners are interviewed and held while senior Guild officials travel from Malifaux City to Ridley to investigate. Captain Ward and any guardsmen under his command are arrested and detained as well, in the hope of preventing a major incident.

If Sonnia is Blank's patron, then orders come in from Malifaux to execute the prisoners to ensure that they can't be traced back to the Guild. With heavy hearts, the guardsmen stationed in Ridley throw open the boxcar doors and gun the prisoners down by the dozens. Unfortunately, a reporter snaps a picture of the massacre, and when the *Ridley Spectator* publishes its article, the town's powder keg of public tension explodes.

In the event that the Fated contact one of the Resurrectionists (such as Hazel Mills, a necromancer who owns a dress shop in the Ivory District), the prisoners are removed from the picture via their death and subsequent reanimation. The Ten Thunders (who can be contacted through their agents in the Foundry) take a more progressive approach: their agents march the prisoners (and a few of their agents) right into the office of the *Ridley Spectator* to give their story, in the (correct) belief that the resulting article will destabilize the city and make it easier to bring under their control.

Should the Fated release the prisoners without contacting Councilor Himura, she is furious. However, there is little she can do as the move makes the Fated into minor celebrities. Through the resulting chaos, the Fated are popular enough that she's all but obligated to keep them on the militia despite her own feelings about them.

When word of the Guild's actions reach the public, the Seditionist movement gains increased traction as the people of Ridley decide that their town might be better off on its own.

**Public Opinion Changes:** The Fated rescue the prisoners on their own (+1 to Fated Faction), Fated contact the Town Council to help with the prisoners (+1 Town Council), Fated contact the Union to help with the prisoners (+1 Union, -2 Guild), Fated contact the Guild to help with the prisoners (-1 Guild, unless the prisoners are executed by Sonnia), Fated contact the Resurrectionists to deal with the prisoners (no modifier), Fated contact the Ten Thunders to deal with the prisoners (-2 Guild, -2 Union), Prisoners survive and are released (-2 Guild, +3 Seditionists).

## ACT I, SCENE 5:

### A MOMENT TO SHINE

Once the Fated have dealt with the prisoners, they are approached by Ji-Min Kang, a reporter for the *Ridley Spectator*. She wishes to interview them for her story on the Guild abductions, in order to “get the facts straight.”

If the Fated rescued the prisoners, then Ji-Min intends to portray them as heroes. She claims that a bit of good press never hurt anyone and asks for a detailed interview so that she can get an account of what happened. If the Fated agree to the interview, she has them start from the beginning, asking them why they enrolled in the town militia, how they came upon the prisoners, and how they managed to free them from the Guild.

If the Fated did not rescue the prisoners, then Ji-Min takes a harder stance. She claims that she knows the Fated met with the Guild in the shipping yard and demands to know what happened, as “the people of Ridley have a right to know.” Lying to Ji-Min is quite difficult, requiring a TN 14 Deceive Challenge. On a success, she seems skeptical but accepts the Fated’s account of things while murmuring about needing to find “corroborative testimony.” On a failure, her eyes narrow and she storms off in indignation, shouting about how she’ll “get to the bottom of this one way or another!”

**Public Opinion Changes:** The Fated refuse to be interviewed (-1 Fated Faction), the Fated give a favorable view of a Faction during the interview (+1 to relevant Faction), the Fated give a negative view of a Faction during the interview (-1 to relevant Faction).

## CONCLUSION

When the Fated wake up in the morning, the first thing they see upon leaving their rooms is the morning edition of the *Ridley Spectator*. Its headline, written by Ji-Min Kang reads “Guild Kidnaps Ridley Residents!”

The article goes into depth on the Guild’s abduction of Ridley citizens, though the details are vague and a bit sensationalist, particularly if the Fated did not give Ji-Min an interview (or if they successfully lied to her). The Fated are noted as being involved in the entire incident, for good or ill, depending upon how much they cooperated with Ji-Min and whether or not the prisoners were saved.

The article isn’t harmful to just the Guild; if the prisoners were held and interviewed by the M&SU, the *Spectator* includes an article asking why the Union didn’t immediately release the prisoners and accuses them of playing politics with the people of Ridley.

Similarly, if the Guild assisted the prisoners, it does little to earn them much in the way of public opinion; the *Spectator* openly questions just what is going on within the Guild if it’s working at cross-purposes against itself.

If the Fated handed the prisoners off to another faction (such as the Resurrectionists or Ten Thunders), then the *Spectator* launches an investigation into that group and publicly questions its motives and goals. This investigation draws a great deal of attention to a faction that most likely wishes to remain in the shadows.

If the Fated failed to stop the prisoners from being sent north to the mines, then things continue on without incident for about a week, at which point a group of escaped and bedraggled abductees walk into Ridley on bleeding feet. Neither the Union nor the Guild knows of this until the *Spectator* breaks the story.

In any event, all hell breaks loose in Ridley.

# ACT II

With the publication of the *Ridley Spectator's* article, the town of Ridley erupts into chaos. The citizens accuse the Guild of kidnapping people and forcing them to work in the mine, and other factions may catch their own share of the blame as well, depending upon the actions of the Fated during Act I.

As outrage turns to rioting, George Blank takes advantage of the situation to set his own plans into motion.



## GEORGE BLANK'S PLAN

Even if Sonnia is Blank's patron, he hadn't been expecting the *Spectator's* article or the anger that it causes. As the day progresses and he realizes that the city has reached a boiling point, he adjusts his previous plans in order to take full advantage of the situation. The *Ridley Spectator* has already whipped the city into a frenzy of anger, so he no longer needs to work on enhancing the power of the Wrath Fetishes.

In service to his original plans, Blank had been volunteering at the Ridley Mental Hospital in Center City, a short distance from Councilor Himura's office. He and Dr. Edwin Rhys had been studying the effects of "mine madness" since the original outbreak, though for very different reasons: Dr. Rhys believed that they were trying to cure the affliction, while Blank was actually trying to intensify the effects of the Wrath Fetishes by experimenting upon the patients (many of whom he "infected" himself before bringing them to the asylum's attention).

When Blank abandons his attempts to enhance the Wrath Fetishes, he decides to add to the chaos in the city while also covering his own tracks.

To that end, he travels to the Ridley Mental Hospital, murders the hospital's administrator, Dr. Noah Edwards, and uses Edwards' key to free his experiments. He presses multiple Wrath Fetishes into the arms of his altered patients and releases them into Ridley's streets as their bodies begin to change, driving the town even further into the depths of madness.

## ACT II, PROLOGUE: CIVIL UNREST

As the Act begins, the Fated find themselves in the unenviable position of being expected to keep the peace in a town that is quickly descending into anarchy. No more than an hour after the Fated have read the morning edition of the *Ridley Spectator*, they are called into Councilor Himura's office.

Read the following text, adjusting it to change the headline if the Guild murdered the captured residents:



The trip across town is less than pleasant. You pass three different people standing on soapboxes, each waving in the air copies of the *Ridley Spectator* that call for an end to the tyranny of the Guild and the apathy of the Union. The crowds gathered around each proselytizer are surprisingly large, and they heckle you for being “dogs of the system” as you push through them.

When you finally arrive at Councilor Himura's office, she's pacing back and forth, a copy of the *Spectator* in her hands. When she notices you, visible relief washes over her features. “Have you seen this?” she asks, showing you the newspaper and its headline: “Guild Kidnaps Ridley Residents!”

“This is really bad. The city's already on edge after the massacre, and this sensationalist nonsense isn't helping. It's only a matter of...”

Suddenly, a bearded man barges into the room. “Councilor! The Seditonists have seized the rail station!”

Himura curses and looks your way. “You have to break this up before it turns into a full-on riot. Ridley is counting on you.”



Himura is focused on getting the Fated out to Ridley Station as quickly as possible before things turn ugly. If the Fated have any questions for her, they're essentially asking them as she hurries them out of her office.

Any attempts to renegotiate their wages or otherwise capitalize upon the chaos are met with failure: Himura says that the Town Council (or the Mayor's Office, as appropriate) has to authorize any militia pay increases, and they won't be able to do that if the town's in the middle of a riot.

If the Fated prove obstinate, she screams in frustration, grabs her purse from her desk, and throws a handful of bills (4 scrip) at the Fated with a request that they “do their damned jobs.”



## ACT II, SCENE I:

### THE RIOT

Ridley Station and the surrounding rail yards have been seized by a large group of Seditonists, who claim to have done so in order to stop any more of their fellow residents from being abducted by the Guild. Read the following text:



You can hear the crowd long before you reach Ridley Station. Angry shouting makes up the bulk of the noise, and as the rail yards come into sight, you can see a large crowd gathered around a boxcar, upon which two figures dressed in worker's clothes are standing. One is a man with red hair and thick muttonchops, while the other is an Asian woman with long, black hair. Both seem to be whipping the crowd up into a frenzy, and even at a distance, you can hear them calling for Ridley to throw off the shackles of Guild and Union oppression.

Each time one of the two leaders spouts off a call for action, the crowd cheers in growing support. It's hard to tell just how many people have gathered, but the number is well over a hundred people, perhaps even approaching one hundred and fifty as more people stream in to see what's going on.



The Fated have a short time to interact with the crowd before everything goes to hell.

If they attempt to shoot the leaders or blast them with magic, it will take a bit of work: the leaders are thirty yards away from the Fated, and anyone who starts taking aim with a rifle or other long-range weapon will also have to pass a TN 12 Stealth Challenge to avoid being spotted by one of the Seditonists. Otherwise, the Seditonist immediately calls out a warning, which leads to Dramatic Time.

Similarly, if any of the leaders are injured or killed, the crowd immediately turns violent and attacks anyone with a hint of authority about them (including, most likely, the Fated).

The leaders use Seditonist stats (pg. 134), while the nearest members of the crowd surge forward as a Seditonist Mob (pg. 135). Just as the Fated finish the fight, however, some of Blank's released patients arrive on the scene and start inspiring the crowd toward greater violence; see "Violent Outbreak" on page 45.

If the Fated attempt to talk to the crowd, they will first have to push their way to the front, which requires a TN 9 Athletics Challenge. Once there, they can either attempt to climb up onto the boxcar (a TN 9 Acrobatics or Athletics Challenge with a  $\square$  modifier due to the crowd trying to pull them back down) or attempt to influence the crowd from ground level (which imposes a  $\square$  modifier to their Social Skill Challenges).

With a successful TN 12 Leadership Challenge, the Fated can convince the crowd to disperse. On a success, the Fated will partially disperse the protesters, which will prevent them from being attacked by the crowd in the upcoming battle and lessen the amount of injuries suffered by bystanders.

On a failure, the crowd boos the Fated, drowning out their words, and if a character achieves a Margin of Failure, they are also pelted with rocks and lunch pail fruit, the former of which causes 1/2/3 damage.

Either way, once the Fated have attempted to influence the crowd, regardless of success or failure, some of Blank's released patients arrive on the scene and start causing chaos: see "Violent Outbreak" on page 45.

If the Fated choose to stand on the sidelines and watch the crowd, the leaders get them worked up with their secessionist speeches until Blank's patients show up, effectively putting a match to the powder keg; the events of "Violent Outbreak" play out as described, save that an additional Seditonist Mob (pg. 135) will be present during the battle against the Ascending Patients.

## VIOLENT OUTBREAK

When Blank's released patients appear, the Wrath Fetishes they carry start infecting the crowd around them, turning the demonstration into a violent, senseless riot. Read the following text:

It starts on the far end of the crowd and spreads like a ripple through their numbers. The shouts of discontent lose their clarity and become incoherent howls of anger as people start turning on one another, punching, kicking, and wielding lunch pails and rocks like crude bludgeons.

There doesn't seem to be any sense or reason for the anger. Everyone is mindlessly yelling and attacking. Some at the edge of the fight pull themselves clear, bruised and bleeding, only to turn back around and get caught up in the fighting again.



If any of the Fated are on the boxcar, their vantage point grants them a better view of the chaos. Such characters can attempt TN 8 Notice Challenge.

On a success, read the following additional text to them, as appropriate to Blank's patron:

### Marcus

From the boxcar, you notice someone wearing a white jacket with strange, overly long arms at the center of the commotion. After a moment, you realize that it's a woman wearing a straitjacket. She's flailing wildly, slashing the people around her with the hooks on the end of her tattered sleeves, her every motion causing the bone necklace around her neck to clatter wildly.

As the crowd starts to pull away from her, you notice that she's bestial in appearance: two large tusks jut up from her malformed jaw, and thick, wolf-like fur covers her body.

A few feet behind her, a second bestial figure wrapped in a straitjacket stumbles through the crowd, snapping at the enraged Seditiousists with a fang-filled maw.

### Sonnia Criid

From the boxcar, you notice someone wearing a white jacket with strange, overly long arms at the center of the commotion. After a moment, you realize that it's a woman wearing a straitjacket. Her flesh is mutilated by heavy scars... or are those brands burned into her flesh? She's flailing wildly, slashing the people around her with the hooks on the end of her tattered sleeves. There's a manic gleam in her eyes, and as she throws back her head and cackles, you can see wisps of black smoke spill out from her mouth.

A few feet behind her, a second figure - a branded man wrapped in a similar straitjacket - stumbles through the crowd, cackling wildly as his head bursts into searing flame.



### Pandora

From the boxcar, you notice someone wearing a white jacket with strange, overly long arms at the center of the commotion. After a moment, you realize that it's a woman wearing a straitjacket... or is it? The more you look at her, the more she seems like less of a person and more of a translucent layer of skin wrapped around a mass of writhing tentacles that press outward against her flesh. She's flailing wildly, slashing the people around her with the hooks on the end of her tattered sleeves, her every motion causing the crude dolls hanging from her neck to bounce wildly.

A few feet behind her, a second figure - a twisted man wrapped in a similar straitjacket - stumbles through the crowd, cackling wildly as something hideous writhes beneath his distended flesh.

### Jack Daw

From the boxcar, you notice someone wearing a white jacket with strange, overly long arms at the center of the commotion. After a moment, you realize that it's a woman wearing a straitjacket. The jacket and the woman wearing it are both splattered with blood, and as you watch, she reaches up and claws at her face with the hooks at the end of her lengthened sleeves, gouging deep furrows into her flesh as she mumbles unheard words to nobody in particular.

A few feet behind her, a second figure - a bleeding man wrapped in a similar straitjacket - stumbles through the crowd, blood oozing from his gouged out, empty eye sockets.



Fated at the center of the crowd begin the battle roughly 20 yards away from the Ascending Patients, who are about 10 yards deep into the crowd. Fated on top of the boxcar will, of course, have to climb or jump back down to enter melee (which requires 1 AP and a TN 9 Acrobatics Challenge to avoid landing **Prone**).

Fated who are further from the center of the crowd may be closer or farther from the Ascending Patients, depending upon which side of the crowd the Fatemaster wishes for the Patient to have entered.

Using ⚔ attacks in the crowd is difficult; the range of such attacks is reduced to 3 yards. Characters who are not in the mob - such as those atop the boxcar - can fire into the crowd normally, but if they miss an attack with a Margin of Failure, they hit an innocent bystander instead of their intended target (which may have an impact on their Public Opinion; see pg. 47).

There are a total of two Ascending Patients causing trouble in the crowd. Their stats can be found on pages 137-140.

### A VERY ANGRY FIREBALL

The **Enraged** Condition forces the Fated to attack those around them. Clever players might choose to take this opportunity to Cheat Fate with their low cards in order to miss their friends, and this is perfectly fine (and probably a good idea).

However, if a character attempts to cast a spell, the Fatemaster might have to step in to prevent her from deliberately adding so many Immuto that the spell becomes impossible to cast. In general, non-damaging spells and those that require a flipped 8+ to succeed shouldn't be allowed on this attack.

If the crowd was not successfully dispersed, the Fated will also have to deal with the enraged Seditonists. Until the Wrath Fetishes are destroyed, a Seditonist Mob (pg. 135) also attacks the Fated each turn.

For the purposes of movement, the crowd is considered to be Severe Terrain. Characters that fall unconscious or **Prone** while in the crowd gain the **Bleeding Out** Condition due to being trampled.

The Wrath Fetishes carried by the Ascending Patients are fueling the crowd's anger. In order to prevent the Seditonists from killing each other, the Fated will have to destroy the Wrath Fetishes; simply killing an Ascending Patient is not enough to stop the Fetish's influence. See the "Wrath Fetishes" callout box on page 48 for more information.

When the last Wrath Fetish has been destroyed, the supernatural rage dissipates from the crowd, returning them to their senses.

During this battle, the Fatemaster should keep track of how many rounds pass before the Wrath Fetishes are destroyed. The longer the Wrath Fetishes are allowed to influence the crowd, the greater the resulting casualties will be, as shown on the chart below. If the Fated partially dispersed the crowd earlier, the Duration is considered to be 2 less (due to fewer people being present).

If the Fated choose not to participate in the battle, the Ascending Patients move through the crowd, spreading rage and violence in their wake. The Fated should still catch a glimpse of the patients as the crowd tears itself apart. Even if they engage the patients at this time, the combat counts as having lasted 11+ rounds.

Once the last of the Ascending Patients has been dealt with (or allowed to wander away unharmed), the riot comes to an end. The seriously injured are in need of medical attention on a scale far greater than a single doctor can provide, and the only real option is to take them to a hospital (which a few of the Seditonists will suggest, if the Fated are being a bit dense).

DURATION	RESULT
1-5 rounds	The majority of injuries (beyond what the Fated cause) are bruises, black eyes, and a few knocked-out teeth. Only a handful of people are suffering from serious injuries.  The organization the Fated represent gains +1 Public Opinion.
6-10 rounds	The Seditonists experience serious injuries and even a few deaths. Most everyone is battered and bruised, and many people have broken limbs, shattered jaws, and bleeding wounds.  Their battered visages and the rumors of their violent behavior cause the Seditonists to lose -1 Public Opinion.
11+ rounds	People are killed by the dozens. Battered and broken bodies remain scattered across the rail yard until they're eventually picked up by the morgue (or sneaky Resurrectionists). Those who survive are in no shape to travel, with numerous broken bones, severed limbs, and internal injuries.  The Seditonists lose -2 Public Opinion, and the faction the Fated represent is blamed for the slaughter, causing it to lose -1 Public Opinion.

## EXAMINING THE DEAD

The Fated can examine the bodies of the Ascending Patients after they are killed. Characters that choose to do so should make TN 8 Doctor Challenges. Even on a failure, the character finds the words "Ridley Mental Hospital" stamped onto the back of their straitjackets.

On a success, the character also notices that the bodies are human, though they are either deformed by magic (in the case of Marcus or Pandora), brutally branded (in the case of Sonmia), or suffering from numerous self-inflicted wounds (in the case of Jack Daw). Bands of scarring are discovered around the patients' wrists and ankles, indicating that they were likely kept in restraints for a very long time.

If the character achieves a Margin of Success, they also find needle marks on the patients' arms. Most of them appear to be quite recent and bear the bruising typical of intravenous needles.

## MOVING FORWARD

At this point, the Fated can help move the wounded to the hospital (and to "Scene 2: House of Healing," on page 49) or, if they are suspicious about the patients' strait jackets, they might choose to investigate the asylum (which is covered in "Scene 3: The Madhouse," on page 53).

**Public Opinion Changes:** The Fated convinced the Seditionists to stand down (+1 to Fated Faction), the Fated inspired the Seditionists to greater heights of anger (-1 to Fated Faction), the Fated attempted to assassinate a Seditionist leader (-1 to Fated Faction, +1 to Seditionists), the Fated hit one or more innocent bystanders with their ranged weapons (-1 to Fated Faction for the first bystander hit, -1 for every two additional bystanders hit beyond the first).

## WRATH FETISHES

Some of the characters in this adventure have the **Fetish** ability, which has the potential to grant characters the **Enraged** Condition. This is a result of the curse that is contained within those characters' Wrath Fetishes; if the Wrath Fetish is destroyed, the character loses the **Fetish** Talent.

In order to destroy a Wrath Fetish, the Fated need to know what the Fetish looks like. Spotting a Fetish requires 1 AP and a successful TN 8 Notice Challenge. Once the characters have identified a Wrath Fetish, they can easily identify all further Wrath Fetishes in this adventure without having to take this action again. If the Fated identified a Fetish during *Northern Aggression*, they do not have to do so again.

**Jack Daw:** If Jack Daw is Blank's Patron, the form of the Wrath Fetishes varies greatly from one character to the next; the Fated must evaluate each character with the Fetish ability separately in order to identify their Wrath Fetish.

### Destroying Fetishes

Once a Wrath Fetish has been identified, characters may target it with their attacks (treat its Defense as 12 if it is being carried). Damage inflicted against the Wrath Fetish does not affect its wielder. It takes 2 points of damage to destroy the Fetish.

**Sonnia Criid:** If Sonmia is Blank's Patron, the Fetishes are actually brands upon the character's skin; the only way to destroy the Wrath Fetish is to kill the character possessing the brands and then take a (1) AP Action while within 1 yard of the corpse to mutilate the character's body.

## ACT II, SCENE 2:

### HOUSE OF HEALING

The survivors of the riot bring the wounded to Ridley's closest hospital: the Whittaker Memorial Hospital, located a short distance to the east, in the Ivory District. If the damage done by the riot was minimal, then the Fated only need to help people with concussions stay upright as they walk to the hospital. If the damage was worse, they may end up having to carry people with broken bones or even having to create makeshift stretchers from dusters in order to carry patients who are bleeding out to help as quickly as possible.

If a character wants to perform on-site triage, a TN 10 Doctor Challenge allows them to start sorting between those injured with the most serious injuries and those who can wait for treatment. It also takes a TN 10 Leadership Challenge to organize the well-meaning but confused and rattled Seditonists into helping in any sort of meaningful way.

If at least one character succeeds at both of these Challenges, the preparation pays off once the Fated reach the hospital: the entire group gains  $\blacklozenge$  to any Challenges made as part of the Substitute Surgeons Ongoing Challenge.

When the Fated arrive at the hospital, read the following text:

The Whittaker Memorial Hospital is a two-story building of relatively recent construction. Its stucco walls are painted white, and a motorized, three-wheeled ambulance is parked a short distance from the front doors.

At first, it seems as if the hospital has already received word of the riot at the rail yard, but as you get closer, you realize that the nurses are pouring over dozens of injured children. One of the nurses looks up from a girl with a deep slash across her abdomen and grimaces. "Not another one... where did this one happen?"

The hospital is already tending to the wounded from two different massacres: the Ridley Grammar School and the East Side Diner. The nurse is too busy to stand around gossiping, but a TN 7 Bewitch Challenge gets her to reveal a bit of information: twenty minutes ago, eight people – seven men and one woman – were brought in after a “crazy person in a straitjacket” attacked the East Side Diner.

They had just gotten the wounded into patient rooms when three dozen wounded teachers and children showed up on their doorstep, some with serious injuries. The Ridley Grammar School was attacked by more people in straitjackets, and “the monsters didn't even think twice about attacking poor, defenseless children.”

With the injured from the rail yard riot, the hospital has too many patients and too few doctors and nurses. As she tries to find a place for the most seriously wounded, the nurse asks if any of the Fated have medical knowledge. If any of them answer in the affirmative, the nurse tries to press them into service, claiming that they need everyone they can get or people – children – are going to die.

If the Fated agree to assist the hospital in caring for the wounded, their attempts to do so are handled via the Ongoing Challenge on the following page.



## SUBSTITUTE SURGEONS

**Skills Allowed:** Alchemy, Bureaucracy, Doctor

**Target Number:** 10

**Duration:** 15 minutes

**Success Requirement:** 6, 10, or 14

**Failure Requirement:** 2

Characters participating in this Ongoing Challenge can use Alchemy to visit the hospital's laboratory and create painkillers, antiseptics, anesthesia, and other chemicals that will help the staff manage the wounded. The Bureaucracy Skill can be used to start filling out paperwork that will allow the nurses to better keep track of all the patients, while the Doctor Skill handles the actual treatment of wounds and any necessary surgical procedures that have to be performed.

If the Fated have access to Magia or Manifested Powers that can heal others, they can use the Skill associated with that Magia or Manifested Power on this Ongoing Challenge.

The Success Requirement of this Ongoing Challenge depends on how long the riot at the rail yard lasted. If it lasted 1-5 rounds, the Success Requirement is 6; if it lasted 6-10 rounds, the Success Requirement is 10; and if it lasted 11 rounds or longer, the Success Requirement is 14.

Each time the Fated achieve a success on this Ongoing Challenge, they save a patient's life. Each time they achieve a Margin of Failure, they make a mistake that results in a patient's death (whether due to a bad reaction to a certain chemical, a mistake on the charts that leads to unnecessary surgery, or some sort of surgical blunder that leaves the patient dead on the operating table).

If the Fated succeed on the Ongoing Challenge, they help the hospital deal with the sudden influx of wounded and save the day. The Faction they represent gains +1 Public Opinion.

If they suffer a catastrophic failure, however, the Fated end up killing so many patients that the nurses send them away, lest their "assistance" result in more deaths. The Faction they represent loses -1 Public Opinion.

## QUESTIONING THE WOUNDED

If none of the Fated participate in the Ongoing Challenge, or if they suffer a catastrophic failure, any character who is not suffering from at least one lasting Critical Effect (or who passes a TN 9 Deceive Challenge to fake such an injury) is restricted to the entry area and won't have access to the rest of the hospital. They can still sneak inside with a TN 9 Stealth Challenge. If they steal a hospital uniform, it grants the character a **+** to this Stealth Challenge.

Once characters are in the hospital, they can question wounded people. Each character must choose which of the three groups they wish to speak with (the Ridley Station wounded, the East Side Diner wounded, or the Ridley Grammar School wounded) and make a TN 10 Bewitch, Convince, or Intimidate Challenge. On a success, they learn one of the following details about the attack, plus one detail per Margin of Success.

If Blank's Patron is Marcus or Pandora, the witnesses describe the Ascending Patients as monsters, but if his Patron is Sonnia or Jack Daw, they are simply described as crazy people (albeit crazy people who lit themselves on fire, in Sonnia's case).

### RIDLEY STATION ATTACK

- The patient describes how [monsters/crazy people] started plowing through the crowd and attacking everyone. They claim that the attackers all came from the same direction - the south - and thinks that they might have been patients that escaped from the asylum.
- The wounded person claims that they don't know what came over them. One moment, they were in the crowd, and the next, they felt anger bubbling up inside them. They were angry at the Union, the Guild, Ridley... angry at the entire world. They wanted to make everything around them pay, and then it was just a red haze after that, until the [monsters/crazy people] were dead and they could think again.

## EAST SIDE DINER ATTACK

- A diner patron describes how a [monster/crazy person] leapt through the glass window and started attacking the patrons. The patrons then picked up jagged shards of glass, but instead of attacking the [monster/crazy person], they started stabbing each other while screaming the foulest obscenities.
- [Marcus/Pandora/Jack Daw only]: One patron lunged at the [monster/crazy person], but the attack went wild and ended up cutting through [a necklace of bone/a weird doll on a hemp rope/a tattered noose] that it was carrying. Almost immediately afterward, the patrons seemed to regain their senses, and together, they subdued the [monster/crazy person].

## RIDLEY GRAMMAR SCHOOL ATTACK

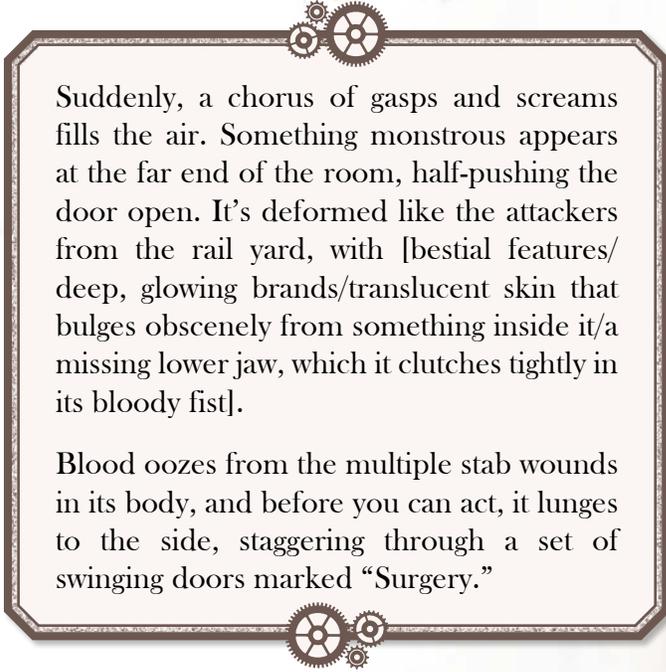
- Two [monsters/crazy people] in tattered strait jackets wandered into the school looking confused and lost. The children panicked and started attacking each other with whatever was at hand, until Ms. Emily Higgins, their teacher, tackled one of the [monsters/crazy people] out of the room.
- The entire school probably would have been lost had Kyle Hartley, the principal, not blown the [monsters/crazy people] away with a shotgun. He's the one who organized the children and led them to the hospital, carrying two of the most wounded in his arms.

None of the bodies from the attacks, including dead Ascending Patients, can be found at the hospital. They're still back at the scenes of the crimes, but they will (at some point) be transferred to the city's morgue.

## HOUSE OF HARM

Unfortunately, the wounded Ascending Patient that attacked the East Side Diner was brought to the hospital alongside the other patients. Its Wrath Fetish was destroyed and it was lashed to a gurney to keep it from moving, but its strait jacket was too tattered to be resecured. The nurse assumed that the Patient's wounds were too severe for it to be a threat, but this was a mistake: the Patient is a far greater threat than the hospital realizes.

When the time feels right, read the following text:



Suddenly, a chorus of gasps and screams fills the air. Something monstrous appears at the far end of the room, half-pushing the door open. It's deformed like the attackers from the rail yard, with [bestial features/deep, glowing brands/translucent skin that bulges obscenely from something inside it/a missing lower jaw, which it clutches tightly in its bloody fist].

Blood oozes from the multiple stab wounds in its body, and before you can act, it lunges to the side, staggering through a set of swinging doors marked "Surgery."

If the Fated choose not to pursue the Ascending Patient, then the screams begin a few moments later, and if the Fated later investigate the area, everyone inside is dead.

If the Fated immediately chase after the Ascending Patient, read the following text:



The double doors swing wide to show the white walls of the surgery area. There are four metal doors leading into separate operating rooms and another set of slowly swinging double doors at the far end. A limp, bloody nurse lies on the floor up against the wall, clutching her abdomen in pain.

Screams of horror echo from ahead, a sign that the creature is still here.



The nurse was shoved aside by the creature as it came through the door; she will survive, but she's in a lot of pain from being slammed against the wall. Each of the metal doors leads to a gallery-style operating room with viewing seats perched five feet above the central operating area. Behind them, doctors are working frantically to save the lives of people wounded in the recent attacks.

The Ascending Patient stumbled through the doors at the end of the hallway, which lead to the largest of the hospital's operating rooms. If the Fated go through the doors, they find the Ascending Patient attacking a doctor in the middle of an operation. The doctor is trying to defend himself using a scalpel, but he's no match for the unnatural strength of the Patient. The nurses are cowering against the sides of the operating area, and from the gallery above, people are standing and watching the scene below them in horror.

If the Fated are quick to pursue the Ascending Patient, they have two rounds to dispatch it before it kills the doctor and turns its attention onto the nurses and the man on the operating table (which consumes the Patient's entire turn). If the Fated stopped to check on the nurse in the hallway, then they only have a single round to kill the Patient before it starts murdering the staff.

Fortunately, the Ascending Patient is still wounded from earlier and only has 3 Wounds remaining (though it does count as being engaged with the doctor, who has Defense 2 and 4 Wounds). If the Fated are able to kill it before it can harm any of the surgical staff, their Faction gains +1 Public Opinion.

## **ALL ROADS LEAD TO CRAZYTOWN**

Eventually, the Fated should come to realize that the Ascending Patients are at the heart of the chaos that has engulfed Ridley and that the patients seem to have all come from the same place: the Ridley Mental Hospital.

If the Fated don't think to investigate the asylum, the best way to handle things is to have a panicked asylum orderly find them in the street and tell them that some violent patients have escaped from the asylum. As members of the militia, the Fated are one of the few law enforcement groups to be found.

Either way, once the Fated arrive at the asylum, progress to "Scene 3: The Madhouse" on page 53.

## ACT II, SCENE 3: THE MADHOUSE

The Ridley Mental Hospital is a bastion of relative calm amidst all the chaos... primarily because it's in the eye of the storm.

When the Fated arrive at the asylum, read the following text:



The Ridley Mental Hospital is a stately, two-story brick asylum. It's ringed by a tall brick wall that encloses an open yard where the patients can freely wander during the day. The trees scattered through the property are missing their leaves and many of their branches, however, making them appear like thorns which have been pressed into the asylum's flesh.

There is a buzzer by the main gate, directly beneath a plaque that reads: "Ring for Assistance."



If the Fated were fetched by a panicking orderly, then the orderly uses their key to unlock the gate and then leads them up to the asylum.

Otherwise, the Fated can ring the buzzer, which summons an orderly from the asylum. The orderly follows the path through the courtyard to the gate and asks the Fated what they need. Despite his attempts to appear nonchalant, the orderly is concerned about the very recent discovery that a number of the asylum's patients have gone missing, and a TN 8 Scrutiny Challenge reveals his nervousness.

If the Fated mention that they've seen escaped patients or that they know anything about them, the orderly eagerly unlocks the gate and escorts them up to the asylum.

Alternatively, the Fated might try to sneak into the asylum. Climbing the wall requires a TN 12 Athletics Challenge, but once in the yard, the Fated can move around without attracting too much attention; the remaining patients have been confined to their cells while the orderlies desperately search for those who have gone missing.

## THE ALIENIST

When the Fated arrive at the hospital (or are caught sneaking around its halls), they are shown to the senior staff on site, Dr. Edwin Rhys. He's an awkward, fumbling man with a receding hairline and a mustache so large that it seems to be trying to overcompensate for that fact.

Read the following text:



After introducing himself, Dr. Edwin Rhys blurts out the source of his concern. "We've had an escape," he says as he shuffles the files in his arms. "There, I said it. We've had an escape and we need... I need help. I know that things are bad out there, what with this kidnapping business, but these people are a legitimate threat to Ridley."

He holds the folders out toward you. "They are our most troublesome patients: psychotic, prone to violence. They all disappeared this morning, along with Dr. Edwards, the hospital's administrator. We haven't been able to find him anywhere."



The first page in every folder is a black and white photograph of the patient. The Fated can recognize the faces of each of the Ascending Patients in one file or another, though if Marcus is Blank's patron, it takes a few moments longer to make the connection between the bestial creatures the Fated faced and the normal humans in the photographs. There are a total of eight patients missing.

If pressed, Dr. Rhys is very forthcoming with information.

Doctor Rhys had been treating the patients with radical therapies. Access to the patients had been restricted to just him and a pair of orderlies, though as hospital administrator, Dr. Edwards technically had access to the patients as well.

Nobody objected to the limited patient access. All of the patients were extremely dangerous, and their madness gave them a strength far beyond what one might expect in a normal human.

The two orderlies with access to the patients were Heinrich Niveau, an employee of the asylum, and George Blank, a volunteer. A quick glance at the orderly schedule reveals that George Blank isn't scheduled to work today, but Heinrich Niveau is on duty (he's actually been killed, but in the chaos of the missing patients, his absence has yet to be noticed).

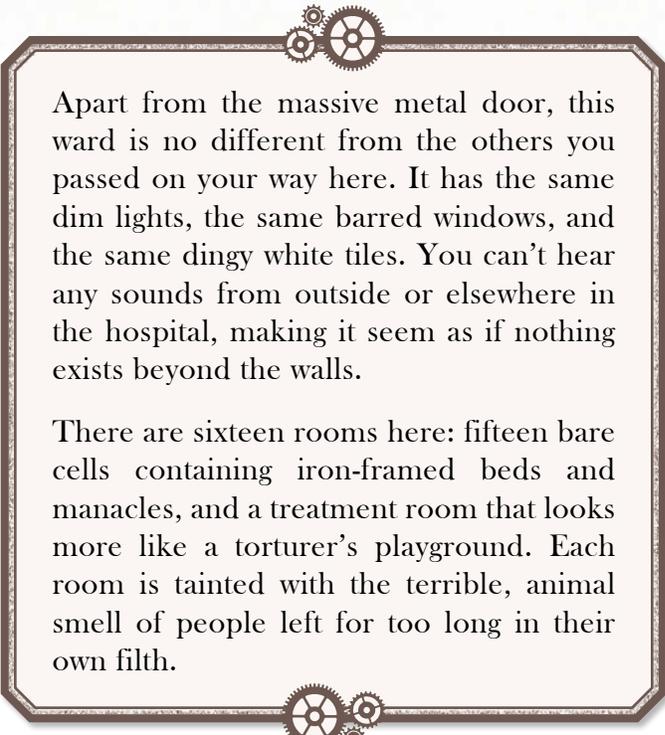
Dr. Rhys noticed that the patients were missing an hour ago, after he arrived and went to check on them in their cells. The staff has been frantically searching the asylum ever since, but without any luck.

The radical therapies used to treat the patients involved magic. Dr. Rhys denies knowing any magic himself, but a TN 9 Bewitch, Convince, or Intimidate Challenge gets him to reluctantly admit that George Blank performed most of the magic. They were attempting to harness the anger of the patients so that they could then remove it, but despite their efforts, they never succeeded in reaching phase two of the treatment (i.e., removing the anger).

Most of Blank's magic took the form of "Healing Fetishes," which he used to draw the anger out of the patients. If asked what the Healing Fetishes look like, he describes the Wrath Fetish of Blank's Patron.

## THE WARD

Should the Fated ask to see the patients' cells, Dr. Rhys takes them there immediately. Read the following text:



Apart from the massive metal door, this ward is no different from the others you passed on your way here. It has the same dim lights, the same barred windows, and the same dingy white tiles. You can't hear any sounds from outside or elsewhere in the hospital, making it seem as if nothing exists beyond the walls.

There are sixteen rooms here: fifteen bare cells containing iron-framed beds and manacles, and a treatment room that looks more like a torturer's playground. Each room is tainted with the terrible, animal smell of people left for too long in their own filth.

The ward holds one last horror. On a TN 10 Notice Challenge, the Fated notice a few droplets of fresh blood beneath an 18" wide wall vent in the treatment room. Removing the vent cover reveals the fate of Dr. Edwards and Heinrich Niveau: both men have been jammed into the vent like two rag dolls stuffed into a narrow pipe. It's obvious at a glance that it took a great deal of strength to do so.

A TN 12 Doctor Challenge reveals that the bodies haven't been there longer than a day, and they've been so thoroughly packed into the vent that it takes a TN 10 Athletics Challenge to pull them free. Edwards is in the front and Niveau is behind him; Dr. Rhys can, after vomiting, identify both men.

If the Fated think to check the asylum's log, it reveals that Dr. Edwards and Niveau both checked in as normal that morning, as did George Blank, who was not scheduled to work that day. None of them have yet checked out.

### TOO MANY CELLS?

George Blank released eight patients into the streets of Ridley, but there are fifteen empty cells in the asylum. The other cells either held patients who perished midway through Blank's experiments or are just empty cells that are used to hold patients while their regular cells are cleaned.

### QUESTIONING THE STAFF

A questioning of the asylum staff (and a TN 9 Bewitch or Intimidate Challenge) reveals that Elizabeth Renfield, one of the nurses, had been working at the arrival desk when George Blank arrived at the hospital. He claimed to be having trouble sleeping and offered to take over for her, an offer that she gladly accepted. This was a fairly common occurrence, so she didn't think anything was strange at the time.

Knowing what she does now, however, Renfield is concerned that Blank might have taken the opportunity to release the patients, which she admits if the Fated achieve a Margin of Success; she went looking for him after hearing of the escape and hasn't been able to find him anywhere.

Blank left with the Ascending Patients he released and didn't bother to sign out when he did so. He has no plans to return to the Ridley Mental Hospital.

### GEORGE BLANK, ORDERLY

None of the staff know all that much about George Blank. They describe him as a loner with short, dark hair who always dressed in nondescript clothing. His appearance was a bit rough, but not overly so; he was the sort of man who could easily disappear in a town filled with miners and other tradesmen. His most distinguishing features were the ram's head tattoos on the backs of his hands, which marked him as a criminal whose memories had been wiped by the Guild.

Further evidence can be found by consulting the asylum's employment records, which the Fated can access by either persuading a nurse to bring them (which requires a TN 9 Convince Challenge) or by entering the records room (which requires a TN 11 Lockpicking Challenge to open the locked door or a TN 9 Pick Pocket Challenge to steal the key from an employee) and finding the records themselves (a TN 10 Bureaucracy or Literacy Challenge).

The records note that George Blank began volunteering at the asylum about six months before the Ridley Massacre. He visits the asylum four to five days a week and is under the supervision of Dr. Rhys (who, if confronted, brings up the radical treatment methods mentioned on page 54). Fated who played through *Northern Aggression* have, of course, already met George Blank.

There's not much else in the file, save for a home address in the Iron District. See "Scene 4: Blank's Apartment" on page 56 for more details.



## ACT II, SCENE 4:

### BLANK'S APARTMENT

George Blank rents a small apartment in the Iron District, three miles from the Ridley Mental Hospital and two miles from the City Morgue. The building is three stories tall, and Blank's apartment is on the third floor, the last door on the right. The door is locked and requires either a TN 11 Lockpicking Challenge to open or a TN 13 Athletics Challenge to bust down.

Alternatively, a character could try to lower herself down from the roof to an open window with a TN 10 Acrobatics Challenge; on a failure, the character makes no progress, but with a Margin of Failure, she falls thirty feet to the ground and suffers 5/7/9 damage.

When the Fated enter the apartment, read the following text, as appropriate to the identity of Blank's Patron:



#### Marcus

George Blank's apartment would be ordinary, were it not for the skulls. Dozens of animal skulls are arranged around the room in tight little clusters, all of them thoroughly cleaned and bleached as if they were intended for a museum or research laboratory.

Taxonomy diagrams are tacked to the walls, and a dog-eared copy of Darwin's "On the Origins of Species" rests on the only table.



#### Sonia

George Blank's apartment is unremarkable, save for the books scattered about the room, many of which deal with the Guild. These tomes detail not only their rules and regulations, but also Guild history, policies, and internal bureaucratic debates.

Newspaper articles are tacked to the walls in places, all of them interviews with prominent Guild individuals, such as the Governor-General or the leaders of the various Special Divisions.

#### Pandora

George Blank appears to be a hoarder. Stacks of newspapers, folded clothing, broken window frames, discarded mining equipment, painted portraits, the folding top of a horse-drawn carriage, dozens of tin cans and glass bottles, and far more esoteric items. All are crammed into the room and divided up according to some unknown system of classification. The words "The Box" are scratched into the walls in multiple places.

#### Jack Daw

As soon as you enter Blank's apartment, you realize that something is very, very wrong with the man. It is almost devoid of furniture, and news articles describing crimes in both Ridley and Malifaux City are tacked to the walls. Some of the pictures have been heavily circled with red ink, drawing attention to assumed embezzlers, murderers, and worse.

The word "Guilty" has been carved into the walls in numerous places, and on the wall immediately opposite the entrance is another carving with letters nearly as large as a human torso: "WHAT DID YOU DO?"



Searching George Blank's apartment is handled with an Ongoing Challenge.

## SEARCHING THE APARTMENT

**Skills Allowed:** Literacy, Notice (plus Bureaucracy if Sonnia, Husbandry if Marcus)

**Target Number:** 10 (9 if Jack Daw, 12 if Pandora)

**Duration:** 5 minutes (1 minute if Jack Daw, 30 minutes if Pandora)

**Success Requirement:** 6

**Failure Requirement:** 2

At the end of each Duration, the Fated discover one Clue from the list below for each success they achieved. Some of the Clues are marked with the name of a specific patron; those Clues only exist if the indicated person is Blank's Patron.

If the Fated manage to successfully complete this Ongoing Challenge, they discover the Breakthrough.

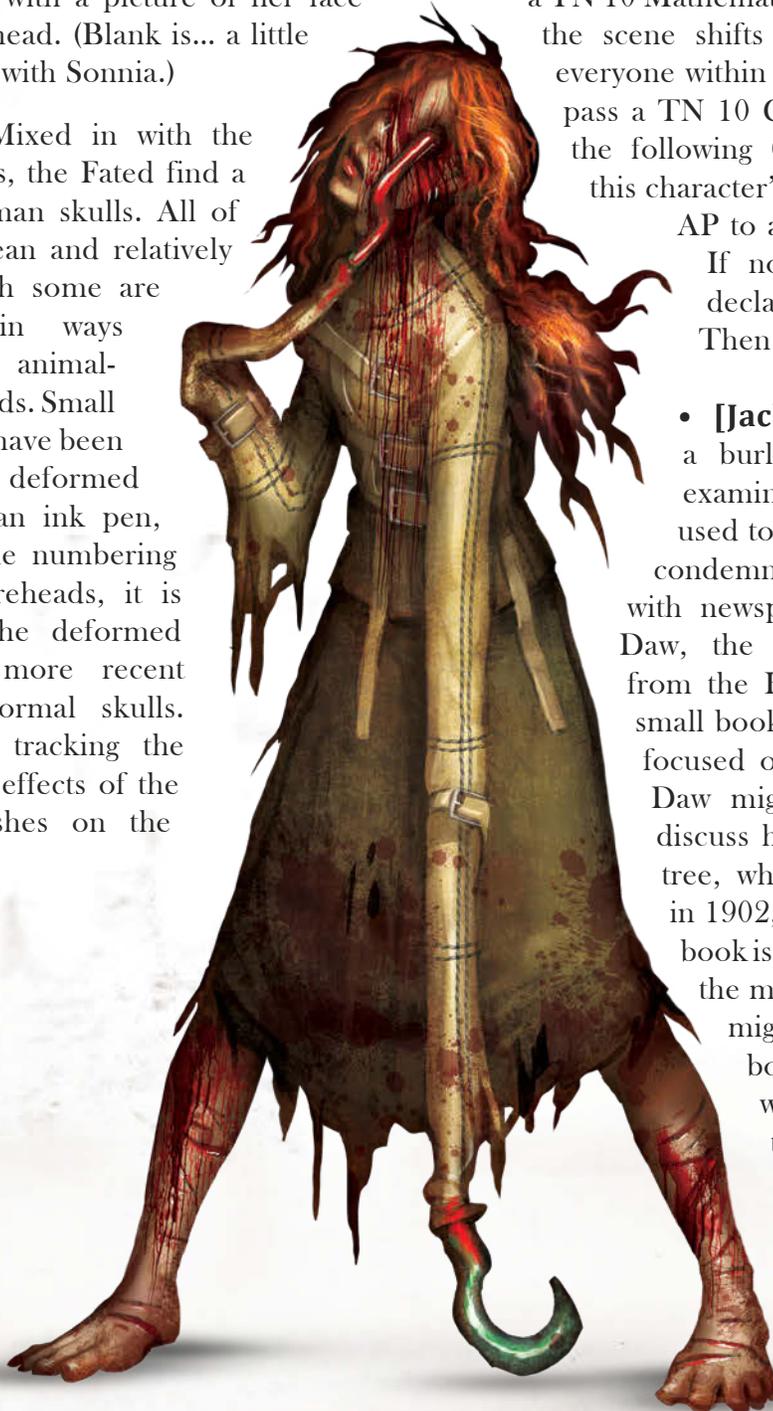
If they suffer a catastrophic failure, however, then they fail the Ongoing Challenge and cannot discover any further clues.

### CLUES (IN NO SPECIFIC ORDER)

- A five-year-old clipping from the *Malifaux Daily Record*, with the headline "Prominent Doctor Accused of Murder." The article is short and merely marks the start of the trial of a man who allegedly killed his fiancée. Despite the known bias of the *Daily Record* toward the Guild, the reporter still notes a lack of evidence and expects the doctor to be exonerated. There is a grainy picture of a man who might be George Blank, but his name is meticulously scratched out of the text wherever it appears. There is a second, better picture of the fiancée, Miriam Wells. (Blank discovered the article while trying to learn more about his past.)
- The admittance paperwork for six different patients to the Ridley Mental Hospital. Their names are all listed as "John Doe" or "Jane Doe," and the cause for admittance for each one is listed as "uncontrolled rage and violence." All the patients were admitted by George Blank and remanded into the custody of Dr. Edwin Rhys. (Blank rounded up homeless people, infected them with Wrath Fetishes, and admitted them to the asylum to ensure that he and Dr. Rhys had enough patients to conduct their research.)
- An aethervox - a device much like a ham radio - rests on a counter. It's been jury-rigged with some mechanical parts that boost its transmittal range. (Blank used the aethervox to communicate with his partner in crime, Ester Ambrose, on the peak of the Widower Boyle, a mountain in the Northern Hills. Fated who played through *Northern Aggression* most likely encountered Ester Ambrose in Act III of that adventure. Particularly astute Fated might even notice that Blank's aethervox is tuned to the same frequency as Ester's was.)
- A report on [Guild or Union, as appropriate to Blank's employer] stationary, detailing the report of a miner who saw one of the mining constructs go berserk and start killing people once it came into contact with an object bearing a resemblance to a Wrath Fetish. There are notes written in the margin in a neat, precise hand: "Effects on machines unexpected and untested. Useful?" (Until he read - and stole - the report, Blank did not suspect that Wrath Fetishes could influence machines. That knowledge has influenced his "Plan B" now that Ridley is in chaos.)

- **[Sonnia]** In the closet, the Fated find a small shrine dedicated to Sonnia Criid, the head of the Guild's Witch Hunter division. There are numerous pictures of her, a mixture of black-and-white photographs and meticulous, hand-drawn portraits in color. If this adventure takes place in May of 1906 or later, there are also numerous articles concerning Ms. Criid's injury in a fire that erupted in the Guild Enclave. All of the pictures and articles are surrounded by candles, and there's a mannequin standing behind the shrine, dressed in clothes similar to Sonnia's, with a picture of her face glued to its head. (Blank is... a little bit obsessed with Sonnia.)

- **[Marcus]** Mixed in with the animal skulls, the Fated find a stack of human skulls. All of them are clean and relatively fresh, though some are deformed in ways that suggest animal-human hybrids. Small annotations have been made on the deformed skulls with an ink pen, and from the numbering on their foreheads, it is clear that the deformed skulls are more recent than the normal skulls. (Blank was tracking the deformative effects of the Wrath Fetishes on the infected.)



- **[Pandora]** The Fated overturn a stack of moldering clothing to find woodworking tools and dozens of elaborately crafted wooden puzzle boxes. The ink on their sides is a faded red-brown, and anyone picking up one of the boxes is overcome with a deep sense of foreboding. (Blank has been attempting to create his own replicas of Pandora's box, with mixed results. They're inked with the blood of madmen, obtained during his volunteer work at the asylum, and infused with magic. Anyone attempting to open a puzzle box must succeed at a TN 10 Mathematics Challenge. On a success, the scene shifts into Dramatic Time, and everyone within (X)3 of the puzzle box must pass a TN 10 Centering Challenge or gain the following Condition: "**Enraged:** On this character's turn, it must spend its first AP to attack the nearest character. If none are in range, it must declare a Charge (if possible). Then end this Condition."

- **[Jack Daw]** The Fated find a burlap bag that, upon closer examination, appears to be a hood used to cover the head of someone condemned to die. The hood is filled with newspaper clippings about Jack Daw, the perpetual corpse hanging from the Hanging Tree, as well as a small book. Some of the clippings are focused on trying to learn who Jack Daw might have been, but others discuss his disappearances from the tree, which appear to have started in 1902, following "the Event." The book is an occult tome that describes the methods by which a character might summon a spirit; such a book might be a convenient way for a character to take up the Medium Pursuit from *Under Quarantine*.

## BREAKTHROUGH

The Fated discover a newspaper clipping from the *Ridley Spectator* about an agreement between Condor Rails, the company that owns many of the railroads in the Northern Hills, and the Foundry, the subset of the M&SU that handles most of its railroad construction. The black-and-white picture shows the owner of Condor Rails, a Native American man named Aucaman, and the head of the Foundry, an Asian woman named Mei Feng, shaking hands in front of two towering constructs referred to as Rail Golems.

The article goes on to talk about an agreement, which will lead to further expansion of the railroads that are bringing the Northern Hills closer together with each passing day. It goes on to mention that the people of Ridley might even see the Rail Golems walking through the city once the expansion project begins in two weeks. The article is dated a week and a half before the Ridley Massacre.

A second article, much less prominent than the first, notes that the project has been pushed back on account of the Ridley Massacre; most likely, resources are too scarce for the project to move forward in the aftermath of the attack. The article notes that the Rail Golems are being stored in Rail Yard #12 until the project resumes.

(These articles hint at George Blank's plan of infecting the Rail Golems with his Wrath Fetishes. He believes that the enraged machines will not only cause significant property damage to Ridley but will also trigger a cataclysmic battle between the Guild and the Union that will finally push Ridley over the edge. If Sonnia is Blank's patron, then the rampaging Rail Golems will make it look as if the Union has turned on Ridley, which just makes it easier for the Guild to roll in to "save" everyone.)

## FUTILE STAKE OUT

Staking out George Blank's apartment is a waste of time; he doesn't plan to return home until Ridley has been fully delivered to his Patron, if ever.

## PREEMPTIVE MEASURES

A bit of preemptive action at this stage of the adventure can save the Fated a great deal of trouble down the road. The easiest way to prevent Blank from gaining access to the Rail Golems is to alert one of Ridley's factions of the potential threat the machines pose. Speaking with the Guild or Union most likely requires a trip to the Steamfitter's Hall or the Guild's offices, which are conveniently featured in "Scene 5: A Terrible Choice." Once the Fated have dealt with the situation at their location of choice, they can attempt a TN 10 Convince Challenge (with a **+** modifier for helping them) to get a precious few of the faction's remaining armed troops stationed at Rail Yard #12 to protect the Rail Golems.

Of course, if Sonnia is Blank's Patron, then sending Guild troops to defend the Rail Golems does absolutely nothing to protect them (and will only make any resulting battle at Rail Yard #12 more dangerous for the Fated).

If the Fated approach the Town Council, Councilor Himura is concerned but doesn't have the troops to protect the Rail Golems. If the Guild or Union is at a Public Opinion of "Admire" or higher, she writes out a writ of conscription and orders the Fated to go to the highest such faction to requisition troops to guard the Rail Golems. This is a slight overstep of her power, and as a result, the Town Council suffers -1 Public Opinion as word of the abuse begins to spread around town.

If the Fated approach the Seditionists, they quickly whip up a mob to protect the Rail Golems. It doesn't take long for the mob to grow tired of waiting around, however, and soon people fetch paint to scrawl anti-Union slogans onto the towering constructs.

Going to the Resurrectionists is a lost cause: bringing undead out to defend the Rail Golems would draw too much attention to their organization. The Ten Thunders, in contrast, are the faction most easily able to deal with the threat: they simply alert the Foundry, who quickly arrive and walk the Rail Golems out of Rail Yard #12, ensuring that they won't be a threat.

## ACT II, SCENE 5:

### A TERRIBLE CHOICE

Once the Fated have finished their investigations, Councilor Himura finds them on the street and warns them about the growing number of Seditonist attacks.

Read the following text:



Smoke clouds the skies of Ridley as you hurry down streets splattered with blood. The panic from earlier this morning seems to be spreading through the town, and the people on the street blame the Guild, Union, and Seditonists in equal measure.

Groups of men and women armed with baseball bats and crowbars hurry through the streets with bandanas pulled over their faces, some taking advantage of the chaos to punish suspected refugees or militia members, others simply breaking windows and grabbing as many valuables as they can carry.

At first, you suspect that the dark-haired woman with the scarf wrapped around her lower face is another of these rioters, but she stops a few feet away from you and pulls her scarf down, revealing herself as Councilor Rebecca Himura.

“Thank God I found you,” she pants, leaning forward onto her knees to catch her breath. “It’s getting worse out here. We had Seditonists come by the Council Chambers and start throwing bricks through the windows. I managed to sneak out, but...” Himura shakes her head. “From the reports we’ve been getting in, it looks like the mine madness finally found its way to Ridley.”



As people pass them, Himura pulls her scarf back up to cover her face; she’s concerned that her position might provoke someone wanting to make an example out of a high-ranking politician.

Himura goes on to tell the Fated that just before the Seditonists attacked her, she had received word that angry crowds were gathering in front of the Steamfitter’s Hall and the Guild’s offices. She doesn’t know anything else about either location, but she urges the Fated to investigate and try to keep a riot from forming. The Seditonists may have attacked the Town Council, but she’s worried that an outright attack on the Union or Guild might cause them to respond with violence and trigger another massacre, this one inside Ridley’s walls.

From this point onwards, this Act splits into two parts: the Union Path and the Guild Path. If the Fated go to the Steamfitter’s Hall, proceed down the Union Path. If they travel to the Guild’s offices, proceed down the Guild Path. If they decide to split up, handle one group and then the other; the two groups will not reunite for the remainder of this Act.

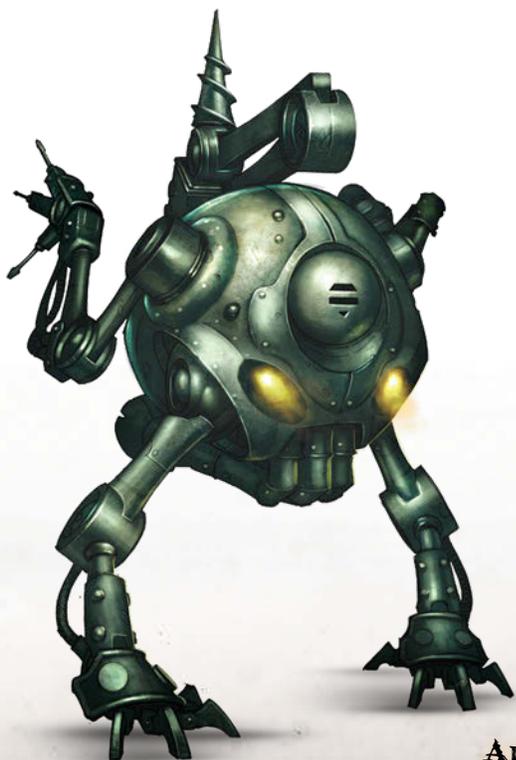


## THE UNION PATH

When the Fated arrive at the Steamfitter's Hall, read the following text:

Hurrying through the streets, you cross into the Smelt district, where much of Ridley's industrial and manufacturing interests are located. A few of the factories are displaying fresh graffiti, most of it anti-Union, and in places you can see shattered windows that were likely intact last night. Few of the factories that line the street seem operational, but you do catch glimpses of pale faces looking down at you from behind soot-stained second- and third-story windows.

There's a crowd in front of the Steamfitter's Hall, perhaps fifty people strong, most of them armed with crudely crafted pickets or makeshift clubs. A group of twenty Union employees stand against them, nose-to-nose and eye-to-eye, trading insults as both sides wait for the other to throw a punch. It's a powder keg of tense emotions, but it's one that hasn't exploded... at least, not yet.



The characters can attempt TN 10 Notice Challenges. Read the first paragraph of the following text to characters who fail and both paragraphs to characters who succeed:

A muffled shout draws your attention upward, to the third floor of the factory across the street from the Steamfitter's Hall. Two men are fighting over a knife, and as you watch, one of them twists the other toward the window, and they both crash through the glass and tumble down to the hard street below. Only the Seditonists at the far rear of the crowd seem to notice.

In the window's gaping, glass-toothed maw, you catch a glimpse of a dirty white strait jacket, one arm of which has been torn free from the rest of the binding garment. The escaped patient approaches the edge of the window, looks down at the crowd below, and crouches down like an animal, as if preparing to leap three stories down into their midst.

The Fated have a single round of Dramatic Time to stop the Ascending Patient from leaping down into the crowd. He's twenty yards away, which makes it difficult to target him without long-range weaponry. At the start of the second round, if the Ascending Patient hasn't been knocked **Prone**, he leaps down into the crowd.

The fall deals 5/7/9 damage to the Ascending Patient. Even if the Ascending Patient survives this, the fall breaks his legs, leaving him **Prone** and unable to do anything other than crawl toward the Steamfitter's Hall at a rate of two yards per round (Blank insisted that the Patient travel to the Hall, and the Patient is fixated upon that goal, regardless of his own safety).

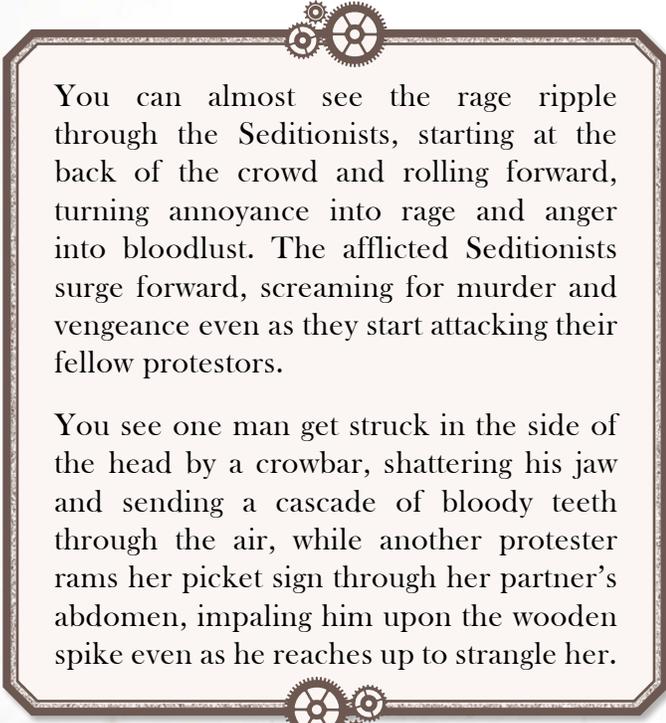
Because he is **Prone** in a crowd, the Ascending Patient gains the **Bleeding Out** Condition once Dramatic Time begins. Stats for the Ascending Patient can be found on pages 137-140.

If the Ascending Patient still possesses his Wrath Fetish when he falls, then it infects the crowd, which breaks out into a violent fury. See The Arcanist Riot, below, for more details. If the Ascending Patient is killed or its Wrath Fetish destroyed before it can leap into the crowd, then the confrontation between the two groups drags on for another hour or so with plenty of heated words but no actual violence.

If the Fated want to bring a peaceful resolution to the two groups, a successful TN 14 Convince or Leadership Challenge gets the Seditonists to back off and leave peacefully, much to the Union's relief.

### THE ARCANIST RIOT

If the Ascending Patient manages to infect the crowd, then the Fated have a riot on their hands. Read the following text:



You can almost see the rage ripple through the Seditonists, starting at the back of the crowd and rolling forward, turning annoyance into rage and anger into bloodlust. The afflicted Seditonists surge forward, screaming for murder and vengeance even as they start attacking their fellow protesters.

You see one man get struck in the side of the head by a crowbar, shattering his jaw and sending a cascade of bloody teeth through the air, while another protester rams her picket sign through her partner's abdomen, impaling him upon the wooden spike even as he reaches up to strangle her.

The Seditonists are treated as either one or two Seditonist Mobs (pg. 135), depending upon the fighting capabilities of the Fated.

The Fated begin the battle twenty yards from where the Ascending Patient landed near the back of the crowd.

While in the crowd, the range of ⚔ attacks is reduced to 3 yards. Characters that are not in the mob can fire into the crowd normally, but if they miss an attack with a Margin of Failure, they hit an innocent bystander instead of their intended target (which may have an impact on their Public Opinion; see below).

For the purposes of movement, the crowd is considered to be Severe Terrain. Characters that fall unconscious or **Prone** while in the crowd gain the **Bleeding Out** Condition due to being trampled.

The Wrath Fetish carried by the Ascending Patient is fueling the crowd's anger. In order to prevent the Seditonists from killing each other, the Fated will have to destroy the Wrath Fetish; simply killing the Ascending Patient is not enough to stop the Fetish's influence. See the "Wrath Fetishes" callout box on page 48 for more information.

When the Wrath Fetish has been destroyed, the mob loses its anger and pulls back in horror. The Unionists allow them to escape with taunting shouts and jeers but do not pursue the Seditonists; they're far more concerned with defending the Steamfitter's Hall (and the secret Arcanist headquarters beneath it).

If the Seditonist Mob is reduced to **Rank Value +0**, the survivors scatter, trampling the Ascending Patient to death and leaving the Union victorious.

If the Seditonist Mob ever reaches **Rank Value +14**, then the mob surges forward, kills the Union defenders, and burns the Steamfitter's Hall to the ground. If the Fated do not choose the Union Path, then this happens without the Fated's involvement.

**Public Opinion Changes:** The Seditonists are wiped out (-1 to Union), the Union is wiped out (-1 to Seditonists), the Fated convince the Seditonists to leave without a fight (+1 to Fated Faction), Fated didn't choose the Union Path (-2 Union & -1 Seditonists), the Fated hit one or more innocent bystanders with their ranged weapons (-1 to Fated Faction for the first bystander hit, -1 for every two additional bystanders hit beyond the first).

## Combat Flowchart

The following events occur at the start of each of the noted rounds of Dramatic Time until the Wrath Fetishes are destroyed:

**Round 1:** The Fated have a chance to notice the Ascending Patient in the warehouse window.

**Round 2:** If not Prone, the Ascending Patient throws himself down into the crowd. If he still has a Wrath Fetish, the crowd becomes a Seditonist Mob and attacks anything near them (including Fated that draw too close).

**Round 4:** One of the Seditonists shouts out “They’re attacking from the rear!” This riles up the other Seditonists and increases their anger. The Seditonist Mob gains the **Rank Value +3** Condition.

**Round 6:** The Ascending Patient draws close enough to the Steamfitter’s Hall to infect some of the Union steamfitters with his Wrath Fetish. The steamfitters are secretly Arcanist operatives, and with their minds overwhelmed by rage, they unleash their considerable magical powers upon the mob.

At the start of this round and every subsequent round of Dramatic Time, the following effect occurs, depending upon the suit of the topmost card in the discard pile (if any):

⚡: A steamfitter arcs lightning out and through the mob, electrocuting them. Reduce the **Rank Value** Condition of the Seditonist Mob by -2, and any Fated in the battle must succeed on a TN 10 Evade Challenge or suffer 2/3/4 damage.

🔥: A steamfitter summons a group of three small creatures formed from fire – Fire Gamin – and sends the flaming creatures into the crowd. Most are trampled underfoot before doing much damage, but when they die, the Gamin explode in a burst of fire. Reduce the **Rank Value** Condition of the Seditonist Mob by 2, and the Fated must succeed on a TN 10 Evade Challenge or gain **Burning +2**.

👁️: A steamfitter attempts to seize control of a Fated’s mind! A random Fated must succeed on a TN 12 Willpower Challenge or immediately make a single attack against the Seditonist Mob. If this attack results in the mob’s **Rank Value** Condition being lowered, feel free to describe the death of a Seditonist at the Fated’s hands in gory detail.

✂️: A steamfitter uses dark magic to draw the life out of a Seditonist, but seeing such forbidden magic in use only seems to rally the remaining editionists. The Seditonist Mob increases its **Rank Value** Condition by +2.

**Joker:** The rage filling the Ascending Patient pushes it over the edge, into a partial ascension. The exact form of the ascension depends on the identity of Blank’s patron: if Marcus, multiple, beast-like heads and arms burst out from his back and tear him apart in their attempts to escape. If Sonnia, the patient bursts into flame, his flesh searing away as he becomes a flaming skeleton that howls in agony as his soul burns away. If Pandora, mortal flesh parts to reveal an inhuman mass of flailing tentacles that gradually collapses into foul-smelling jelly. If Jack Daw, a spectral noose wraps itself around the man’s neck and jerks him up above the crowd, where his back is rapidly flayed open by an unseen lash, splattering blood down onto those below. In any case, the Ascending Patient dies at the start of the next round.

**Round 11:** The Ascending Patient dies from its **Bleeding Out** Condition.

## THE GUILD PATH

If Sonmia is Blank's Patron, then the Guild's offices are still intact and functional. The district seems safe, with little in the way of looting or vandalism, and Guild Riflemen have been posted atop some of the buildings to snipe at potential Seditonists.

If the Fated aren't in Guild uniforms, the Riflemen call down to them, warning them to turn away. A TN 10 Convince Challenge (at a  $\square$  due to having to yell up to the Riflemen who have orders to not let any non-Guild personnel through) is enough to persuade the Riflemen to let them pass. If the Fated fail and still attempt to advance, the Riflemen open fire; there is one per Fated, spread out across different buildings to cover different streets. The Riflemen are ten to thirteen yards above the ground and likely another ten yards away from the Fated, with sufficient Hard Cover to protect them from incoming shots. They gain  $\oplus$  to their attacks due to attacking from an elevated position. Stats for the Guild Riflemen can be found on page 136.

All in all, Sonmia's influence ensures that the Guild offices are safe and sound in the coming chaos. If the Fated leave quickly, they can still reach the Steamfitter's Hall (on the Union Path, page 61) before it is destroyed. Any Guild employees that visit the Guild's offices are ordered to join in the defense of the offices, however; if they follow orders, they will be unable to reach the Steamfitter's Hall in time. A TN 12 Bureaucracy Challenge allows the characters to leave without being seen as deserters.

If Sonmia is not Blank's Patron, then things are rough when the Fated arrive at the Guild's offices. Read the following text, choosing one character at random for the near miss:



The Ivory District seems to have fared a little better than the rest of Ridley. There is little in the way of looting or vandalism, but part of that is likely due to the dead bodies that lay scattered through the streets. You're just starting to wonder what might have killed them when you hear a gunshot. A bullet whizzes past [CHARACTER]'s head and strikes the wall of the building behind you, adding one more bullet hole to the dozens that already riddle its surface.

A quick glance down the street reveals smoke pouring out of the Guild offices. A blood-splattered man in a red Guild longcoat stands in front of the building, a rifle held up to his eye as he takes aim for a second shot.



The shooter is a Guild Rifleman (pg. 136) who has been infected by a Wrath Fetish. Its influence is lingering with him longer than usual, on account of his deep-seated anger issues. He's 14 yards from the Fated at the start of the battle, but he's just standing in the middle of the street, surrounded by bodies, not even concerned by the fact that he's not in cover.

The Fated can duck around the side of a building to gain Hard Cover, in which case the Rifleman Focuses to negate the penalties for shooting into cover.

If the Fated move completely out of sight, the Rifleman begins stalking closer to them while snarling about all the terrible things he's going to do to them for "starting this riot." He calls them "Union scum" no matter their affiliation, even if they're wearing Guild uniforms.

## WOUNDED GUARDSMAN

If the Fated approach the Guild's offices, read the following text:

The Guild's offices seem to be the site of a recent attack. Corpses – many of them civilians, only a few in the uniform of the Guild – litter the ground, as do spent shell casings. As you approach the door, one of the bodies slumped against the door coughs and looks up at you, revealing herself to be a still-living guardsman, though not by very much.

“Captain Ward,” she croaks out, blood oozing from a ruined eye. “He’s still... still up there...” She tries to reach up to you, but she only manages to move her arm a few inches before she winces in pain. “Please... those... things...”

The woman is Kelsie Lauwens, a Guild guardsman. Her wounds are very severe, and only emergency surgery (which takes one hour and a TN 12 Doctor Challenge) or the application of the Mend Critical Magia can save her life. On a failure, she perishes.

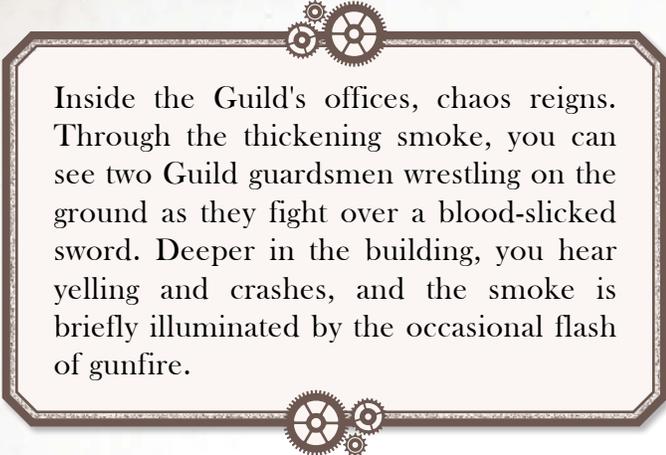
Kelsie has just enough strength to answer one question before passing out from her injuries, but she doesn’t know much: two things in straitjackets burst into the office as she was coming off her shift, and then everyone was shooting everyone else, and she can’t remember why.

The things ran deeper into the building, catching a few bullets in the process, and at some point, she smelled smoke. She hasn’t seen the things or any of her fellow guardsmen come through the doorway, but she’s been fading in and out of consciousness ever since she took a bullet to the face.



## FLAMING CHAOS

If the Fated head into the Guild's offices, read the following text:



Inside the Guild's offices, chaos reigns. Through the thickening smoke, you can see two Guild guardsmen wrestling on the ground as they fight over a blood-slicked sword. Deeper in the building, you hear yelling and crashes, and the smoke is briefly illuminated by the occasional flash of gunfire.

This building has three floors. Searching them is handled with an Ongoing Challenge.

## SEARCHING THE GUILD'S OFFICES

**Skills Allowed:** Centering, Notice, Track

**Target Number:** 10

**Duration:** 2 minutes

**Success Requirement:** 7

**Failure Requirement:** 2

Characters can use Notice and Track to search for people in the burning offices or Centering to keep calm and press forward despite the chaos and fire around them.

At the end of each Duration, every Living character gains the **Suffocating +2** Condition and must make a Toughness Duel with a TN equal to the value of their **Suffocating** Conditions.

On a failure, the character falls unconscious. If she was already unconscious, she instead suffers 3/4/5 damage that cannot be reduced by armor. A character that is reduced to 0 or fewer Wounds from this damage suffocates and is killed.

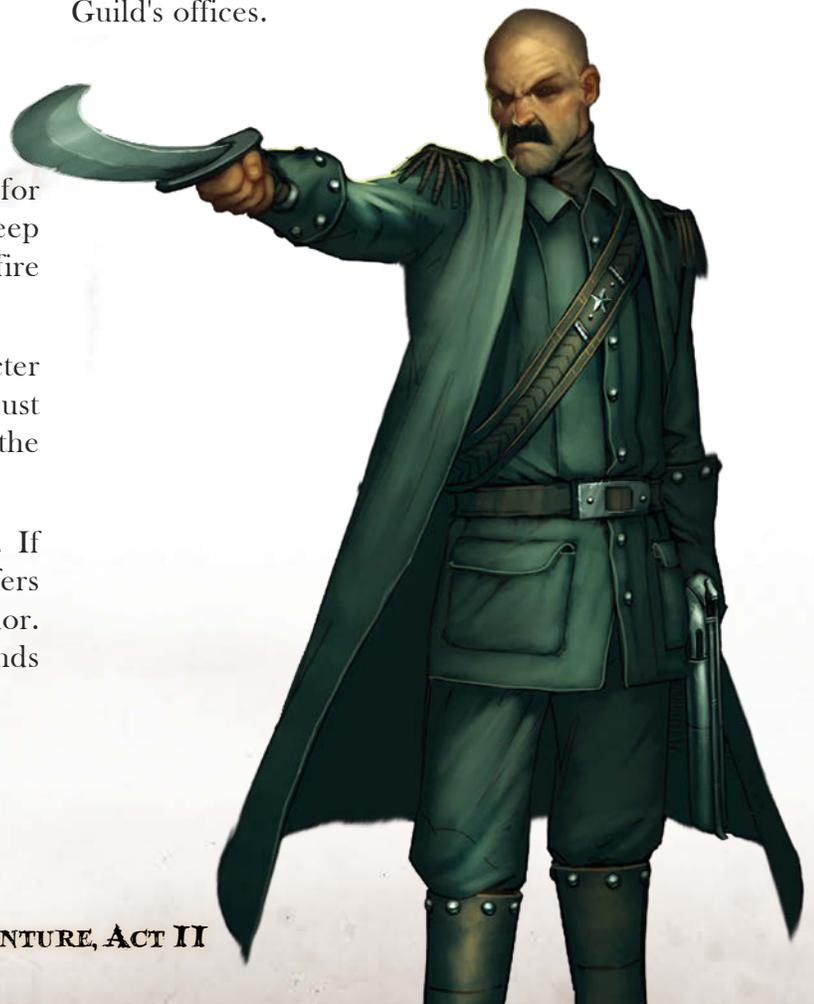
The value of the **Suffocating** Condition granted by this Ongoing Challenge can only be increased by this Ongoing Challenge; it does not increase on the character's turn as normal. If a character leaves the Guild's offices (which takes one Duration), their **Suffocating** Condition ends.

If a character is wearing a gas mask, has a wet cloth wrapped around their nose and mouth, or has taken other precautions to avoid breathing in the smoke, they only gain **Suffocating +1** instead of **Suffocating +2**.

If the Fated succeed, they discover Captain Ward. See the "Captain Ward, I Presume?" Section for more details.

If the Fated suffer a catastrophic failure, they encounter two of the Ascending Patients (pgs. 137-140). Both are on fire and gain the **Burning +1** Condition at the start of their turns. Additionally, their successful attacks give their targets the **Burning +1** Condition in addition to normal damage.

Because of the heavy smoke, characters using  weapons suffer  to their attack flips while in the Guild's offices.



## Captain Ward, I Presume?

If the Fated succeed on the Ongoing Challenge, they discover Captain Ward, who is injured, bleeding, and disoriented from blood loss. He's in too rough of shape to question any attempts to save him, so the Fated can lead him out without any trouble (though all characters will gain an additional **Suffocating +2** on their way out, just as if one final Duration of the Ongoing Challenge had passed).

Captain Ward doesn't remember very much about the attack. He had been discussing an assignment with a Witchling Handler and her two Witchling Stalkers, when all of a sudden the two Witchlings started attacking their Handler. In a desperate attempt to save the Handler's life, Ward drew his pistol and shot one of the creatures in the head, but it exploded in a fireball, and then everyone was attacking each other and it was hard to think. (The exploding Witchling knocked him back against the wall and he received a concussion which, ironically, prevented him from being affected by the Wrath Fetish.)

If the Fated do not choose the Guild Path, then the Guild's offices burn to the ground without the Fated's involvement.

**Public Opinion Changes:** Captain Ward is saved (+1 to Fated Faction, +1 to Guild if it is not the Fated's Faction), Fated didn't choose the Guild Path (-1 Guild).

## CONCLUSION

At the end of the Act, Ridley is in chaos, though the Fated have most likely prevented the worst of the damage. Depending upon the clues they have uncovered and how much investigation they have done, the Fated may have realized that George Blank is fanning the flames of Ridley's anger, or they might still be completely in the dark.

Depending upon whether the Fated chose the Union Path or the Guild Path, one of the town's primary factions may be crippled for the rest of the adventure. If the Steamfitter's Hall burned down, then the Union is unable to provide any assistance to the Fated for the rest of the adventure, and the same holds true for the Guild if Captain Ward perished in the fire at the Guild's offices. As the sun sets on Ridley, the flames from a handful of fires cast the night sky in a disturbing, smoky glow.

As terrible as the day might have been, the future holds more terror for Ridley. The rioting, looting, and fires have taken a terrible toll upon the Northern town, and in the morning, the Fated will have to deal not only with the next step in George Blank's terrible plan, but also the threat of widespread hunger.



# ACT III

Though Ridley survived the riots and chaos of the previous day, the wounds carved into the city are still fresh and raw. The *Ridley Spectator* has yet to realize the part it played in fanning the flames of anger that have engulfed the town, and the morning brings with it a special edition that firmly casts the blame for the city's troubles onto the shoulders of one of its factions.

The *Spectator* blames whichever of the following Factions has the lowest Public Opinion:

**Town Council (or Mayor's Office):** If the Town Council is blamed, the *Spectator* accuses the Council of sitting on their hands and watching as the town falls apart around them. The special edition is filled with opinion pieces comparing the recent events to the Council's "poor handling" of the Ridley Massacre, and Councilor Himura is decried for her "useless" militia program that "whipped the uneasy peace of Ridley into a deadly rage." Unflattering artist renditions of the Fated can be found on page three, ideally recreating the scene of some unpleasant act they performed in Acts I or II of this adventure.

**Guild:** If the Guild is blamed, the *Spectator* trots out the usual anti-Guild propaganda and accuses them of being tyrants and unjust oppressors. There are many interviews with Union members who share exaggerated stories of Guild members beating people and executing law-abiding citizens in cold blood. The story about the kidnapped Union members is repeated with a more sensational slant, and if the Fated have been representing the Guild, they might be surprised to read exaggerated and unflattering retellings of their activities over the past two Acts.

**Union:** That a newspaper in Ridley would openly accuse the Union of negligence and wrong-doing is unthinkable, so when the *Spectator* runs its articles decrying the leaders of the Union for "abandoning" their town and accusing them of getting caught up in their own self-interest, people take notice. The Union's attempts to make life better for its members are cast as cronyism and nepotism, and there are interviews with former members, such as a man named Johan, who clearly have a grudge with the organization and are taking advantage of this opportunity to air the Union's dirty laundry. If the Fated have been representing the Union, the *Spectator* casts them as incompetent idiots who only got their position through nepotism.

**Seditionists:** The *Spectator* places the blame for the riots and looting on the back of the Seditionist movement. After all, Seditionists were present at most of the major riots, and no well-meaning citizen of Ridley would attempt to undermine everything for which the town stands. The newspaper paints the Seditionists as crazed radicals with a dangerous way of thinking and urges its readers to "listen to none of their madness." If the Fated have been representing the Seditionists, they are smeared across its pages as dangerous firebrands and anarchists who want nothing more than to watch Ridley - and indeed, the very concept of democracy itself - burn.

The faction decried by the *Ridley Spectator* suffers -1 Public Opinion as the newspaper reinforces and focuses the town's anger onto a convenient scapegoat. For the rest of the adventure, the Fated should notice copies of the special edition throughout the town, either being read by people in the street or folded up and resting on countertops. This edition has a very wide circulation.

Note that the Resurrectionists and Ten Thunders are exempt from having an article written about them; the editors at the *Spectator* are unwilling to run vague stories that attempt to place the blame on ghosts (either literal or figurative, as the case might be).

## ACT III, PROLOGUE:

### A NEW CRISIS

At the start of this Act, the Fated are called to one of four locations to deal with the food shortage in town, depending upon whom they have been representing the most.

If the Fated have been representing the Guild and they saved the Guild's offices in Act II, they're called to a meeting with Captain Ward (or Piter Giagani, if the Fatemaster used the "Familiar Faces" option on page 19) in those offices. See the "Guild Meeting" section in the adjacent column.

If Sonmia is Blank's patron, however, then the Guild will not call the Fated into a meeting, as they have no interest in solving Ridley's problems just yet. Instead, Councilor Himura contacts them; see the "Town Council Meeting" section on page 71.

If the Fated have been representing the Union and they saved the Steamfitter's Hall in Act II, then they're called to meet with Alina Strand (or Amina Naidu, if the Fatemaster used the Familiar Faces option on page 19) at the Steamfitter's Hall. See the "Union Meeting" section on page 70.

If the Fated have been representing the Seditonists, they're invited to speak with Charley O'Donnell in a warehouse in the Jade District. See the "Seditonist Meeting" section on page 70.

If the Fated have been supporting another faction, or if they have been working with the Guild or Union but allowed that faction's power base to collapse as a result of the destruction of their seat of power in Act II, then the Fated are called in by Councilor Himura. See the "Town Council Meeting" section on page 71.

Once the Fated have spoken to their contact, skip forward to "Food Panic" (pg. 71) for more details.

## GUILD MEETING

Read the following text:



Any hopes you might have had for a quiet morning are shattered when two Guild guardsmen knock loudly on your door around mid-morning. They're noticeably on edge, and the higher ranking of the two wastes no time in informing you that you've been summoned to the Guild's offices to speak with Captain Ward.

As you walk through the streets of Ridley with your escort, it soon becomes clear that they are there for your protection. Debris and discarded protest signs litter the streets, and here and there, you can make out the occasional corpse slumped against a wall or sprawled out in the gutter.

When you finally arrive at the Guild offices, you're not surprised to see that they're still in bad shape. The fires from the night before have been extinguished and the corpses have been removed, but the scent of smoke still clings to the building. You find a tired and disheveled Captain Ward waiting for you at his desk.

"Good to see you again," he says, standing up to shake your hand. "Sorry for the sudden summons, but we've got an issue on our hands. Everything's been turned upside down by the riots, and people are starting to panic. The market never opened, and we've got reports of people buying out every grocer and general store in town."

Ward takes a deep breath and releases it slowly. "That's where you come in. We've got crowds starting to gather around the southern warehouses where the Farmer's Union stores their dry goods. Keeping the peace falls under the militia's charter now, so you'll have to be the ones to head down there and keep these animals from starting another riot."



## UNION MEETING

Read the following text:



Just as you're finishing up your breakfast, two card-carrying Union members arrive at your door. They're noticeably on edge and waste no time in informing you that Alina Strand, one of the Union's officers, has asked to speak with you at the Steamfitter's Hall.

As you walk through the streets of Ridley with the two Union members serving as your escort, it soon becomes clear that they are there for your protection. Debris and discarded protest signs litter the streets, and here and there, you can make out the occasional corpse slumped against a wall or sprawled out in the gutter.

Just like last night, there's a crowd in front of the Steamfitter's Hall when you arrive, but this time, it's made up entirely of Union men and women, all of them armed with welding torches, pickaxes, and various improvised weapons. They part as your escorts wave them off, and soon you find yourselves in the office of Ms. Alina Strand. She's a small, pale woman with gossamer-thin white hair and large, blue eyes.

"I apologize for the goon squad, but we've got an issue on our hands. All of this rioting and Seditonist nonsense has the town in a panic. The market didn't open this morning, and now people are buying out every grocer they can find. Worse yet, we've got a mob down at the Southern warehouses where the Farmer's Union stores their dry goods."

She steeple her fingers, fingertip to fingertip. "I want to make sure that it doesn't turn into another riot, but I can't have it look like the Miners and Steamfitters Union is endorsing the theft of food from the Farmer's Union. The militia is a neutral entity, however... perhaps you could resolve the situation?"



## SEDITIONIST MEETING

Read the following text:



As you step outside in the morning, you find two redheaded women waiting for you. They introduce themselves as members of the Seditonist movement and inform you that the leader of their movement, Charley O'Donnell, would like to speak with you at their headquarters.

As you walk through the streets of Ridley with the women, it soon becomes clear that the town is in bad shape. Debris and discarded protest signs litter the streets, and here and there, you can make out the occasional corpse slumped against a wall or sprawled out in the gutter.

You eventually arrive at the Seditonists' base of operations, which proves to be a warehouse in Ridley's Jade District. You've barely had time to take it in before a man with an untamed mop of red hair and a heavy accent steps forward and claps you on the back.

"We finally see the heroes of the hour!" he laughs as he reaches out to shake your hands. "Pleasure to meet ya! I'm Charley O'Donnell, but I guess me girls must have told ya that already." He waves the women off and steps closer, lowering his voice to a conspiratorial whisper. "We've got a problem a-brewin'. The people of Ridley have been gettin' anxious about the market not openin' today, and worse yet, there's a mob gatherin' down at the Farmer's Union warehouses."

"Now, I'd love to rush on in there and help out, but people already think we're a bunch of hooligans after yesterday's riots. You folk, though, you're with the militia. Ain't nobody gonna fault you for showin' up at the warehouse and keepin' everyone safe."



## TOWN COUNCIL MEETING

Read the following text:



When you step outside, you find a young woman with short, blonde hair waiting on your doorstep. Whether due to the morning or the fact that she isn't sitting behind a desk, it takes you a moment to recognize her as Councilor Himura's secretary. She politely informs you that Councilor Himura has requested that she escort you to her office for an urgent meeting.

As you walk through the streets of Ridley with the secretary, it soon becomes clear that the town has fallen upon hard times. Debris and discarded protest signs litter the streets, and here and there, you can make out the occasional corpse slumped against a wall or sprawled out in the gutter.

When you finally arrive at Himura's office, you find the councilwoman pacing back and forth in anxious impatience. "Oh, it's a relief to see you," she says. "I apologize for the early summons, but we have an issue on our hands. People are buying up every last scrap of food they can find, and the Farmer's Union didn't open up the market this morning, which is just adding to the panic."

She motions toward the window. "Worse yet, we have a crowd forming at the southern warehouses and demanding that the Farmers Union open up its reserves to feed them. I'm worried that if the farmers refuse, it might turn into another riot."

Himura pauses to rub at her temples with the fingers of one hand. "I am making this your primary assignment. Head down to the warehouses and make sure that we don't have a repeat of yesterday's madness. The last thing we need is another bloodbath."



## FOOD PANIC

If the Fated agree to help, their contact explains that Ridley doesn't grow its own food. Food is shipped in by the Hollow Point Farmers Union, stored in warehouses in southern Central City, and then sold in the town's marketplace. Unfortunately, the marketplace shut down early yesterday due to the riots and didn't open this morning. There are a few grocers in town that import their food from Malifaux City, but they were among the first ones to have their stock bought out.

Their contact gives them the address to the food warehouses and reminds them that they just need to keep the peace; if that means breaking into the food reserves and handing out the stored supplies, then so be it. The town can always reimburse the Farmer's Union at a later date.

Their contact doesn't have much in the way of payment at the moment, but if the Fated insist, they agree to scrape up some payment in the future. The exception to this is if the Fated meet with Councilor Himura, who expects the Fated to help with the warehouse because it's part of their job as militia members.

As they're leaving, their contact makes it clear that the Fated should report back to them once they've finished at the warehouse, regardless of success or failure. There may be more riots to deal with, and if the warehouses end up being emptied, it's better to find out sooner than later so that their contact can prepare a letter to the Farmer's Union explaining things.

When the Fated travel to the warehouse, proceed to "Scene 1: Food Shortage" on page 72.

## ACT III, SCENE 1:

### FOOD SHORTAGE

The Farmer's Union warehouses are found in the southern part of Center City, on Condor Road. As the Fated approach the warehouses, they can hear angry shouting and the distinct dull roar of a large crowd. Read the following text:



As you turn the corner onto Condor Road, you finally catch sight of the crowd gathered outside the warehouses. It's easily twice as large as yesterday's Seditonist protest, and worse yet, there are a fair amount of children present, squirming anxiously in their parents' arms or darting through the crowd in an impromptu game of tag.

Judging from the way people are dressed, the crowd seems to be primarily composed of drudges, factory workers, refugees, and other lower income workers. All attention is focused upon Warehouse #7, where two nervous-looking men with shotguns are doing their best to endure a withering salvo of desperate pleading and increasingly agitated cursing.



From listening to the crowd, the Fated can easily gather that everyone seems to think the warehouse holds food, and they're trying to convince the guards to start handing it out to everyone. The mob is unorganized and doesn't seem to have any particular leader.

There are only five Farmer's Union guards defending the warehouse: two outside and three inside. There are no reinforcements coming, and though the guards don't want to abandon their posts, they are not all that keen to die under the feet of an angry mob.

If the Fated make an attempt to calm the crowd, see "Calming the Crowd" in the adjacent column. If they instead try to speak with the Farmer's Union guards, see "Food Negotiations" on page 73.

If the Fated attempt to sneak around behind the warehouse, then they will encounter a group of thieves who are planning to sneak into the warehouse and steal as much food as they can before anyone notices. See "Robbery in Progress" on page 73 for more details.

If the Fated simply wait to see what happens, a gunshot rings out from inside the warehouse! See "Shots Fired" on page 74.

### CALMING THE CROWD

The Fated have to succeed on a TN 13 Intimidate or Leadership Challenge to get the crowd to pay attention to them. If they do something startling (like firing a gun into the air or any overt display of magic), doing so grants them a  but also increases the TN of the Calming the Crowd Ongoing Challenge (pg. 75) by +1.

On a success, the crowd quiets down and listens to the Fated. The Fatemaster should allow them to make a short (one minute or less) speech, along with a TN 14 Convince, Deceive, or Leadership Challenge. If they succeed on this attempt, the crowd calms down and becomes more peaceful, which lowers the TN of the Calming the Crowd Ongoing Challenge by -2.

If the Fated fail, the crowd ignores them and resumes yelling and shouting at the guards. If they achieve a Margin of Failure, however, the crowd takes offense at the Fated's words and becomes more agitated, which increases the TN of the Calming the Crowd Ongoing Challenge by +2.

If the Fated attempt to fight the crowd, it uses the stats of the Seditonist Mob (pg. 135).

Regardless of the result, before the Fated can celebrate their victory (or mourn their defeat), they hear gunshots from inside the warehouse. See "Shots Fired" on pg. 74 for more information. If the Fated get into combat with the crowd, the gunshots are heard at the start of the third round of Dramatic Time.

## FOOD NEGOTIATIONS

The Farmer's Union guards are nervous about the crowd. They're trying to protect the Union's food, but the Fated can persuade them to open up the warehouse and start handing out supplies with a TN 14 Convince Challenge. If the Fated mention some sort of compensation plan (such as the Town Council reimbursing the Farmer's Union for their food), then the Fated gain  to this Challenge.

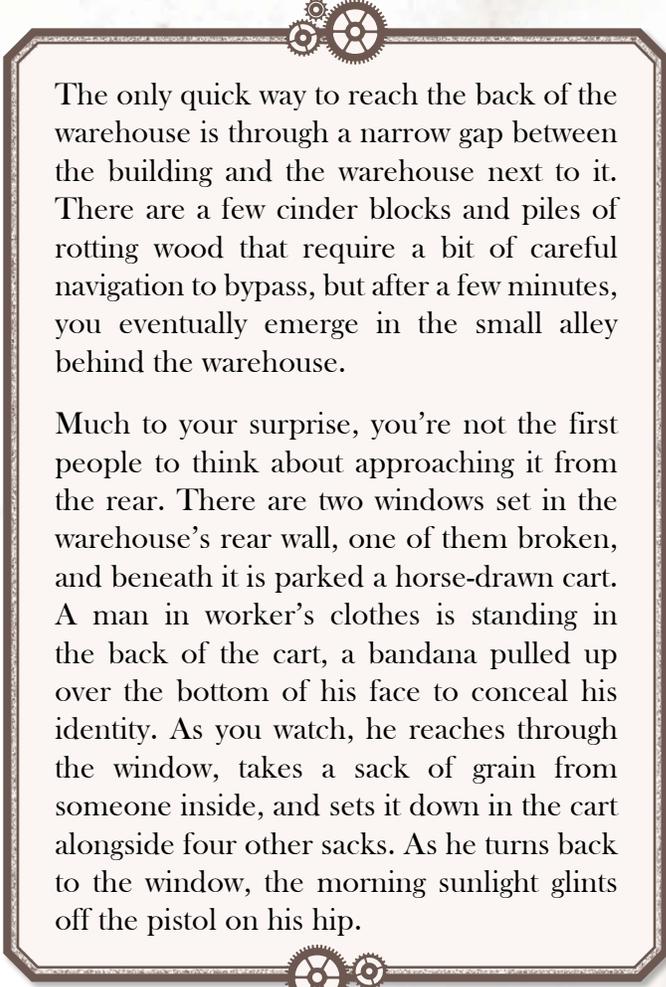
On a failure, the guards refuse to open up the warehouse and tell the Fated that they're "no better than the rest of that lot" as they gesture toward the crowd.

On a success, the guards sigh in resignation and concede that they probably won't be able to keep the crowd out for much longer. Opening up the warehouse makes the Farmer's Union look beneficent and reduces the chance of someone (especially themselves) getting hurt. The crowd cheers as the guards announce that they're going to start handing out food, which lowers the TN of the Calming the Crowd Ongoing Challenge (pg. 75) by -1.

Either way, the Fated hear gunshots from inside the warehouse before further action can be taken. See "Shots Fired" on pg. 74 for more information.

## ROBBERY IN PROGRESS

If the Fated sneak around to the back of the warehouse, they will catch sight of the thieves who are in the process of robbing it. Read the following text:



The only quick way to reach the back of the warehouse is through a narrow gap between the building and the warehouse next to it. There are a few cinder blocks and piles of rotting wood that require a bit of careful navigation to bypass, but after a few minutes, you eventually emerge in the small alley behind the warehouse.

Much to your surprise, you're not the first people to think about approaching it from the rear. There are two windows set in the warehouse's rear wall, one of them broken, and beneath it is parked a horse-drawn cart. A man in worker's clothes is standing in the back of the cart, a bandana pulled up over the bottom of his face to conceal his identity. As you watch, he reaches through the window, takes a sack of grain from someone inside, and sets it down in the cart alongside four other sacks. As he turns back to the window, the morning sunlight glints off the pistol on his hip.

The man in the cart is a Warehouse Thief who is trying to steal food from the warehouse while the guards are distracted by the situation out front. His group's plan is to escape with as much food as possible, which they intend to sell back to Ridley's residents at a high markup. They've already filled up one cart with stolen food; it drove away just a few minutes ago.

The Fated must succeed at TN 10 Stealth Challenges to avoid being noticed by the man. If they succeed, he continues loading up the wagon with the assistance of his partners on the other side of the window.

If they fail, he spins around and draws his pistol. If the Fated are wearing their militia badges, dressed in Guild colors, or otherwise displaying some symbol of authority, the thief shouts out a warning to his partners and opens fire on them (which shifts the scene into Dramatic Time).

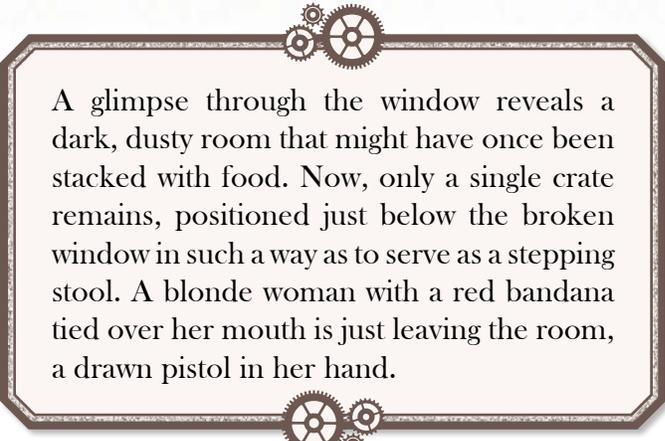
If the Fated are not immediately obvious as authority figures, the man simply warns them to get out before he's forced to shoot them. If they refuse to leave (or draw weapons of their own), then he shoots at them as described above.

During the (probably very short) battle, the Warehouse Thief has  to his attacks against those on the ground due to his elevated position on the cart. Up to two characters (including the Warehouse Thief) can fit on the back of the cart at any one time. Any sort of damage to the horse causes it to bolt forward, forcing every character in the cart to make a TN 9 Acrobatics Challenge. Those who fail fall from the cart, suffer 1 damage, and become **Prone** as the horse gallops wildly through the streets of the city, dragging the cart behind it.

The thieves inside the warehouse do not participate in this battle in any meaningful manner. Stats for the Warehouse Thief can be found on page 142. As soon as the fight finishes, the Fated hear gunshots from inside the warehouse; see "Shots Fired" in the adjacent column for more information.

## SHOTS FIRED

If the Fated are in the rear of the warehouse when they hear the gunshots, then nothing else seems to happen afterwards. If they attempt to look through either of the windows, read the following text:

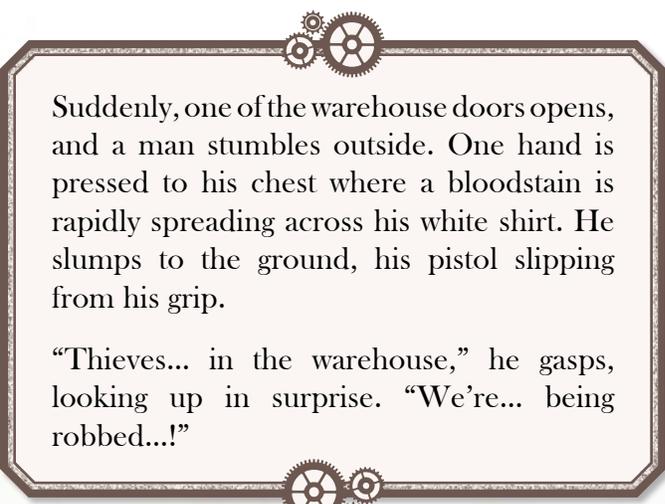


A glimpse through the window reveals a dark, dusty room that might have once been stacked with food. Now, only a single crate remains, positioned just below the broken window in such a way as to serve as a stepping stool. A blonde woman with a red bandana tied over her mouth is just leaving the room, a drawn pistol in her hand.

The Fated can climb through the window with a TN 9 Acrobatics or Athletics Challenge. On a failure, they simply don't make it through, but if they generate a Margin of Failure, they also cut themselves on the shards of remaining glass in the window frame and suffer 1/2/3 damage. On a success, proceed to "Inside the Warehouse" (pg. 76).

If the Fated decide not to investigate the gunshots, see "Consequences" on page 77 for a description of how the scene plays out.

If the Fated are at the front of the warehouse when they hear the gunshot, read the following text:



Suddenly, one of the warehouse doors opens, and a man stumbles outside. One hand is pressed to his chest where a bloodstain is rapidly spreading across his white shirt. He slumps to the ground, his pistol slipping from his grip.

"Thieves... in the warehouse," he gasps, looking up in surprise. "We're... being robbed...!"

The two guards stationed at the front of the warehouse rush inside immediately. If the crowd has been pacified, then the Fated can either rush in to help the guards deal with the thieves or allow the guards to handle it themselves. If they do nothing, see “Consequences” on page 77 for an explanation of how the scene plays out.

If the Fated haven’t pacified the crowd, everyone goes quiet when they see the wounded guard. Then the shouting starts as people start to realize that someone is stealing “their” food. It’s clear that the Fated are faced with two problems: the crowd is quickly starting to turn violent, and the thieves are definitely violent. The Fated will have to split their focus between the two threats.

Attempting to calm the agitated crowd and keep them from violently surging forward is handled via an Ongoing Challenge.



## CALMING THE CROWD

**Skills Allowed:** Bewitch, Convince, Deceive, Leadership

**Target Number:** 12

**Duration:** 1 round

**Success Requirement:** 12

**Failure Requirement:** 2

If the Fated startled the crowd to draw their attention, the TN of this Ongoing Challenge increases by +1.

If the Fated succeeded in calming the crowd before the gunshot was heard, the TN of this Ongoing Challenge is reduced by -2. Conversely, if they made the crowd angrier, the TN of this Ongoing Challenge is increased by +2.

If the Fated talked the Farmer’s Union guards into announcing that they were going to start handing out food, the TN of this Ongoing Challenge is reduced by 1.

As the Fated battle against the Warehouse Thieves, the Fatemaster is encouraged to keep cutting back to this Ongoing Challenge; characters participating in this Ongoing Challenge should make their Challenges at the start of the round, followed by the turns of everyone participating in combat with the thieves.

On a success, the crowd calms down and begins to grumpily disperse, leaving fewer than a dozen desperate people behind.

On a catastrophic failure, the mob loses its patience and surges toward the warehouse. People are trampled underfoot, and any Fated participating in this Ongoing Challenge must succeed on a TN 10 Acrobatics Challenge to get out of the way. Those who fail suffer 3/5/7 damage and are knocked **Prone** as they are trampled by the mob.

See “The Mob Arrives” on page 76 for information on how this impacts the battle against the Warehouse Thieves.

## INSIDE THE WAREHOUSE

When the Fated enter the warehouse, read the following text:

The warehouse is a dark, dusty building lined with crates of dried goods and sacks of grain. Patterns in the dirt floor show faint footprints, as well as a few droplets of blood. Two corpses lay splayed out on the ground in growing pools of blood, and near the back of the room, you can see a few people wearing bandanas taking cover behind the largest crates.

Two guards race forward from the front of the warehouse, only to get gunned down in a storm of bullets that punch through them and the front wall, leaving dime-sized holes of daylight in the wood.

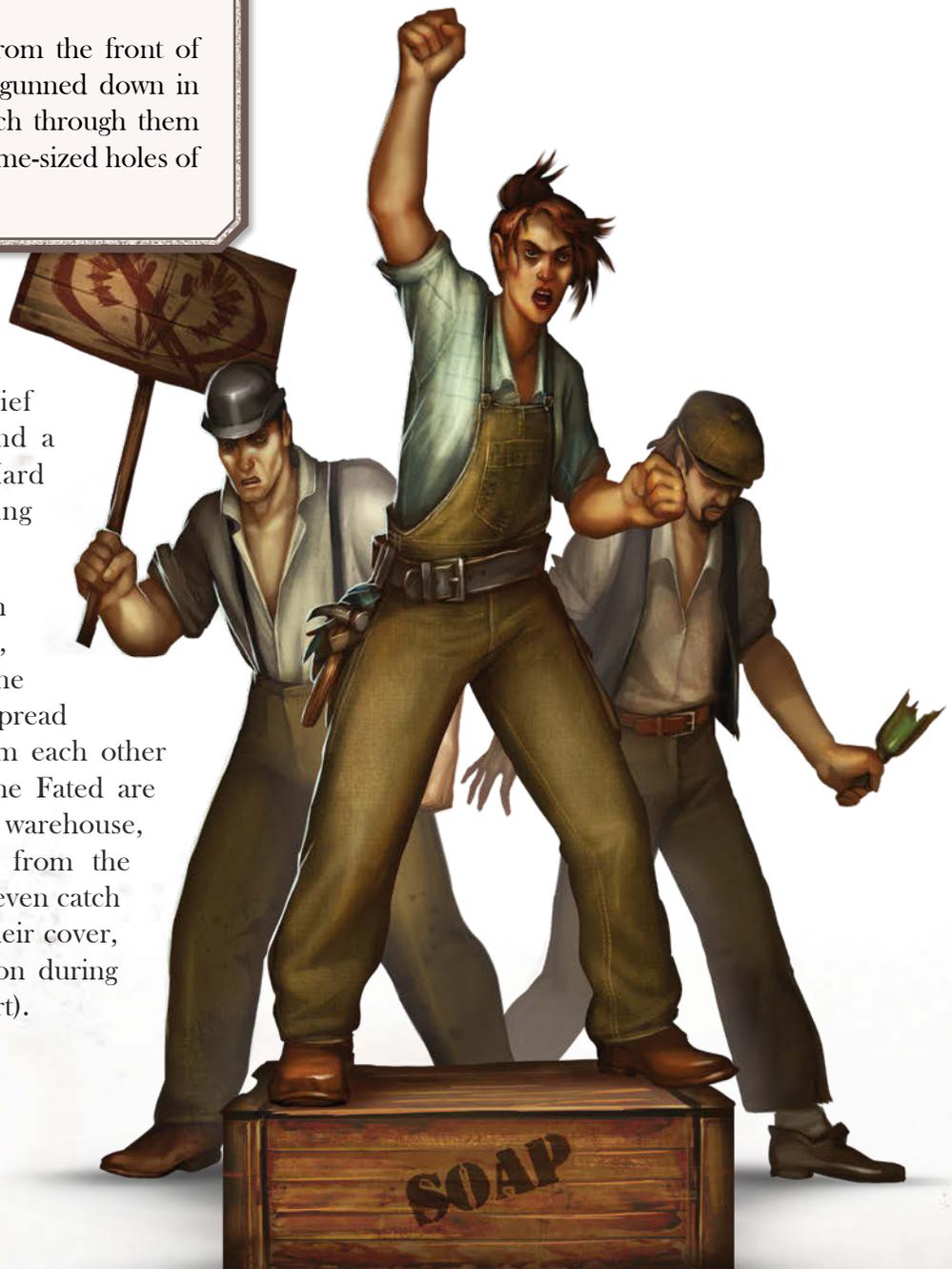
There are a total of two Warehouse Thieves here, plus one Warehouse Thief per Fated. Each one is behind a large crate that grants them Hard Cover, and they avoid moving when possible.

If the Fated are coming in from the front of the warehouse, they are twelve yards from the Warehouse Thieves, who are spread out about two yards apart from each other as best they can manage. If the Fated are coming in from the back of the warehouse, then they're only four yards from the Warehouse Thieves (and may even catch them on the "wrong side" of their cover, if they didn't draw any attention during the fight with the thief in the cart).

## THE MOB ARRIVES

If the Fated suffer a catastrophic failure on the Calming the Crowd Ongoing Challenge (pg. 75), the mob surges forward and spills into the warehouse. It uses the stats for the Seditionist Mob (pg. 135) and will attack both the Fated and the Warehouse Thieves, focusing its attacks on whoever is closest.

During the fighting, members of the mob also start tearing open crates and looting as much food as they can, so the Mob is considered to be **Slow** for the duration of this battle.



## CONSEQUENCES

If the Fated did not investigate the gunshots inside the warehouse, the thieves gun down the Farmer's Union guards without much resistance. They load as much food as they can into their wagon through the back window before escaping via that same route. If this is not possible (most likely as a result of the Fated moving the cart or killing the thief manning the cart), then they hunker down and wait for a chance to escape.

If the Fated did not pacify the crowd, it eventually surges forward, trampling children, the elderly, and anyone too slow to get out of the way underfoot. Once inside the warehouse, everyone starts grabbing as much food as possible. Some people in the crowd attack their neighbors to steal their food, and the scene quickly devolves into violent, confused looting and fighting. The thieves lower their bandanas and sneak out in the confusion carrying as much food as they can.

If the Fated succeeded in pacifying the crowd, then the thieves either escape via the back window as noted above or they end up trapped inside the warehouse. At some point, someone will have to deal with the thieves, either by negotiating with them (via Barter, Convince, or Deceive) or heading inside to solve the problem with violence.

If the Fated succeeded in defeating the bandits but failed to pacify the mob, they will either have to disperse the looting mob with violence or sneak out of the warehouse and allow it to be stripped by the desperate and panicking crowd.

Ideally, though, the Fated will deal with the bandits while also keeping the crowd calm, which results in the least amount of lives lost. This also leaves the Fated with a choice as to just what they should do with the contents of the warehouse: the Farmer's Union guards are either dead or severely injured, and there are still people outside the warehouse who believe they're in desperate need of food.

Giving the food away earns the Fated a great deal of good will with the city's residents, especially if they handle things in an organized manner, but it also earns them the enmity of the Farmer's Union. The group won't go so far as to send assassins after the Fated, but if they ever visit the marketplace in Ridley once this adventure is finished, their food prices are double what other people are expected to pay.

Alternatively, the Fated could attempt to sell the food, which earns them a handsome profit of 25 scrip amidst grumblings of profiteering. If they simply confiscate the food, then they will have twenty crates that they can apply to their food gathering totals in Act IV.

**Public Opinion Changes:** The Fated do nothing to stop the looting (-1 to Fated Faction), the Fated succeed in calming the crowd down (+1 to Fated Faction), the Fated cause the crowd to grow angry and riot (-1 to Fated Faction), the Fated freely hand out food from the warehouse (+1 Fated Faction), the Fated sell or horde the food from the warehouse (-1 to Fated Faction).

## Reporting In

In any case, once the Fated have resolved the warehouse issue (for better or worse), they should return to their contact and report on their successes or failures. Their next assignment is detailed in "Scene 2: Desperate Measures" (pg. 78).

## ACT III, SCENE 2:

### DESPERATE MEASURES

When the Fated return to their contact, they are asked to recount the details of their encounter at the warehouse. If things went relatively well (i.e., the Fated prevented a riot), then their contact is relieved to hear the news. If the crowd started rioting and looting, however, then their contact sighs and says that they're going to have to find some way to get food into Ridley before the entire town goes to hell.

If the Fated support the Resurrectionists or Ten Thunders, then Councilor Himura thanks them for their assistance and sends them on their way. As they are leaving the Council Chambers, a messenger from their faction arrives to escort them to a secret meeting with their faction's contact (Hazel Mills for the Resurrectionists or Hou Meng for the Ten Thunders). It is this contact - not Councilor Himura - who informs the Fated about Ridley's quarantine and comes up with the plan to steal Big Mabel.

The meeting with the Fated's contact leads directly into their next assignment. Choose the section matching the faction of the Fated's contact and read the indicated text.

Once the Fated have spoken to their contact, skip forward to "Big Mabel" (pg. 81).

## GUILD

Read the following text:



Captain Ward unfurls a map of the Northern Hills across his desk. "I've just received word that my superiors back in Malifaux City have quarantined Ridley. That means that all rail travel between the two settlements has been suspended, including all supply shipments." He points to the southeast, at a mountain that's labeled 'Hollow Point.'

"The Union has, much to our surprise, decided to follow in the Guild's footsteps. They're Ridley's primary supplier of rations, so without their support..." He looks up at you. "Well, you saw how they reacted at the warehouse. These animals will tear the town apart looking for a few loaves of bread."

Ward sighs and looks back down at the map. "Fortunately, we have the opportunity to serve as the city's suppliers. When the rioting started yesterday, the Farmer's Union rolled their supply train out of town and back to Hollow Point. Most likely, they're sitting on it until things calm down in town."

He points to a spot on the map just to the east of town. "We'll do what we can to keep Ridley's residents in line, but we're going to need the food on that train. I want you to head out to this switching station and use the controls there to remotely bring the train into town. The Union and the Seditonists let this town go to hell, but it will be the Guild that finally restores order."



## UNION

Read the following text:



Alina Strand pushes a piece of paper across the table. “We just heard from Malifaux City. The Guild has decided that yesterday’s riots were caused by the Mine Madness that recently plagued the Northern mines, and as a result, they’ve shut down all rail traffic between Ridley and Malifaux City.”

She leans forward, folds her hands together, and blows a few wisps of white hair out of her face. “Unfortunately, I wasn’t able to convince the people back at Hollow Point that it was just the Seditonists stirring up trouble. They’ve decided to cut us off as well, which means that Ridley doesn’t have any food coming in. You’ve seen how people react to the threat of starvation around here. It won’t end well.”

Alina grimaces, as if pained by what she is about to say. “Fortunately, there is a solution to our problem, though I don’t like it. A train packed with food pulled into town yesterday for a regular delivery, but when the riots started, they pulled out and returned to Hollow Point.”

“Thanks to Dr. Ramos, all of the trains on Hollow Point’s rail network can be remotely operated from switching stations. The system was intended to make it easier to move the trains around the switching yards, but today, it’s going to help us feed Ridley.”

She pulls a piece of paper off a stack, turns it over, and starts sketching out a crude map. “The closest switching station is south and east of town. If you can get there and use the controls to bring the train out of Hollow Point and into Ridley, then I’ll smooth things over with the Farmer’s Union after the fact. It’s easier to ask for forgiveness than permission, after all.”



## SEDITIONIST

Read the following text:



Charley O’Donnell paces back and forth in front of the Seditonist warehouse, his hands clasped behind his back as he walks. “Ridley’s got a lot going for it, but food isn’t one of them. People are starting to realize that, and as soon as cupboards start to go bare, everyone in the city is going to be fighting over whatever scraps they can find.”

His thoughts are interrupted as a young man runs up to him. “O’Donnell! The Guild shut down the railroad back to the City! And the Union’s cut us off from Hollow Point!”

“Bastards!” He spits on the ground. “Did you hear anything about why?”

The younger man nods. “They’re saying that they quarantined us, something about the rioting being caused by the mine madness.”

“Trying to starve us out, is more like it.” O’Donnell rubs his hand against the back of his neck as he looks your way. “They know that Ridley doesn’t have much in the way of food without outside shipments. They’re trying to prove a point about how much Ridley needs ’em, how we can’t stand on our own if we can’t even keep our people fed!”

From the steps of the warehouse, one of O’Donnell’s daughters clears her throat. “When we were getting ready for the rally yesterday, I saw one of the food trains from Hollow Point sitting on the tracks. They pulled out once the rioting started, but if we can get to the southeastern switching station...”

“...then we can bring the whole train right to us! They’ve probably got it sitting in their rail yard, thinking it’s as safe as can be.” O’Donnell grins and looks back to you. “What do you say? Wanna steal a train full of food?”



## TOWN COUNCIL

Read the following text:



Councilor Himura stares out the window of her office. “The Guild has cut off all railroad travel between Ridley and Malifaux City. They’re claiming that with an outbreak of “mine madness” within Ridley, they can’t risk letting the disease spread to the city or through the Breach. The Union’s done the same, though they sent a very apologetic letter explaining their position.” Himura takes a deep breath and slowly releases it.

”To hell with it,” she finally decides. She turns to face you, her expression one of determination. “Ridley needs food - and fast - before things get worse. If neither the Guild nor the Union are willing to give it to us, then we’ll take it.”

Crossing to her desk, she opens a drawer, pulls out a map, and spreads it out for you to look at. “The Farmer’s Union received a fresh shipment of food from Hollow Point yesterday morning. When the rioting broke out, they decided to pull the train out of the station.”

As she speaks, Himura points to the rail line leading through Ridley and traces its route south and east. “They probably moved the train back to Hollow Point to wait for the conflict to end, but I doubt that they’ve bothered to unload anything.” She taps a small mark on the map a bit to the east of town. “If you can get to this switching station, then you can use the controls to remotely control the train and bring it back to Ridley.”

Himura looks up at you. “The train should have enough food to feed the entire town, at least for a few days. More importantly, if we have the food, then neither the Guild nor the Union can try to force our hand by leveraging our starvation against Ridley’s independence.”



## RESURRECTIONISTS

Read the following text:



Hazel Mills leans against the counter of her dress shop. Joining her is a young woman with a serene expression. A white linen cloth is wrapped around her head, which stands in sharp contrast to the black cloak draped over her shoulders. Hazel introduced the woman as Reva Cortinas, but thus far, she hasn’t said very much.

“It’s all over the aethervox,” Hazel explains. “The Guild has declared Ridley to be under quarantine, and the Union is backing them up. We won’t have any trains coming or going for a while, sounds like.”

Reva's expression turns sympathetic. “The people in this town are suffering. We must address the hunger situation as quickly as possible. If we step forward and prove ourselves compassionate where others are not, we will earn the trust and loyalty of the people.”

Hazel gives Reva a skeptical look, but she seems unwilling to argue with the other woman.

“The Farmer’s Union brings food into the city on a train. When the fighting broke out, they withdrew their train to Hollow Point, but it is doubtful that they have had time to unload it.” She steps forward and takes [RANDOM FATED]'s hands into her own. “Please. If you can get to the southeast switching station, you can use the controls to bring the train back to Ridley. Then the people of Ridley will have food.”

“And we can use that,” Hazel adds with an opportunistic grin. “Once we feed 'em, we can make a play for real power.”

Reva glances disapprovingly at Hazel but chooses to keep any disagreements she might have to herself.



## TEN THUNDERS

Read the following text:



The smelting furnaces of the foundry are cold today, and none of the pneumatically-augmented workers seem all too pleased about that fact. Your contact, Hou Meng, is leading you down a narrow catwalk that is suspended above one of the giant empty smelting pots.

“In every crisis, there is opportunity.” As he walks, Hou Meng trails his good hand along the catwalk’s railing. The other has been replaced with a dangerous-looking welding device, all the way up to the elbow. “The Guild and the Union have both declared this town to be under quarantine. There will be no trains of food arriving from Hollow Point, nor will we receive respite from Malifaux City.”

Hou Meng stops and turns to face you. “In my homeland, we have a saying for such times: ‘Do not stand by the water and long for fish. Instead, go home and weave a net.’” He reaches out and places his hand on [RANDOM FATED]’s arm. “You shall be our net. Our fish? The train of food that the Farmer’s Union had, until recently, left in the rail yard. When the riots began, they withdrew their train to safety.”

A smile plays at the corner of Hou Meng’s mouth. “We shall make it ours, this train of food. Travel to the southeast, where you will find a switching station. The machinery of this station will allow you to bring the train into Ridley. Once here, we will distribute the food to the people, filling their bellies with bread as we fill their minds with gratitude.”



## BIG MABEL

The contact provides a bit of additional information on Big Mabel, the Farmer’s Union train. It’s an old 0-6-0 steam locomotive that has been retrofitted with a Soulstone-powered engine that allows it to run quieter than a normal steam engine. The engine has also been fitted with an aether slave unit that allows it to be controlled from the various switching yards all over the Northern Hills. The slave switches are usually disabled while a train is running, but it’s standard procedure for the engineer to enable them when he or she leaves the cab.

Ridley has a switching station that can control the train once it’s in town, but it doesn’t have the range to reach all the way to Hollow Point. For that, the Fated will have to use the switching station outside town, which has a more powerful broadcaster.

The station was built with the intention of being able to bring back trains that had been attacked by Neverborn... or at least, that’s what the Union tells people. What the Fated’s contact doesn’t realize is that the switching station is the Union’s ace in the hole in case the Guild attempts to invade Ridley. By using the station, they can control the Guild’s trains or use their own engines to block the rail lines or even to send them screaming into Malifaux City at full speed like steam-powered missiles.

The switching station is about a half-day’s walk from town. The Fated could technically take a train to drastically cut down on travel time, but their contact warns against it; they want to bring Big Mabel into town without giving the Guild or the Union (as appropriate) time to realize what they are trying to do.

Once the Fated are ready to leave town and head for the switching station, proceed to "Scene 3: Ghosts on the Plain" (pg. 82).

## ACT III, SCENE 3:

### GHOSTS ON THE PLAIN

The Fated are (most likely) leaving Ridley in the early afternoon, which places their arrival at the switching station a few hours after sunset. Along the way, they encounter a reminder of the Ridley Massacre.

Read the following text:



As Ridley and the plateau the town sits upon slowly fade in the distance, your only landmark in the rolling Northern Hills becomes the length of railroad track that slowly winds its way east toward Hollow Point. Any excitement you might have had for the trip is gradually ground away by the repetitious monotony of your surroundings, until there's nothing but the conversation of your companions to fight the boredom.

As the sun sets behind you, however, you notice that the air is starting to shimmer strangely in the distance. Through it, you can see a ragtag group of men, women, and children. They are dressed as miners, blacksmiths, carpenters, and the like, and all of them are walking in one large group toward Ridley.



Continue with the following text, depending upon the identity of Blank's patron:



#### Marcus

As the group draws closer, you notice that the walking figures are strangely insubstantial, as if they were formed entirely from moonlight. They are all twitching and agitated, and some snarl and crawl forward on all fours while others sniff at the air in a predatory manner. Others tread warily, as if on the watch for predators. A faint yellow aura surrounds them.



#### Sonnia Criid

As the group draws closer, you notice that the walking figures are strangely insubstantial, as if they were formed entirely from moonlight. Their heads are surrounded with halos of orange flame, and flickering yellow sparks fill their empty eye sockets. They move like automatons, with jerky steps that and expressions of intense agony. A faint yellow aura surrounds them.

#### Pandora

As the group draws closer, you notice that the walking figures are strangely insubstantial, as if they were formed entirely from moonlight. Every few steps, their forms momentarily change into disturbing, distorted shapes comprised of writhing tentacles and wordlessly gibbering mouths before once again appearing normal. A faint yellow aura surrounds them.

#### Jack Daw

As the group draws closer, you notice that the walking figures are strangely insubstantial, as if they were formed entirely from moonlight. They stagger along in a hideous parody of a dance, shuffling and jerking helplessly with arms and legs that bend in the wrong directions. Their faces are distorted in tortured screams of pain and sorrow, but the only sound accompanying the macabre procession is a faint and distorted whisper that brings to mind your own sins and transgressions. A faint yellow aura surrounds them.



These figures are the tormented spirits that succumbed to the Wrath Fetishes while journeying to Ridley. They have been wandering the outskirts of the town since shortly after the Ridley Massacre, but because they are only visible at night, there have only been few people who have noticed them... or at least, only a few that survived long enough to tell the tale.

Any characters who played through *Northern Aggression* can automatically recognize some of the faces among the crowd as people who perished during the march south to Ridley or the subsequent fighting.

### AVOIDING THE SPIRITS

No matter how the Fated attempt to move around the throng of spirits, more of them seem to materialize from the shimmering air, all walking northwest toward Ridley.

If the Fated attempt to approach the spirits, speak with them, or otherwise draw their attention, then the spirits converge upon the character in a screaming mass of rage and violence. This is treated as if the Fated had achieved a catastrophic failure on the Avoid the Spirits Ongoing Challenge below.

Avoiding the spirits is the better option and is represented by an Ongoing Challenge.

### AVOID THE SPIRITS

**Skills Allowed:** Centering, Evade, Necromancy + Tenacity, Stealth

**Target Number:** 12

**Duration:** 1 minute

**Success Requirement:** 3 per Fated

**Failure Requirement:** 1

During this Ongoing Challenge, the Fated can use Centering to resist the rage aura surrounding the spirits, Evade and Stealth to hide from them and avoid drawing attention, or Necromancy to briefly seize control of the spirits and turn them aside.

The TN of this Ongoing Challenge is adjusted based upon the Final Outcome of the Ridley Massacre in *Northern Aggression* (or as determined in this adventure's Introduction on pg. 12):

**Refugee Victory:** -2 TN

**Refugee Advantage:** -1 TN

**Equal Footing:** +0 TN

**Ridley Advantage:** +1 TN

**Ridley Victory:** +2 TN

On a success, the Fated manage to hide from the spirits, moving from one hill to the other as the ghosts slowly march past them.

On a catastrophic failure, the spirits catch sight of the Fated and shriek as they surge forward in anger. There are two Wrathful Onryo per Fated, and they begin the battle within 3 to 5 yards of the Fated (having stumbled upon them). At the start of the third round and every round thereafter, an additional Wrathful Onryo wanders into the battle five yards from the Fated. Stats for the Wrathful Onryo can be found on page 143.

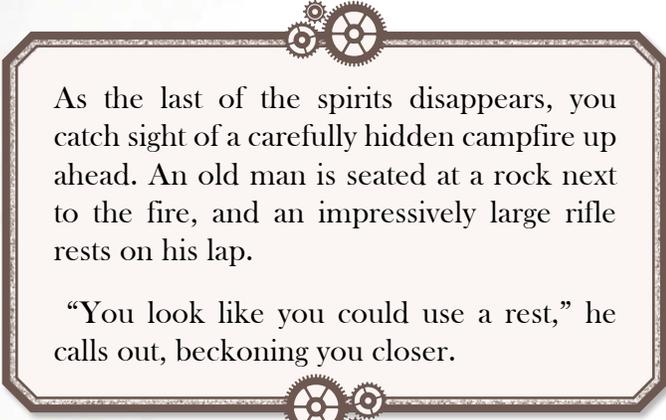
Because of the darkness, any character that makes an attack with a  weapon against a target that is not within 20 feet of a lantern or other source of light suffers  to their attack flip.



## THE RETURN OF FRANK HOPKINS

If Frank Hopkins (no relation to Samuel Hopkins) was killed during *Northern Aggression* (and his spirit was not devoured or trapped inside a Soulstone), then he makes a reappearance here. If the Fated didn't play through *Northern Aggression*, this encounter can still be used to give the Fated a bit of a rest, but it will lack some of the emotional significance it might otherwise have.

Read the following text:



As the last of the spirits disappears, you catch sight of a carefully hidden campfire up ahead. An old man is seated at a rock next to the fire, and an impressively large rifle rests on his lap.

"You look like you could use a rest," he calls out, beckoning you closer.

Any characters who played through *Northern Aggression* will immediately recognize the man as Frank Hopkins, and similarly, he will recognize them. If they were on good terms, Frank's welcome is warmer, and he offers them some fire-roasted rabbit and puts on a kettle for coffee.

If the Fated ask how he survived or point out that he perished, Frank suddenly looks as if he has remembered something very important. "That's right," he says. "I died."

He then turns to look toward Ridley, allowing the Fated to see an ugly bullet wound in the side of his head. Without another word, he and his campfire fade away. Even if the Fated don't bring up his death, he eventually turns his head in such a way that one of them can glimpse the bullet hole.

If the Fated partake of the ghostly assistance – whether by eating some of the rabbit or even just resting for a few moments – they are overcome with a sense of tranquility. Each such character heals 2/3/4 damage.

## MOVING FORWARD

Once the Fated have either defeated the spirits attacking them or avoided drawing their attention, they can continue onwards to the switching station. See "Scene 4: Midnight Train" (pg. 85) for more information.



## ACT III, SCENE 4:

### MIDNIGHT TRAIN

The Fated are not the only people who have been paying attention to the recent riots and Ridley's current food situation. After the refugees thought of using the switching station to send a train hurling toward Ridley's barricaded gates during the Ridley Massacre, Blank's Patron realized that the train controls could be of strategic value and placed a guardian at the station to safeguard their plans.

Now, the Fated will have to contend with one of the Patron's direct subordinates. This is a deadly battle in the best of situations, but if the Fated had to fight their way through the wrathful Onryo, they will be in an even worse situation. The Fated have time to tend to their wounds before they reach the switching station, but as soon as they approach it, there will be little time left to catch their breath.

When the Fated arrive at the switching station, read the following text:



As the moon comes out from behind a cloud, you finally reach the switching station. It's a squat, unimpressive, single-story building with a flat roof and a three-story aethervox antenna jutting up from one side.

The main rail line runs past the front of the station with little fanfare. Several bulky boxcars are lined up in uneven rows along the adjacent side tracks, but what draws your attention is the single double-wide boxcar that has been overturned onto the tracks, creating a blockade that cuts off the route from Hollow Point to Ridley.

You would have expected an engineer or some sort of guard to be sequestered at the station, but everything is dark and eerily silent.



The Fated can attempt TN 10 Engineering Challenges. On a success, they can tell from the yard signals that incoming trains from Malifaux City and Hollow Point are being diverted off onto side tracks leading north into the wilderness or south toward the Frostrun River.

In order to get Big Mabel from Hollow Point to Ridley, the boxcar blocking the track will have to be moved and the tracks will have to be switched over to the correct lines.

The Patron's guardian waits near the boxcars on the side tracks, watching the Fated closely as they explore the station and examine the fallen boxcar. They wait until the Fated complete one of the two following sections (The Boxcar or The Switching Station), at which point the Patron's guardian decides that they are meddling enough in the Patron's plans and steps in to intervene.

Of course, if the Fated start exploring the boxcars on the side tracks right away, then they'll bump into the Patron's guardian early.

See "The Ambush" (pg. 88) for more details.



## THE BOXCAR

The overturned boxcar is reinforced with steel and is very, very heavy. If the Fated have access to the Teleport Magia, then moving it is as simple as just teleporting the boxcar off the tracks.

If the Fated don't have access to teleportation magic, then moving the boxcar is handled with an Ongoing Challenge:

### BOXCAR HEAVING

**Skills Allowed:** Athletics, Engineering, Explosives, Leadership\*, Toughness

**Target Number:** 11

**Duration:** 1 minute

**Success Requirement:** 15

**Failure Requirement:** 3

During this Ongoing Challenge, characters can use Athletics and Toughness to try to lift the boxcar through sheer brute strength, Engineering to rig up some sort of pulley or lever to help lift it, or Explosives to just blow up parts of the boxcar to make it easier to clear.

The Leadership Skill can also be used on this Ongoing Challenge, but only if at least one other character is using a Skill other than Leadership.

At the end of each Duration, every character that used Athletics or Toughness during that Duration suffers 1 damage.

On a success, the characters manage to get the boxcar turned upright and pushed off the tracks. On a catastrophic failure, however, the boxcar falls over onto the characters trying to lift it, and every character participating in the Ongoing Challenge during that Duration suffers 3/6/9 damage as the box car falls on top of them. The characters may then re-attempt this Ongoing Challenge from the very beginning.



## THE SWITCHING STATION

The Fated have a few moments to look around the station and tracks. The station is locked but the door can be opened with a TN 12 Lockpicking Challenge or forced open with a TN 14 Athletics Challenge. When the Fated enter the station, read the following text:



The interior of the station is dark, but there's an unlit lamp just inside the door that might provide some light. A quick glance around the single room reveals that there's nobody else in the room with you.

A few small, dusty lights glow with faint green and red light, making it clear that the station is still operational despite its apparent abandonment.



In order to switch the tracks back over to the main line (so that a train can move from Hollow Point to Ridley), the Fated have to succeed at a TN 8 Engineering Challenge. If the Fated achieve a Margin of Failure on this Challenge, they break the lever while struggling with the machinery, which effectively locks the tracks in place until someone replaces the lever (and there are no replacements in the station).

The Fated can also use the control panels in the station to bring Big Mabel to the station or to send it through to Ridley. Doing so requires another successful TN 8 Engineering Challenge. On a failure, they start directing the train onto side rails back in Hollow Point, which makes it more difficult to get the train out of town: each additional attempt the characters make to control the train has its TN increased by a cumulative +1.

If the Fated achieve a Margin of Failure on this Challenge, they accidentally move Big Mabel the wrong direction and slam it into another train back in Hollow Point. A rail worker quickly hops aboard the train and shuts down its slave switch, severing its connection to the switching station and ending any hope the Fated might have had of stealing the train.

On a success, the character takes control of Big Mabel. It takes about half an hour for the train to arrive, and if the Fated haven't cleared the tracks by then, the train either diverts onto the line traveling north into the wilderness (if they didn't change the tracks) or crashes into the boxcar and derails in a cacophony of screeching metal and falling cars (if they didn't remove the overturned box car from the track). It takes another half hour for the train to reach Ridley from the switching station.

### I SEE YOU BROUGHT SOME FRIENDS...

If the Fated are particularly adept at combat, the Fatemaster can add a second enforcer (i.e., Slate Ridge Mauler, Witchling Thrall, Teddy, or Hanged) to the battle at the switching station, but care should be taken not to make the battle too overwhelming.

If the Fated have struggled with two or more of the fights in this adventure so far, then it's best to leave the encounter at just one enforcer.

### AMBUSHED IN DARKNESS

If the battle at the switching station is taking place at night, any character shooting a  weapon at a target that is not within 20 feet of a lantern or other source of light (which includes a character with **Burning**) suffers  to their attack flips.

## THE AMBUSH

Once the Fated finish one of the two steps listed earlier, the Patron's guardian makes an appearance. Each encounter is different, depending upon the identity of Blank's Patron.

### MARCUS

Read the following text:



You hear a faint snuffling sound coming from inside one of the boxcars. It's followed by heavy footsteps and the groaning protests of metal as a huge, four-armed bear pushes its way out of the boxcar and pulls itself up to its full height. Bone spurs break through its skin in multiple places, especially along its head and shoulders, almost looking like shrapnel that has imbedded itself in the animal's hide.

The bear's presence is so intimidating that you almost don't notice the eagle as it flies overhead. The bird lands atop the boxcar and immediately begins to twist and contort, its wings lengthening into muscular arms even as its beaked face shifts into the visage of a masked woman with her white hair pulled back in twin pigtails.

"You've interfered in our plans for long enough," the woman hisses as she crouches atop the boxcar and stares down at you. "Marcus wanted to let the experiment play out longer, to test whether the transformed could earn their place in the food chain, but I won't let you ruin all his hard work. It's time to cull the herd."

The woman whistles and nods her head in your direction, and the four-armed bear releases a deafening bellow as it drops to all six legs and starts loping toward you.



The woman is Myranda, Marcus' partner and mate, and the four-armed bear is a Slate Ridge Mauler. They begin the battle ten yards from the Fated, or five yards from the Fated if they encountered the pair while investigating the box cars.

The Slate Ridge Mauler charges directly into combat, while Myranda stays behind, supporting it with her magic until it becomes Frenzied or until she is directly threatened (by a character engaging her, for instance). At that point, she uses her Shapeshift Action to transform into a Beast, which makes her a far more dangerous combatant.

Myranda has two charged Lade 3 Soulstones (carried on a necklace) that she will use while in human form to heal her wounds or enhance her spells.

If reduced to -10 Wounds or below, Myranda attempts to flee from the battle. On her next turn, she assumes the form of an eagle and flies off into the night, which provokes disengaging strikes from any characters she is engaged with; consider her Defense to be 6 (16) in this form (her Willpower is unchanged). If she escapes, she has Walk 10 and Flight, which allows her to put ten yards between her and the Fated with each AP she spends fleeing. So long as she is within 30 yards of the Fated, they can shoot her with ranged weapons (albeit with the  penalty from darkness).

If Myranda is killed, Marcus will be upset over her death but will ultimately consider it to be an expression of the natural order: it's a kill or be killed world, and he considers Myranda's death to be the folly of a predator who tried to down an animal that was ultimately too strong. His plan will continue without her.

Stats for Myranda and the Slate Ridge Mauler can be found on pages 144 and 145, respectively.

## SONNIA

Read the following text:



The click of spurs and the faint ember glow of a cigarette herald the appearance of a tough, weather-worn man from the shadows. He's dressed in leather trail clothes, with a mop of unruly dark hair hanging low over his eyes. A mammoth of a pistol sits on his hip, and an equally large mallet is strapped to his back.

"Well," he says, looking you over. He takes a pull from his cigarette, then exhales a cloud of dark smoke. He drops the cigarette to the ground and grinds it out with his boot. "Looks like you folks just couldn't leave well enough alone, could ya? Miss Criid was hoping that you'd get caught up in the riots and chaos, but I guess you're just too damned stubborn for that, ain't ya?" Without turning, he reaches up and pounds his fist against the side of the boxcar next to him. "Let's get going."

With a sudden grinding of rusted gears, the door of the boxcar is thrown open by a shackled and blindfolded man. In the darkness, he almost seems to glow with magical power, and as he hops down to the ground, you can see magical runes flare to life beneath his skin.

The other man draws his pistol and motions toward you with the barrel. "Nothing personal," he says, "but we can't have you ruining the rest of the plan."



The man with the gun is Samael Hopkins, the second-in-command of the Guild's Witch Hunter division. Any Fated who have dealt with the Witch Hunters or lived for more than a month in Malifaux City will recognize his pictures from the newspaper.

If this adventure takes place after the death of Governor-General Kitchener in 1906, they may even remember that Hopkins took over as acting leader of the Witch Hunters after Sonia Criid nearly perished in a terrible fire inside the Guild Enclave.

The shackled man that Hopkins has brought with him is a Witchling Thrall, a hulking, magical brute that was once a powerful Arcanist, before Sonia Criid burned the soul and memories out of his body. He's now little more than an attack dog for the Witch Hunters, which is exactly the role he's serving here.

The two men begin the battle ten yards from the Fated, or five yards from the Fated if they encountered the pair while investigating the boxcars. Samael has two charged Lade 3 Soulstones (carried in his pocket) which he will use during the fight to heal his wounds when possible.

During the fight, Samael tries to keep the Witchling Thrall between him and the Fated. Both characters focus on ranged attacks when possible, though they will switch to melee attacks if the Fated engage them (with Samael spending 2 AP to holster his pistol and draw his mallet).

Samael fights until he is incapacitated, at which point he slumps over and waits for the end to come. If the Fated don't immediately kill him, he points out (in a resigned sort of way) that he's valuable to the Guild, and that they could probably trade his life for a few Soulstones. If the Fated decide to ransom him back to the Guild, a TN 12 Barter Challenge allows them to strike a deal with a Guild Witch Hunter, giving them two Lade 3 Soulstones, plus one Lade 3 Soulstone per Margin of Success. This also puts the Fated on the Guild's watch list, however, and once Samael has recovered from his fight, he will no doubt return to hunt the Fated in the future.

On the other hand, if the Fated kill Sonia's second in command, she takes it *very* personally. She will eventually determine the Fated's identities through various magical rituals and then officially brand them as witches, ensuring that they will never again be able to rest peacefully in Malifaux.

Stats for Samael Hopkins and the Witchling Thrall can be found on pages 148 and 149, respectively.

## PANDORA

Read the following text:



Your first thought when you hear the child's humming is just how out of place it is. There should be no children this far from town.

As the humming grows louder, you catch sight of a small girl skipping out of the darkness between the box cars. She's dark-haired and clad in a purple dress that flares out around her hips. A black choker is wrapped around her slim neck, matching the black leather bracelets on her wrists, and when combined with the rest of her ensemble, it makes her look like she just skipped out of a dark version of *Alice in Wonderland*.

The girl stops and crosses her hands in front of her, both of them wrapped around the handle of a large basket of colorful candy. "Hello there!" she calls out, her voice sweet and alluring. "I think I'm lost... can you help me find my daddy?" She tilts her head slightly to one side as a mischievous smile plays across her lips. "Or maybe one of you wants to be my daddy?"

Something large looms out of the shadows behind her: it's a stuffed bear, like a children's toy grown to monstrous size. Its stitched lips pull back to reveal a cavernous maw of sharp fangs and a grotesque, slithering tongue.

"Oooooor," the girl says, her grin widening as she sways adorably from side to side, "maybe Mr. Teddy can tear you all into tiny pieces for trying to undo all of Pandora's hard work! That sounds like fun, doesn't it?"

The monstrous teddy bear nods eagerly behind her, and she bounces up and down happily. "Yeah! Let's make garters from their guts and play with whatever's left!"



The girl is Candy, one of Pandora's unhinged Woes. As the Woe of Corrupted Innocence, Candy typically preys upon those who think her to be a normal little girl, much to their detriment. Though unstable, Pandora trusts Candy enough to let her watch the switching station. For backup, Candy brought a Teddy, a giant, nightmarish stuffed bear, with her.

Candy and the Teddy begin the battle ten yards from the Fated, or five yards from the Fated if they encountered the pair while investigating the boxcars. Candy has two charged Lade 3 Soulstones (carried in her basket) which she will use during the fight to heal her wounds or enhance her spells.

During the battle, Candy hangs back and lets the Teddy do most of the heavy lifting. At first, she uses her Lure Action to draw characters out of position and toward her (and ideally, toward the Teddy). If a character presents a significant threat to either her or the Teddy, she uses her Self Harm Action to force them to turn their own weapons against themselves. If anyone closes to melee range with Candy, she tries to convince them to sample some of her candy, which is almost entirely poisonous and not something anyone should eat (though in a pinch she can use her Sweets to heal the Teddy, who is quite happy to gobble down such fare).

Much of Candy's charm is supernatural in nature, and as a result, she can be difficult to resist, even for characters who know that she is a threat.

When reduced to 0 Wounds or below, Candy drops her 'sweet and playful' act and starts to throw a tantrum. She jumps up and down, screams insults at the Fated, and tosses out swear words that would make a sailor blush. In this state, she's too upset to think about retreat and will effectively fight to the death; she's too angry to realize that she's actually in danger.

If subdued, Candy proves to be a difficult captive. She uses every trick and tool at her disposal to escape captivity and get back to Pandora, who doesn't really seem to mind her cohort's disappearance all that much. It's quieter, if nothing else.

Stats for Candy and the Teddy can be found on pages 150 and 151, respectively.

## JACK DAW

Read the following text:



The sound of shuffling footsteps heralds the appearance of a tall, gaunt man wearing an old and tattered suit. His expression is tired and weary, and he carries a noose coiled around his right arm. “The final days of Ridley are upon us,” he sighs, his voice like the last breath of a dying man. “The man with no past has called to Jack Daw, and Jack Daw has answered. From the moment the words fell from his lips, it was too late.”

The gaunt man sighs once more. “I had hoped that you might be without sin. Perhaps you might have averted the greater tragedy to come. Now that I look upon you, however, I see the shame and rage and envy and cowardice burning within your hearts.”

A spectral form suddenly appears above the man and falls toward the ground. Before the figure lands, though, the noose tied around the spirit’s neck snaps taut, leaving it hanging and writhing in the air above the gaunt man’s head. Faint, gasping words spill out of the spirit’s bloated lips, hinting at terrible secrets from beyond the grave.

“Like Ridley,” the gaunt man sighs, “your day of reckoning is upon you. It is better this way. Better to hang now and die in peace than to draw Jack’s attention and suffer as I do.” He takes a slow step toward you as the hanging spirit above him floats forward...



The man is Montresor, Jack Daw’s hangman-turned-herald. The Fated may have seen him in the switching yard in Act I, in which case they will recognize him now. The ghost that Montresor summoned is one of The Hanged, a tormented spirit of suffering.

Montresor and the Hanged begin the battle ten yards from the Fated, or five yards from the Fated if they encountered the pair while investigating the boxcars.

Both Montresor and the Hanged move with the slow, relentless pace of the dead and give no sign of suffering any damage from the Fated’s weapons. Montresor attempts to use his Toss the Noose Action to drag anyone with a lantern or other light source close to him, but if the Fated are willing to fight in the dark, he will use the Focus Action to mitigate his darkness penalty.

The Hanged fights in much the same way; it’s not floating high enough to avoid melee, but once engaged, it will use its Noose Action in an attempt to strangle the Fated while its Maddening Whispers slowly drives them insane.

Montresor fights stoically no matter how low his Wounds drop. Death is the only thing that seems to stop the gaunt zombie: when killed, he releases a tired sigh and fades from sight. Due to his curse, death is only a temporary relief from an eternity of unwilling servitude.

Stats for Montresor and the Hanged can be found on pages 152 and 153, respectively.

## CONCLUSION

If the Fated succeed in getting Big Mabel back to Ridley, it proves to be a significant boon. The Faction to whom the Fated give the train announces (via aethervox and the *Ridley Spectator*) that they will be handing out food all throughout the day, which earns them +2 Public Opinion.

If the Fated failed to retrieve Big Mabel, then they are forced to return to Ridley empty handed. The Faction that has the highest Public Opinion is forced to institute a town-wide confiscation and redistribution of food to keep the peace, which makes for a much more volatile and dangerous Ridley in Act IV. As a result of this discontent, the leading Faction loses -2 Public Opinion.

Either way, the Fated now know who is pulling the strings behind the scenes, and they may have even dealt that person a significant blow by killing one of their subordinates. Unfortunately, they will not have much time to rest before they must deal with the true threat to Ridley: George Blank himself.

# ACT IV

In the final Act of this adventure, George Blank enters his endgame: using his remaining Wrath Fetishes to corrupt several Rail Golems, which he then intends to unleash upon Ridley in a fit of unstoppable destruction. The food rally being planned in the switching yard is an annoyance - it means that a great many people will be present in the switching yard with the Golems - but Blank is nothing if not adaptable.

In order to ensure that the crowd remains sufficiently distracted from his plans until it is too late, he unleashes his last surprise upon the town: the Malformed. Blank's Resurrectionist cohort, "Doctor" Alexi Baldasar, has been helping him animate the corpses of those who perished under the influence of a Wrath Fetish as part of an earlier plan. They've managed to stockpile quite a few of the cadavers following the Ridley Massacre and the recent rioting, and now, Blank intends to employ them to draw attention away from his goal.



## ACT IV, PROLOGUE:

### CAREFUL PREPARATION

Depending upon the success of the Fated in Act III, this Prologue unfolds in one of three ways.

If the Fated succeeded in bringing Big Mabel back to Ridley, then they are tasked with making sure that there aren't any lingering threats that might threaten the train or the crowd while food is being handed out. Proceed to the "Threat Elimination" section on page 93.

If the Fated failed to bring Big Mabel to Ridley, however, then the Faction with the highest Public Opinion was forced to institute a town-wide confiscation and redistribution of food in order to keep the peace. If this is the Faction that the Fated have decided to work with, then the Faction will need help ensuring that the confiscation goes off without a hitch... and without any further rioting. Proceed to the "Confiscation" section on page 94.

If the Faction instituting the town-wide confiscation isn't the one the Fated are working with, then their Faction decides to ambush the people collecting the food and steal their supplies, which they can then distribute themselves, all under the guise of "returning the stolen food to the people." Proceed to the "Noble Thieves" section on page 94.

No matter which path the Fated end up on, they will start with their Faction's contact. Councilor Himura is the contact for the Town Council, Captain Ward for the Guild, Alina Strand for the Union, Charley O'Donnell for the Seditionists, Hazel Mills for the Resurrectionists, and Hou Meng for the Ten Thunders.

## THREAT ELIMINATION

The Fated's contact meets with them to inspect Big Mabel and her cargo, which consists of fresh fruit and vegetables, fish and meat (both fresh, packed in ice, and dried and salted), and a few crates of Hollow Point Vodka. All in all, the contact is quite impressed with the amount of food the Fated have acquired and gives them a firm congratulations on a job well done.



Read the following text, adjusting as appropriate for the contact in question and for whether or not the Fated have told the contact about George Blank's involvement:

“We’ve already contacted the *Ridley Spectator*,” [CONTACT] says. “They’re putting an announcement in this morning’s edition to let everyone know that we will be freely handing out rations here in the switching yard.”

[CONTACT] kneels down in front of a crate and opens it, revealing dozens of fat trout packed between layers of half-melted ice. “The only problem is, that’s going to attract a very large crowd, and that makes it a good target for [whoever has been instigating all these riots/Blank].”

[CONTACT] shuts the lid of the crate, stands up, and dusts off [HIS/HER] hands. “We need to get on the offensive here, to find them and hit them hard before they have the opportunity to ruin this for us. I don’t even know where to start looking, but I’m sure that you folks have a few leads you can chase down. Just remember, we’re on a timer here.”

The search for George Blank begins in "Scene 1: Scouring the City" (pg. 95).

## CONFISCATION

The Fated's contact meets with them to explain the Faction's plans to confiscate food from the wealthier residents of Ridley and redistribute it evenly across the town. It's a desperate move, but it's the best way to keep further riots from breaking out in the streets.

Once the contact has explained the plan, read the following text, adjusting as appropriate for the contact in question:



"We've already contacted the *Ridley Spectator*," [CONTACT] says. "They're going to run an article explaining the situation and making it clear that anyone hoarding food is effectively stealing from their neighbors. It's not exactly the truth, but I don't think that anyone will give it much thought once they get to the part about us confiscating any hoarded food and handing it back out to people for free."

[CONTACT] runs a hand through [HIS/HER] hair. "Unfortunately, we need people to actually get out there and start confiscating food. We should be able to just focus on Center City and the Ivory District; those are the wealthiest areas, so we'll have the highest chance of finding people who are hoarding. That's where you come in. We've got the distribution planned for later this afternoon, so it doesn't give us much time."

"We've already got some people lined up to help search, but we're going to need you out there on the streets as well. Just knock on their doors and demand to inspect their homes. If they don't answer or try to keep you out, kick 'em open and force the issue. Anyone that's got more than two days' worth of food for their family, take the excess and bring it back here." [CONTACT] pauses. "Try not to harm anyone, though."



The confiscation process is described in more detail in "Scene 2: Door to Door" (pg. 97).

## NOBLE THIEVES

The Fated's contact meets with them to explain how the dominant faction in Ridley has instituted a mass confiscation of food from the wealthy - or at the very least, the comfortable middle class - in order to turn around and give that food away to Ridley's residents. Their contact is convinced that it is a desperate move, but with all of the discontent and rioting, it's a move that might still end up solidifying the dominant faction's rule over the town.

Read the following text, adjusting as appropriate for the contact in question:



[CONTACT] hands you the latest edition of the *Ridley Spectator*. The entire front page is essentially a propaganda piece detailing the [DOMINANT FACTION]'s redistribution of Ridley's food later this afternoon.

"I hate it when people get desperate. It always makes them clever, and clever people are dangerous." [HE/SHE] sighs. "Needless to say, we can't let them get away with it. I want you to get out there and turn their little plan on its ear. Steal the food right from their wagons, no matter how you have to go about it. If we can leave them with their hands empty, then they'll take heat for stealing from the wealthy while we reap the benefits of their desperate plan by handing out all the food ourselves."

[CONTACT] brings [HIS/HER] fist down into the open palm of [HIS/HER] palm. "This is the last chance we're going to get at winning over the people of Ridley. Unless we want to live in a town run by the [DOMINANT FACTION], we have to pull this off."



The food theft is described in more detail in "Scene 3: Yours is Mine" (pg. 100).

## ACT IV, SCENE I:

### SCOURING THE CITY

Depending upon whether or not the Fated found their way to the Ridley Mental Hospital and George Blank's apartment, they may or may not know the identity of the person they are trying to find.

If the Fated know that they are hunting George Blank, then their search for him takes the form of asking people if they've seen a man matching his description. They can also ask about any strange events or bouts of uncontrollable rage, or they can attempt to interrogate the Patron's guardian, if the Fated captured them at the end of Act III. If the Fated have no other ideas for how to find the person behind the riots, they can always interview the people who were present at the riots, some of whom are still in the Whittaker Memorial Hospital; now that injured people aren't showing up in droves, the visiting restrictions have been relaxed.

The Fated might also think to examine the corpses of the Ascending Patients or those who perished under the effects of the Wrath Fetishes. If this is the case, the Fated's contact (or anyone other authority figure) will direct them to the town's morgue, which is where all the bodies are kept prior to burial.

Ironically, any Fated who travel to the morgue will end up accidentally wandering into George Blank's plot and Scene 4. Any Fated who are investigating other leads will be unable to assist as things in the morgue quickly spiral out of control. If this happens, it is recommended that the Fatemaster tell such characters that they will deal with morgue things after the Ongoing Challenge.

Once the Ongoing Challenge has completed - and the Fated not traveling to the morgue have realized the danger their companions are in - then the adventure can pick up with the characters who are investigating the morgue. Everyone else will not be unable to arrive until after the scene has played out. More information about the morgue can be found in "Scene 4: The Morgue" (pg. 104).

For all other Fated, searching for information is handled with an Ongoing Challenge:

### SEARCHING FOR INFORMATION

**Skills Allowed:** [Bureaucracy, Literacy] Bewitch, Convince, Deceive, Intimidate\*, Medicine\*, Notice

**Target Number:** 12

**Duration:** 30 minutes

**Success Requirement:** 8

**Failure Requirement:** 2

The Skills allowed in this Ongoing Challenge are very broad, depending upon what the Fated are trying to investigate. The Fatemaster should feel free to add other Skills to this Ongoing Challenge if they make sense for what the character is attempting to do. The Skills listed in brackets can only be used if the Fated know George Blank's by name.

The Bureaucracy and Literacy Skills can be used to search for more information about Blank in legal documents, which might range from tax records to library cards. Notice can be used to inspect the scenes of previous riots for clues, while the various Social Skills (Bewitch, Convince, and Deceive) are used to either speak with survivors of the previous riots or people on the street. Intimidate can be used to interrogate the Patron's guardian (if they were captured).

In theory, Medicine can be used to investigate the corpses... but any attempt to do so will require the character to visit the morgue, which will remove them from the Ongoing Challenge (without allowing the character to attempt a Challenge) as noted earlier.

On a success, if the Fated know about George Blank, the Fated discover (either through speaking with someone who knows George Blank, finding information in paperwork, or through the confession of the Patron's guardian) that in addition to volunteering at the Ridley Mental Hospital, he also volunteers at the town's morgue... which is where the corpses of those who perished in the riots have been sent.

If the Fated don't know about George Blank, they can learn about his involvement by interrogating the Patron's guardian. Otherwise, the Fated end up speaking with Quinn Karstensen, a woman who survived the Ridley Massacre. Her husband perished in the fighting, and she's been trying to get the morgue to release his body for burial ever since. The man that she dealt with - she provides a description of George Blank, though she doesn't know his name - refused her request on the basis that he had been quarantined due to "the mine madness."

Quinn doesn't believe that her husband went insane - he had never behaved strangely, other than to use far too much toothpaste at a time - and doesn't understand why insanity would prevent his body from being released to her. She made another attempt to appeal to him the other day and noticed that he was carrying an object similar to those worn by some of the (crazy people or monsters, as appropriate) who attacked her daughter's school a few days prior.

She isn't sure what that means, but she's suspicious, and militia people asking her about strange happenings is just enough of an excuse for her to tell them the entire story.

Either way, the Fated should have enough evidence to point them toward George Blank and the morgue. If the Fated haven't yet investigated Blank and decide to instead visit his apartment, see "Blank's Apartment" on page 56 for more details.

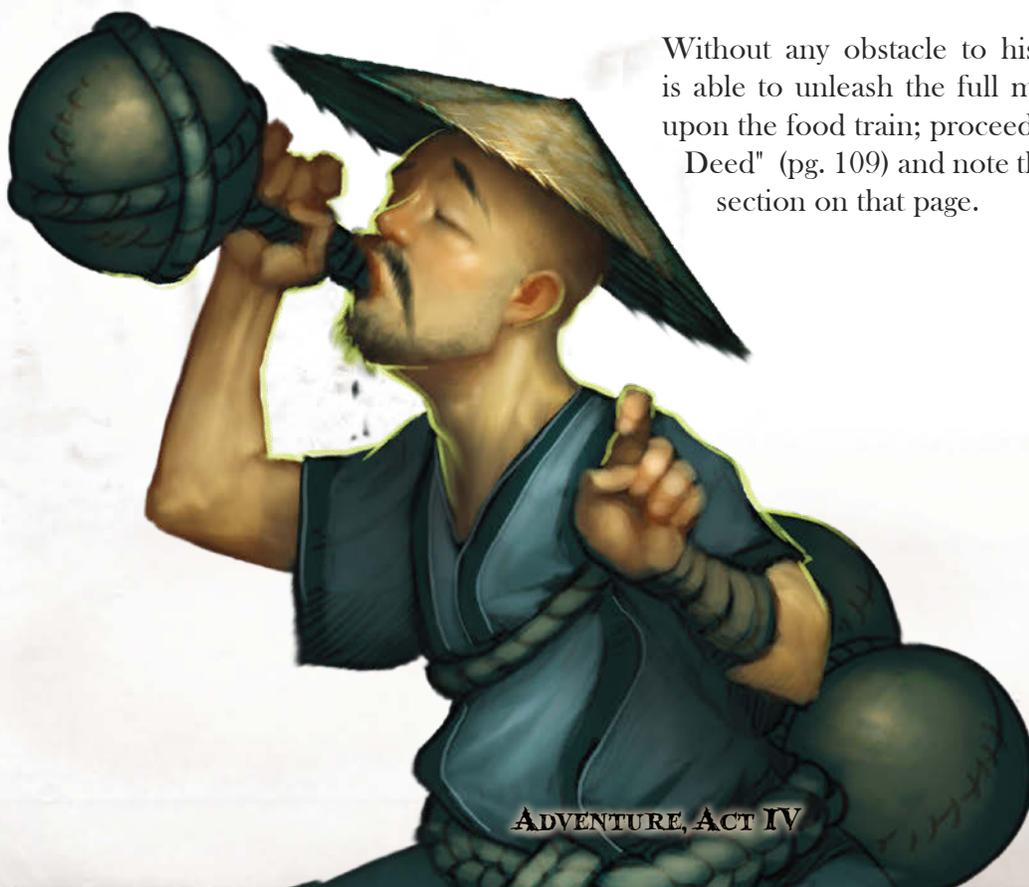
On a catastrophic failure, the Fated end up getting some unreliable advice from a completely unreliable source. Zaddok Allen, a seventy-year-old drunkard who haunts the steps of the First United Church, is willing to tell them everything he knows about the riots, but first the Fated have to loosen his tongue with a bottle of alcohol. Once he starts drinking, Zaddok tells the Fated a fantastical tale of Silurids creeping into Ridley and mating with its residents. It's these half-breeds, the drunkard insists, that are causing trouble in town, just like they did back in his hometown.

Zaddok Allen is, of course, wrong on just about every account.

## MOVING FORWARD

If the Fated succeed at the Ongoing Challenge, they can continue onward to "Scene 4: The Morgue" (pg. 104). If they suffered a catastrophic failure, however, then they are unable to find any significant clues and must return to their contact empty-handed.

Without any obstacle to his plans, George Blank is able to unleash the full might of his Malformed upon the food train; proceed to "Scene 5: No Good Deed" (pg. 109) and note the "Unchecked Power" section on that page.



## ACT IV, SCENE 2:

### DOOR TO DOOR

The Fated aren't the only people moving through Central City and the Ivory District confiscating food for their faction, but their performance in doing so will serve as a microcosm for the confiscation effort as a whole.

If the Fated decide to ask nicely using Barter or Charm, then assume that the other groups do the same. Similarly, if the Fated use Athletics or Intimidate to force open doors and take food by force, then the other groups are just as brusque and forceful.

Confiscating the food is handled with an Ongoing Challenge.

### CONFISCATING FOOD RESERVES

**Skills Allowed:** Athletics, Bewitch, Bureaucracy, Convince, Explosives, Intimidate, Leadership, Lockpicking

**Target Number:** 13

**Duration:** 30 minutes (4 Durations total)

**Success Requirement:** \*

**Failure Requirement:** \*

This Ongoing Challenge lasts exactly four Durations, at which point the Fated must return to their contact with their gathered food in order to have it ready for redistribution in the early afternoon.

The Fated can use Athletics to force doors and windows of wealthy residences open or Lockpicking to pick the locks and sneak inside. Alternatively, they can use Explosives to blow up walls and create their own openings, which is certain to draw attention.

They can also attempt to negotiate with the (generally middle class) residents of Center City and the Ivory District, in which case they would use the Bewitch, Convince, and Leadership Skills. Threatening people uses Intimidate, while abusing the legal code to convince people that the redistribution is lawful would use Bureaucracy.

At the end of each Duration, the Fated confiscate three crates of food (fruit, vegetables, fish, meats, etc.) for every success they achieved. Each time a character generates a Failure Requirement, however, they are faced with one of the "Resistance Events" listed below.

### RESISTANCE EVENTS

- As the character is loading up food, the maid comes downstairs with an elephant gun (belonging to her employer) and fires it into the pantry. The character must succeed on a TN 13 Evade Challenge to shield herself from the whirlwind of splinters caused by the bullet striking the wall between her and the maid. On a failure, she suffers 4/5/6 damage, plus a Moderate Critical Effect if she achieved a Margin of Failure (as she is also struck by some of the elephant gun's shot). The maid is knocked back by the massive gun's recoil and drops it. Instead of picking it up, she runs upstairs and hides under the bed in the hope that someone heard the boom and is coming to protect her from "robbers."
- Once he realizes that he can't do anything to stop the Fated from taking his food, a (somewhat drunken) factory owner unties his pants and begins urinating all over his stockpiled goods, laughing all the while. Half of the food gathered this Duration (rounded down) is effectively ruined.
- The owner of the home complains to the Fated about the unlawful and unethical violations that the search of his home entails, even as he leads the Fated to his larder. Once the Fated start to pack up the food, however, they realize that it is all carved from wood and expertly painted. In fact, everything in the house is just painted wood... including the home owner, who is now just an incredibly lifelike (and unmoving) mannequin.

During the final Duration of this Ongoing Challenge, the Fated stumble upon the lair of a Resurrectionist: "Doctor" Alexi Baldasar, the man who has been helping George Blank create the Malformed in preparation for the final steps of his plan. See "Baldasar's Apartment" on page 98 for more details.

## BALDASAR'S APARTMENT

When the Fated arrive at Alexi Baldasar's apartment, read the following text:



There's no answer at the apartment, but your presence quickly draws the attention of the landlady, a delicate woman in her late seventies. With only a few words of purpose, you easily convince her that opening the door of her tenant's apartment is in Ridley's best interests. She fumbles with the keys on a large ring before finally finding the right one and fitting it into the lock.

"Mister Baldasar is such a nice man," she explains. "Always keeps to himself, never has a harsh word for anyone. He's Russian, you know. Such a pretty accent, and a doctor at the morgue, to boot. If I weren't married..." She chuckles and opens the door for you. "Please try not to make too much of a mess. Mister Baldasar is very particular about anyone being in his room."



The landlady remains outside while the Fated enter the apartment.

The interior of the one bedroom apartment is typical at first glance, but as the Fated start to explore, they come across an orgy of evidence that Alexi Baldasar is a necromancer. The books on his shelves are all related to the occult, with titles such as the *Sixth and Seventh Books of Moses*, a Russian translation of *The Clavicule of Solomon*, *The Fourth Book of Occult Philosophy*, and the Bridewell translation of *Unaussprechlichen Kulten* being notable standouts.

If examined in detail (by someone capable of reading the language they are printed in), each of these books is revealed to be a Grimoire with the following Magia and Immuto:

### **Sixth and Seventh Books of Moses (English):**

Summon Gamin, Sleep, Teleport; Pulse, Reduce AP, Water.

### **The Clavicule of Solomon (Russian):**

Drain Life, Raise Undead, Swirling Illusions; Combined Spell, Increased Duration, Location Genus.

### **The Fourth Book of Occult Philosophy**

**(English):** Elemental Weapon, Telekinetic Push; Increased Duration, Decay, Electric.

### **Unaussprechlichen Kulten, Bridewell**

**Edition (German):** Elemental Engulf, Physical Enhancement, Subsume Corpse, Invisibility, Telekinetic Movement; Spirit.

In addition to this treasure trove of magical knowledge, a number of anatomical drawings are spread out across a table. It's clear from a glance that Baldasar has been performing autopsies upon the Ascending Patients that the Fated encountered in Act II, but the papers go back almost two weeks in time.

The handwriting in the margins of the drawings is cramped and unorganized, but with a TN 9 Literacy Challenge, the Fated can put together enough pieces to make out that the author has been working alongside a man named George Blank to harness the "lingering magical corruption" within the diagrammed corpses to some unknown effect. A TN 10 Necromancy + Intellect Challenge reveals that the author is attempting to create a new type of surgically altered zombie.

If the Fated perform a more thorough search of the apartment, a TN 10 Notice Challenge reveals the desiccated corpse of a woman hidden inside a large steamer trunk. Opening the trunk releases the stench of rot, and the claw marks on the inside of the lid are quite difficult to miss.

A TN 10 Doctor Challenge reveals that the woman has been dead for a week and that she was probably in her mid-teens when she perished. There are no clothes on her corpse. (This is the body of a prostitute that Baldasar lured back to his apartment with the intention of killing and animating. He only got as far as the first step before his work with George Blank became more involved, which has prevented him from getting around to the animation part of things.)

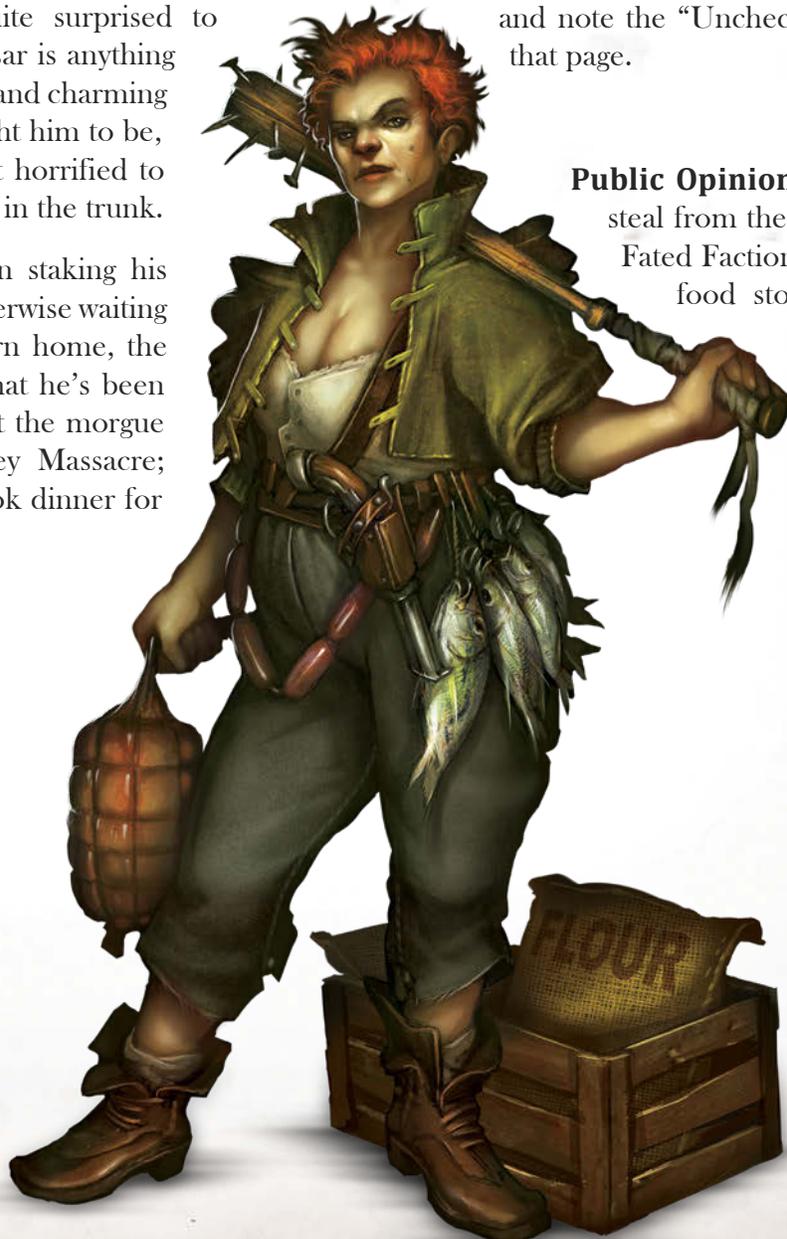
The landlady is quite surprised to learn that Dr. Baldasar is anything other than the polite and charming gentleman she thought him to be, and she is downright horrified to learn about the body in the trunk.

If the Fated mention staking his apartment out or otherwise waiting for Baldasar to return home, the landlady mentions that he's been working late hours at the morgue ever since the Ridley Massacre; she hasn't had to cook dinner for him all this week.

## FOOD DELIVERY

Once the Fated have finished their Ongoing Challenge, they can return the gathered food to their contact, who thanks them and immediately starts preparing to hand it out to the people of Ridley. Their Contact asks them to return and help hand out the food, but notes that they have some time to take a break, as they were one of the first groups to arrive. This gives the Fated enough time to visit the morgue and Dr. Baldasar in "Scene 4: The Morgue" (pg. 104), if they are so inclined.

If they choose not to investigate the morgue, then George Blank is able to unleash the full might of his Malformed upon the crowd gathered to collect food; proceed to "Scene 5: No Good Deed" (pg. 109), and note the "Unchecked Power" section on that page.



**Public Opinion Changes:** The Fated steal from the people of Ridley (-1 to Fated Faction for every five crates of food stolen, rounded up), the Fated damage property while stealing food (-1 to Fated Faction).

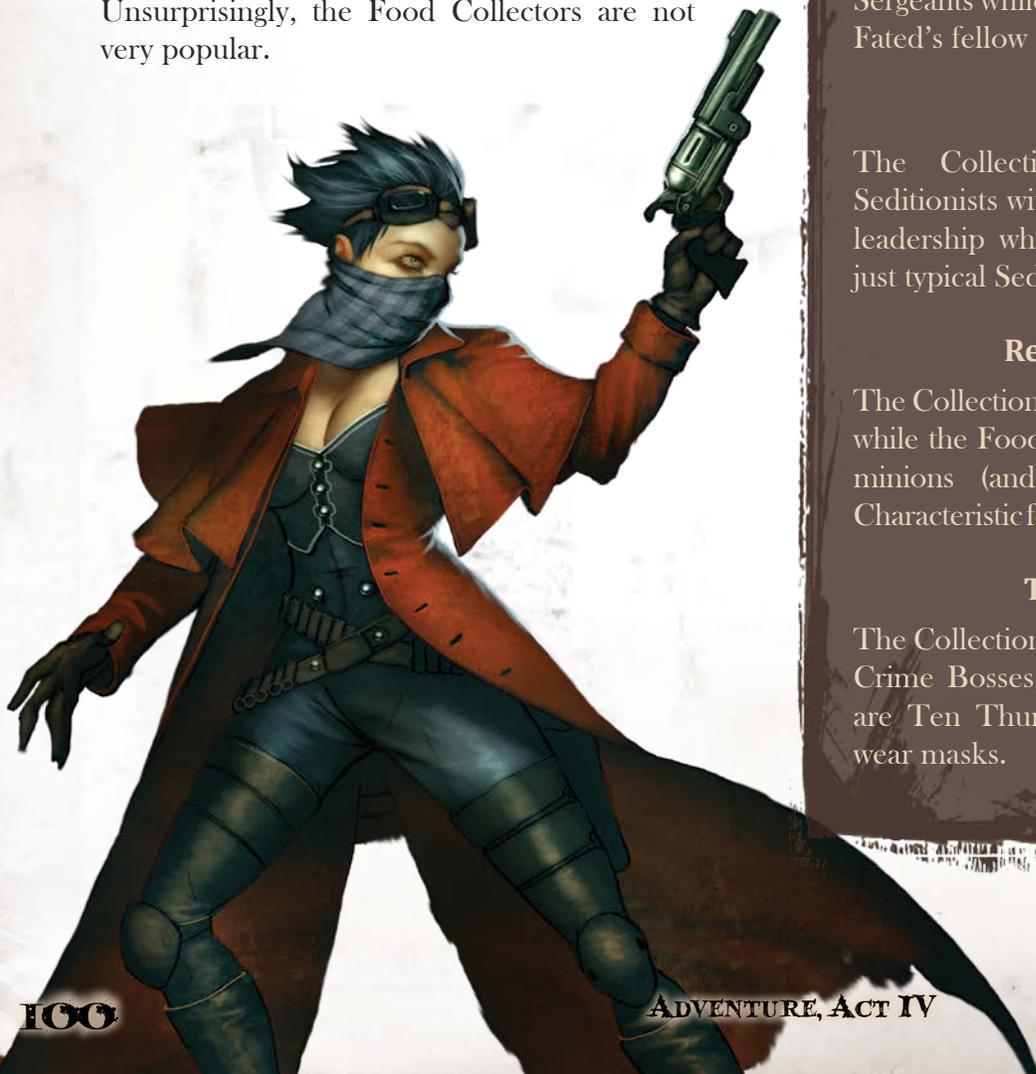
## ACT IV, SCENE 3:

### YOURS IS MINE

The Fated aren't the only members of their faction moving through Central City and the Ivory District in the hope of stealing food from the dominant faction, but their performance in doing so will serve as a microcosm for the thefts as a whole. If the Fated are sneaky and careful, then assume that the other groups do the same. Similarly, if they gun down the food collectors, then the other groups are just as brusque and forceful.

It doesn't take much searching for the Fated to find the dominant faction's Food Collectors; they are moving slowly down the streets with large carts, knocking at every door. If someone answers, the Food Collectors push past them and into their homes, emerging a few moments later with armfuls of food, both fresh and dried goods. If nobody answers, then they just pick the lock or kick the door down and perform their search without regard to locking up behind themselves.

Unsurprisingly, the Food Collectors are not very popular.



### DIFFERENT CLOTHES, SAME JERKS

The identity of the dominant faction determines the appearance of the Food Collectors, as noted below.

#### Guild

The Collection Sergeants are Guild Sergeants and the Food Collectors are Guild guardsmen.

#### Union

The Collection Sergeants are Union Steamfitters while the Food Collectors are miners.

#### Town Council

The Collection Sergeants are Militia Sergeants while the Food Collectors are the Fated's fellow Militia members.

#### Seditionists

The Collection Sergeants are those Seditionists with a natural tendency toward leadership while the Food Collectors are just typical Seditionists.

#### Resurrectionists

The Collection Sergeants are necromancers, while the Food Collectors are their undead minions (and should swap the Living Characteristic for the Undead Characteristic).

#### Ten Thunders

The Collection Sergeants are Ten Thunder Crime Bosses, while the Food Collectors are Ten Thunder Brothers. All of them wear masks.

The Fated have two options when it comes to the Food Collectors: they can try to steal the food through guile and trickery (either by sneaking up to the carts while the Food Collectors are distracted or using some sort of magic to teleport the food away), or they can try to overcome the Food Collectors using brute force.

If they take the sneaky route, then it is handled with the following Ongoing Challenge:

## STEALING FROM THIEVES

**Skills Allowed:** Deceive, Husbandry, Pick Pocket, Stealth

**Target Number:** 13

**Duration:** 30 minutes (4 Durations total, with a special second Duration)

**Success Requirement:** \*

**Failure Requirement:** \*

This Ongoing Challenge lasts exactly four Durations, at which point the Fated must return to their contact with their stolen food in order to have it ready for redistribution in the early afternoon. Each Duration represents an attempt to steal from one group of Food Collectors.

The Fated can use Deceive to trick the Food Collectors, Pick Pocket and Stealth to physically steal from them, or Husbandry to drive off with their food-laden horse carts. If the Fated have access to any Spells or Manifested Powers that might help them steal from the Food Collectors (such as Invisibility or Teleportation), then they can use the Skills associated with those Spells or Manifested Powers in this Ongoing Challenge.

At the end of each Duration, the Fated successfully confiscate three crates of food (fruit, vegetables, fish, meats, etc.) for every success they achieved. If any of the participating Fated generate a Failure Requirement, however, they attract the attention of the Food Collectors and are drawn into a battle. See “Food Fighters” in the next column for more details.

During the second Duration of this Ongoing Challenge, the Fated encounter a group of Food Collectors who have just looted the apartment of “Doctor” Alexi Baldasar, the man who has been helping George Blank create the Malformed. They have been driven crazy by a Wrath Fetish that Baldasar had been studying and are in the process of tearing each other apart. See the “Spoiled Spoils” section on page 102 for more details.

## FOOD FIGHTERS

If the Fated decide to attack the Food Collectors (or if they get caught trying to steal from the Food Collectors), then the resulting battle shouldn’t be too difficult for them. Each patrol consists of a Collection Sergeant, plus one Food Collector per Fated. Their stats can be found on pages 154.

Unless the Fated attempt to position themselves differently, the Food Collectors notice the Fated and call out a warning to them when they’re ten yards away. If the Fated close to five yards and have any sort of noticeable weapons, then the Food Collectors draw their weapons and attack at that point. Unarmed Fated could potentially walk right up to the Food Collectors without giving them any warning of the violence to come.

If the Fated are in a battle due to generating a Failure Margin on the Stealing from Thieves Ongoing Challenge, then the Food Collectors are hostile, as they already know that the Fated are trying to steal from them.

If the Fated defeat the Food Collector patrol, the number of crates of food they are able to recover is determined by the Stealing from Thieves Ongoing Challenge. If the Fated flee from the battle, then all of the food they had accumulated during that Duration is lost.

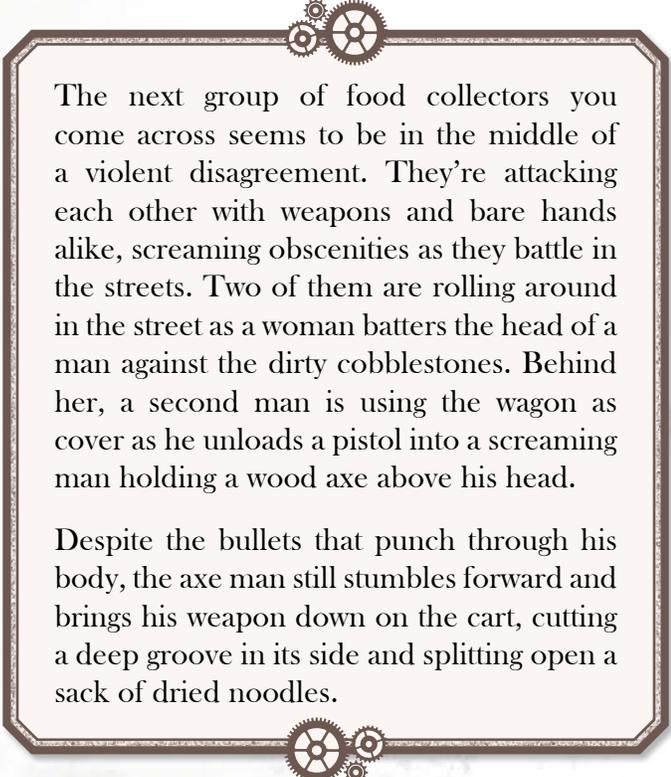
If the Fated cut right to the violence and did not participate in the Ongoing Challenge, then the Food Collectors had managed to gather one crate of food for every enemy the Fated fought during that battle. The Fated can ambush a total of four different Food Patrols before they are forced to return to their contact.

## SPOILED SPOILS

When the Fated encounter this group of Food Collectors, it's immediately obvious that something strange is going on. While in the process of looting apartments, the Food Collectors came across the apartment of "Doctor" Alexi Baldasar. Its contents were disturbing (or, in the case of a dominant Resurrectionist faction, fascinating), so they packed up as much as they could with the intent of returning to their superiors with evidence of a Resurrectionist (or, if the Resurrectionists are dominant, with the intent of studying his research).

Unfortunately, one of the items that the Food Collectors gathered up was a Wrath Fetish, and now the group is tearing themselves apart.

Read the following text, adding additional description to the Food Collectors as appropriate:



The next group of food collectors you come across seems to be in the middle of a violent disagreement. They're attacking each other with weapons and bare hands alike, screaming obscenities as they battle in the streets. Two of them are rolling around in the street as a woman batters the head of a man against the dirty cobblestones. Behind her, a second man is using the wagon as cover as he unloads a pistol into a screaming man holding a wood axe above his head.

Despite the bullets that punch through his body, the axe man still stumbles forward and brings his weapon down on the cart, cutting a deep groove in its side and splitting open a sack of dried noodles.

If the Fated rush forward to confront the food collectors, then they can easily finish the group off; only the Food Collector with the pistol actually fights back against them.

If the Fated simply observe the group, the food collectors will quickly destroy themselves: The man with the axe falls over dead, then the man with the pistol reloads and shoots the woman in the back of her head. The man on the ground pushes her limp body off of him and crawls toward his rescuer, gargling in anger as he reaches out for the pistol man's leg. The man with the pistol throws his weapon aside, picks up a club from the cart, and caves in the crawling man's head before turning toward the Fated and charging them.

Stats for the Food Collectors can be found on page 154. Because of their previous fighting, however, each Food Collector has already suffered 3 damage.

Anyone approaching within 3 yards of the food wagon must pass a TN 10 Centering Challenge or gain the following Condition: **"Enraged:** On this character's turn, it must spend its first AP to attack the nearest character. If none are in range, it must declare a Charge (if possible). Then end this Condition."



If the Fated examine the food wagon without succumbing to the Wrath Fetish, read the following text:

Much to your surprise, the cart contains a naked woman's corpse, which has been draped across the top of the food crates. She's been dead for at least a week, and she's resting on a tattered rug that seems to have been used to carry her out to the cart.

A [WRATH FETISH] rests on her chest amidst a collection of disturbing anatomical drawings that have been hastily bound with string to keep them together in a large stack. Cramped handwriting fills the margins of the drawings.

It's clear from a glance that the anatomical drawings detail autopsies that have been performed upon the Ascending Patients that the Fated encountered in Act II, save that the papers go back almost two weeks in time.

The handwriting in the margins of the drawings is cramped and unorganized, but with a TN 9 Literacy Challenge, the Fated can put together enough pieces to make out that the author has been working alongside a man named George Blank to harness the "lingering magical corruption" within the diagrammed corpses to some unknown effect. A TN 10 Necromancy + Intellect Challenge reveals that the author is attempting to create a new type of surgically altered zombie.

In a different handwriting, a street address has been scrawled onto the top-most diagram, along with the following words: "Alexi Baldasar - Morgue Employee - Possible Resser - Investigate further!" The last part of this new handwriting has been circled twice.

The number of crates of food on the wagon is determined by the Stealing from Thieves Ongoing Challenge.

If the Fated left any of the Food Collectors alive, once they are free of the influence of the Wrath Fetish, they will admit that they found the corpse and diagrams in a nearby apartment. They can point the Fated toward Alexi Baldasar's apartment if asked to do so (see page 98).

The letters should compel the Fated to visit the morgue and Dr. Baldasar, particularly if they already know that George Blank is involved in the chaos that has engulfed Ridley. They can seek out Dr. Baldasar in "Scene 4: The Morgue" (pg. 104), if they are so inclined.

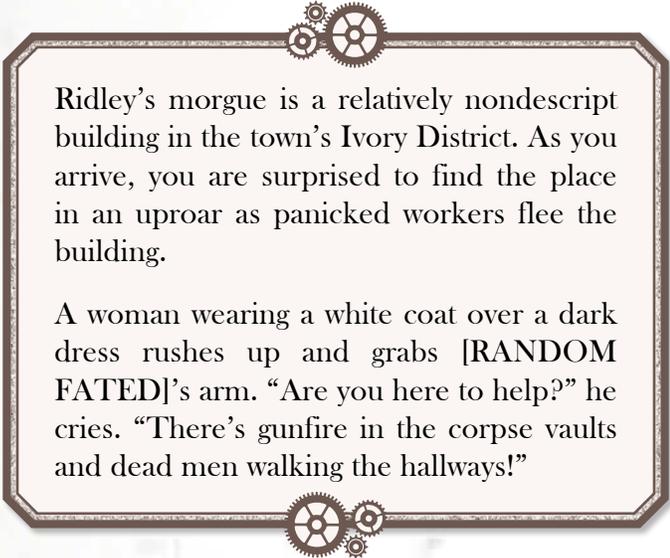
If they choose not to investigate the morgue, then George Blank is able to unleash the full might of his Malformed upon the crowds gathered to collect food; proceed to "Scene 5: No Good Deed" (pg. 109) and note the "Unchecked Power" section on that page.



## ACT IV, SCENE 4: THE MORGUE

There is no good way for George Blank to quietly move the Malformed from the morgue to the switching yard where food will be handed out, so rather than waste time trying to hide the horrific creatures, he just marches them out of the morgue in broad daylight.

When the Fated arrive, the morgue is in complete chaos. Read the following text:



Ridley's morgue is a relatively nondescript building in the town's Ivory District. As you arrive, you are surprised to find the place in an uproar as panicked workers flee the building.

A woman wearing a white coat over a dark dress rushes up and grabs [RANDOM FATED]'s arm. "Are you here to help?" he cries. "There's gunfire in the corpse vaults and dead men walking the hallways!"

The woman, Tereza Kerwal, is a volunteer nurse who works in the morgue. She knows George Blank and Dr. Baldasar but is oblivious to their plans; to her, they're just somewhat terse coworkers. If the Fated ask Tereza whether she's seen George Blank or Dr. Baldasar, she confirms that she saw both men in the morgue just an hour earlier.

### AN UNLIKELY PARTNERSHIP

Though far from Malifaux City, Ridley is not free from Resurrectionists. Corpses kept for examinations are stored in a room-sized bank vault beneath the city morgue. After the massacre, the morgue was overwhelmed by the dead and had to hire additional help.

Seeing an opportunity, George Blank approached Vlas Andreev, a patient of the Ridley Mental Hospital who had been arrested by the Guild in the possession two corpses. Andreev had feigned

insanity and claimed that the corpses were still alive, which resulted in him getting committed for insanity instead of hanged for necromancy.

Realizing that Andreev was only feigning insanity, Blank made the man an offer he could not refuse: release from his prison, a fake identity, and an unsupervised position in the city's morgue. That night, Vlas Andreev "died" in his cell, and "Dr. Alexi Baldasar" stepped out into the streets of Ridley for the first time.

Blank suggested that his "good friend," Dr. Baldasar, be brought in to help with the sudden influx of corpses, and the Guild Coroner took one look at Alexi's (forged) credentials and hired him on the spot. When the coroner was killed a few days later ("no doubt the work of those deplorable refugees," Dr. Baldasar claimed with feigned sympathy), Alexi was given the position of acting coroner.

Dr. Baldasar ensured that most of the bodies from the massacre received proper burials beyond Ridley's plateau. Those who died while under the influence of a Wrath Fetish, however, were kept in the morgue's vault in order to "study the mine madness." Unbeknownst to anyone other than Dr. Baldasar and George Blank, the new coroner was actually performing experiments on the corpses to harness the lingering magic of the Wrath Fetish and carry it onward into undeath.

Experiments that, ultimately, proved successful.

The morgue's corpse vault is normally protected around the clock by three veteran Guild guardsmen, all of whom are stationed at the vault's entrance. If the Guild's offices were destroyed in Act II, however, these guardsmen were promptly replaced by Militia members.

When Blank arrived at the morgue to collect his malformed, he used his Mind Control spell to force one of the guardsmen to gun down his cohorts before unlocking the vault door. When the Fated arrive, he is in the process of moving the undead creatures out to the back of the morgue and into a waiting motorized wagon.

## SECURE STORAGE

When the Fated enter the morgue, they catch a glimpse of George Blank moving the Malformed to the back of the building. Read the following text:

The morgue's double doors open into a wide hallway flanked with small offices. The floor is tile and the walls are painted white, which makes the arcs of bright blood sprayed across their surfaces all the more stark in contrast. To your left, a set of wide stairs leads down to a brightly lit room.

To your right, further down the hallway, a group of over a dozen figures is walking toward the morgue's rear exit. As you enter, one of the figures turns to face you. He's dressed in a modest shirt and slacks, his dark hair is cut short, and his nose is uneven, indicating that it has likely been broken at least once.

With a gesture of his hand - which is tattooed with the ram's head of the Guild - the man commands his companions. "Kill them."

Fated who have previously met George Blank (such as during the opening of *Northern Aggression*) will recognize him immediately.



Continue with the following text, depending upon the identity of Blank's patron:

### Marcus

The indicated creatures turn toward you, and for the first time, you notice their hunched and malformed bodies. Their flesh is rotting away and sloughing off in places, exposing yellowed bones and chords of dirty, pink muscles. Distended jaws open wide, revealing long, slobbering tongues that twist in the air, as if tasting your scent. Then, as one, the twisted creatures bound toward you like hunting dogs.

The tattooed man barely spares you a glance as he whistles sharply, drawing the attention of the remaining creatures back to him. The macabre group takes advantage of the distraction to move toward the rear exit.

### Sonnia Criid

The indicated people turn toward you, revealing their broken and tortured bodies. Their flesh is charred black, and in numerous places, a warm orange glow and faint curls of dark smoke spill out from the ragged holes in their abdomens. The now-familiar brands pressed into their skin glow with a similar light, and as they stumble toward you, you can see the air shimmering with heat around their burnt bodies.

The tattooed man barely spares you a glance as he mutters an arcane phrase and gestures toward the burnt corpses shuffling toward you. All at once, the charred people burst into bright flame, their limbs contorting violently as they screech in pain. They lunge toward you, spurred on by pain as the tattooed man takes advantage of the distraction to lead the rest of the shuffling corpses toward the rear exit.



### **Pandora**

The indicated creatures turn toward you, and a shudder runs down your body as you finally get a good look at them. Their bodies are clearly dead, but some sort of purple *thing* has burst out of their chest with enough force to snap their ribcages open like some kind of perverse, blooming flower. Tentacles stretch out along the corpse's rotting arms and legs, and each twist of those unwholesome limbs forces the zombies forward in a jerking, unnatural shamble. As you watch, the masses in their chests open wide, revealing gaping maws filled with jagged teeth.

The tattooed man reaches up, presses the palms of his hands against his eyes, and mutters something to himself. He shakes his head once, then lowers his hands and scurries toward the rear entrance of the hallway with the rest of the creatures following behind him.

### **Jack Daw**

The indicated people turn toward you, revealing rotting skin, broken limbs, and mutilated flesh. Iron spikes have been driven into their arms and legs in multiple places, and similar spikes have been rammed into each of their eye sockets. Each of the shuffling undead sports a halo formed of bent nails that have been hammered directly into their skulls.

The tattooed man leans forward and whispers a single word - "penance" - which sends some of the tortured undead charging toward you in a sudden frenzy. Their boney hands tightly clutch at an assortment of blood-stained weapons as the man turns and leads the rest of their number through the exit at the end of the hallway.



Blank sends two Malformed back to delay the Fated, plus one Malformed for every two Fated in the group: He leads the rest through the rear exit in an attempt to get them onto his motorized wagon as quickly as possible. George Blank and his retinue begin the battle ten yards from the Fated, while the attacking Malformed are only 8 yards away. The hallway is three yards wide and bereft of any sort of cover.

Stats for the Malformed can be found on pages 155-159.

### **A TIMELY ESCAPE**

George Blank doesn't waste any time fighting the Fated; he's more concerned about getting the rest of the Malformed to the switching yard to serve as a distraction for the final masterstroke in his plan to destabilize Ridley.

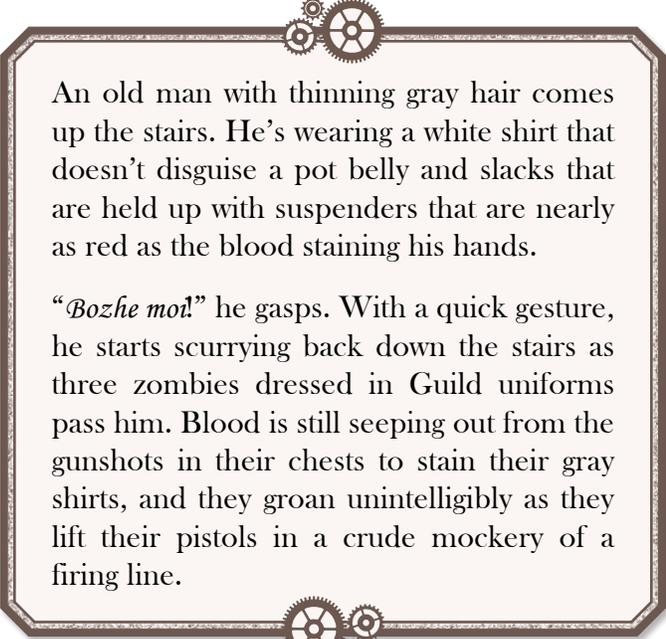
On his first turn, George Blank moves to the end of the hallway and opens the door for the Malformed, who shuffle out into the street. On his second turn, Blank retreats into the street and locks the door using his morgue keys while the Malformed with in the street climb up into the back of his motorized wagon. Blank shuts the back of the wagon and moves to the front on his third turn, climbs into the driver's seat and starts the wagon on the fourth, and on the fifth turn of combat, he drives away toward the switching yard.

If the Fated are being particularly annoying, Blank will take a turn to use his Mind Control action on them. He focuses on making life difficult for the Fated, rather than outright damage, and commands them to throw their weapon far away, to walk into or away from combat, to swallow any visible Soulstones, or to destroy any visible Grimoires, focuses, or other troublesome items.

If needed, stats for George Blank can be found on page 160. If the Fated defeat Blank here, then they will have removed one of the larger threats to Ridley's safety. If you still wish to finish the adventure with a climactic showdown, see the "That Personal Touch" Complication on pages 174-181 for more information.

## ENTER THE NECROMANCER

At the start of the fourth round of combat, Dr. Baldasar comes up from the corpse vault to catch up with Blank, only to find the Fated blocking his route. He panics, orders the Guild Autopsies that he created out of the fallen guardsmen (or militia members) to attack the Fated, and then retreats deeper into the vault. Read the following text, swapping out the Guild uniforms for Militia uniforms as appropriate:



An old man with thinning gray hair comes up the stairs. He's wearing a white shirt that doesn't disguise a pot belly and slacks that are held up with suspenders that are nearly as red as the blood staining his hands.

"*Bozhe moi!*" he gasps. With a quick gesture, he starts scurrying back down the stairs as three zombies dressed in Guild uniforms pass him. Blood is still seeping out from the gunshots in their chests to stain their gray shirts, and they groan unintelligibly as they lift their pistols in a crude mockery of a firing line.

Dr. Baldasar has three Guild Autopsies with him. The Guild Autopsies fire on the Fated, while Dr. Baldasar supports them from behind with his magic. His goal is to drive the Fated away so that he can escape with Blank (who is perfectly happy to leave without Baldasar).

Given the opportunity, Dr. Baldasar makes his way toward the rear exit of the morgue, only to (most likely) learn that George Blank has abandoned him. Realizing that he can't come back to the morgue, Baldasar attempts to flee into the streets and escape Ridley in the coming chaos.

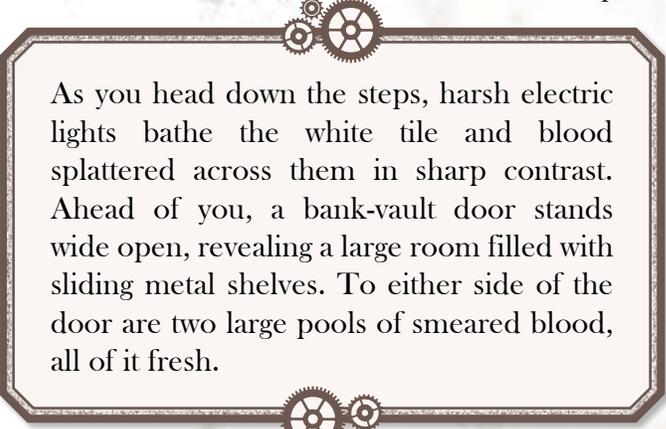
If the Fated are able to subdue Dr. Baldasar, they can question him as to the details of Blank's plan with a TN 10 Intimidate Challenge. He knows that Blank intends to disrupt the food distribution plans with the Malformed, but he also tells the Fated that it's just a distraction to draw people's attention away from the Foundry's Rail Golems, which are his

true goal. With a Margin of Success, Baldasar will admit to having helped create the Malformed by experimenting on bodies that died while under the influence of the Wrath Fetishes.

## THE CORPSE VAULT

If the Fated choose to head down the steps to investigate the corpse vault, read the following text:

The metal shelves are intended to hold corpses.



As you head down the steps, harsh electric lights bathe the white tile and blood splattered across them in sharp contrast. Ahead of you, a bank-vault door stands wide open, revealing a large room filled with sliding metal shelves. To either side of the door are two large pools of smeared blood, all of it fresh.

Near the back of the corpse vault are three metal boxes, each of which contain multiple harmless, broken Wrath Fetishes (which were destroyed in the process of creating the Malformed). There is a single desk in the room, and in the drawers, the Fated can find a number of diagrams detailing the extensive process by which Dr. Baldasar created the Malformed.

If any of the Fated know the Raise Dead Magic, these diagrams can be used to allow the character to create Malformed of their own. Each such Malformed requires a corpse of someone who died while under the influence of a Wrath Fetish, an hour of preparation, and a Wrath Fetish that is destroyed as part of the animation process.

If the Fated shut the door to the corpse vault, it automatically locks in place. The only people with the combination are Dr. Baldasar, George Blank, and the dead Guild guardsmen, none of whom are going to give up the combination very easily. Safe-cracking by listening to the tumblers requires a half hour of work and success on a TN 16 Lockpicking Challenge.

## BLANK'S OFFICE

If the Fated search the upper floors of the morgue, they can attempt a TN 12 Notice Challenge (or a TN 9, if they know George Blank's name). On a success, they find a small office with George Blank's name on the door. Read the following text:

The desk drawers are locked, but they can be opened



The office is a glassed-in space with a small desk and a few half-filled bookshelves. The desk is spotless and smells faintly of disinfectant. An Aethervox resting on one of the shelves plays soft, classical music on one of the official Guild stations.



with a TN 10 Locking Challenge. When opened, the Fated discover a journal filled with autopsy notes and a paper with various calculations scribbled upon it. The journal is relatively mundane, but the paper contains values that are repeatedly crossed out or changed. A successful TN 10 Mathematics Challenge determines that the calculation is comparing the effect of magical emanations upon an object over a period of time, and then trying to determine how strong the same magical emanations would have to be to affect a much larger object over a shorter period of time.

If the Fated achieve a Margin of Success on the Notice Challenge, they discover a false panel in the bottom of the largest desk drawer that contains Blank's Grimoire, Rockfury. See page 186 of the Appendix for details.

Blank's address can be found in the Morgue's staff records, if the Fated think to ask. Any sort of investigation at this point will result in the Fated being absent for the grand culmination of Blank's plan at the end of this Act, but it will at least give them a better understanding of the man who brought Ridley to its knees. Information on Blank's apartment can be found on page 56.

As the Fated prepare to leave the office, a broadcast comes through on the Aethervox. Read the following text:



The classical music emanating from the Aethervox abruptly cuts out, only to be replaced by the smooth voice of a newscaster. "This just in!" he announces, excitement in his voice. "We have just received word that Guild forces are marshalling at Industrial Station in preparation for an assault on the riot-torn town of Ridley."

"The northern hub town has been rife with chaos and disorder ever since the so-called 'Ridley Massacre,' but with the deployment of a contingent of Peacekeeper constructs, order is expected to be restored in due time. We will share more information on the developing situation as it becomes available."

Once the voice finishes its announcement, the music picks back up with the opening chords of Tchaikovsky's *Marche Slave*.



Once the Fated have finished exploring the morgue, they can travel to the switching yard to help their faction hand out food to Ridley's residents. Proceed to "Scene 5: No Good Deed" (pg. 109).

**Public Opinion Changes:** Fated defeat the Malformed (+1 to Fated Faction), Fated expose Dr. Baldasar as a Resurrectionist (-1 Resurrectionists).

## ACT IV, SCENE 5: NO GOOD DEED

As the afternoon arrives, the Fated's faction gathers in the switching yard to hand out food - whether stolen from a Union train, the homes of the rich, or the arms of a rival faction - to the desperate people of Ridley. Hundreds of people have shown up to partake in the Fated's generosity, and a handful - George Blank and his Malformed - have shown up to sow the seeds of further chaos.

If the Fated decided not to visit the morgue, proceed onwards to "Unchecked Power," below. If the Fated visited the morgue but didn't stop Blank, then skip ahead to the "Hot On His Heels" section on page 112.

If the Fated visited the morgue and were able to stop Blank there, then his Patron steps in to help finish his plan. See the "That Personal Touch" Complication on pages 174-181 for more information on how to handle such a situation.

### UNCHECKED POWER

If the Fated didn't visit the morgue, then they might almost be fooled into thinking that the food relief program will go off without a hitch. As they finish up their business and rejoin their faction in Rail Yard #12, their allies greet them and lead the Fated up toward a train to help distribute food.

If the Fated succeeded in stealing Big Mabel, then she is the train in question. If not, the train their allies are using is just a normal train; it's nothing more than a secure place for the faction to store their ill-gotten food while they wait for everyone to arrive.

If the Fated agree to help hand out food, read the following text:



After a few brief instructions from one of the [FACTION]'s volunteers, you find yourselves handing over cans of preserved food, sacks of grain, and entire slabs of fresh meat into the grateful arms of Ridley's population. The announcement of food relief drew a huge crowd, and they're lined up all the way to the storage warehouses at the edge of the switching yard. Thus far, everyone has been orderly, humble, and thankful for whatever food you can give them.

The amount of food packed onto the train goes quickly, though, and soon you can see why the [FACTION] implemented strict rationing limits on how much food any given family could receive. You've managed to catch a few people trying to come through the line a second time, but they quickly disappeared back into the pressing crowd once caught. If there's any silver lining to their dishonesty, it's that it seems to be motivated by hunger and desperation, rather than greed.



If the Fated decide not to help hand out food, instead read the following text:



Standing on the edges of the crowd, watching the people who have lined up all the way back to the storage warehouses at the edge of the switching yard, you almost expect to see them turn violent at any moment. Surprisingly, however, everyone seems to be behaving in an orderly, humble manner, as if afraid that any sort of violence or disorder might cause the food train to leave. A few people try to sneak into the line multiple times, but the crowd seems to be policing its own to curb the worst offenses.



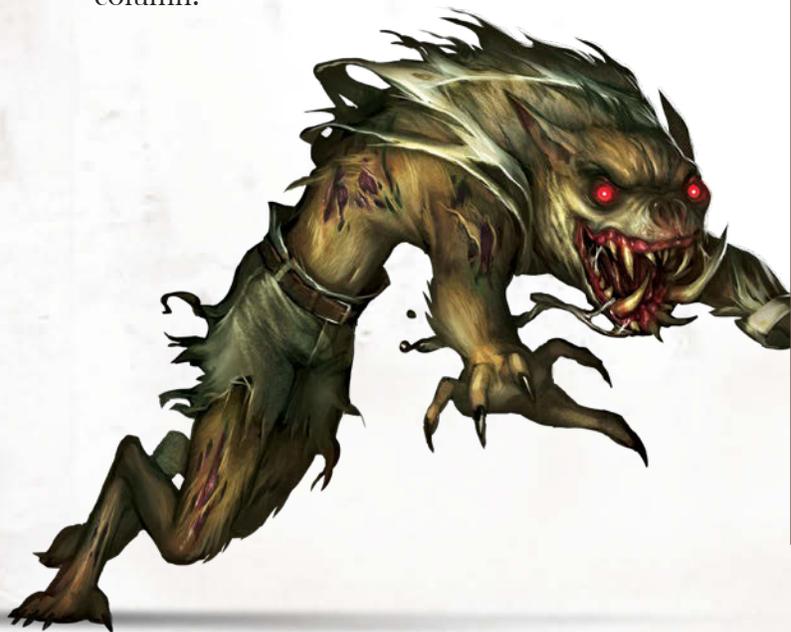
Either way, the Fated's contact with the faction approaches them and congratulates them on a job well done. The food will not only help the people of Ridley through a tough time but will also help their faction show that they should be the ones running things in Ridley; their opponents' political posturing won't matter if they can make themselves seem like the town's saviors.

Their contact also mentions that the Guild is coming in to help restore order. Read the following text, adjusting as appropriate if the Fated's faction is the Guild:

"Honestly, I'm surprised we pulled this off as well as we did." [CONTACT] turns south, their gaze following the rails past the storage warehouses. "We've heard a few things from back in the city. Word on the Aethervox is that they've been loading those big Peacekeeper war machines up in a cargo train set on the Northern line. Probably expecting to find the city in pieces."

[CONTACT] sighs in relief. "It should pretty much all be over by tonight. Hopefully, the people of Ridley will remember all the good we've done for them."

Continue onward to "Blank's Arrival" in the following column.



## BLANK'S ARRIVAL

After the Fated have had a few moments to enjoy the peace, read the following text:

The faint hum of a motor heralds the arrival of a motorized wagon, which is slowly making its way past the switching yard. As you watch, the wagon turns, stops, and then begins slowly backing into the crowd, which parts before it. Some of the men slap the sides of the wagon as it passes, while others wave and call out to their friends and family, informing them that more food is arriving.

The wagon finally comes to a stop a few dozen yards from the train. Its driver, a man with a hat pulled down to cover his face, climbs out of the driver's seat and starts making his way around to the back of the wagon. People give him space, forming a line to receive whatever he is offering them.

Continue with the following text, depending upon the identity of Blank's patron:

### Marcus

No sooner has the man removed the padlock from the back of the wagon than a horde of hunched and malformed creatures bursts out from its depths. Their flesh is rotting and sloughing off in places, revealing yellowed bones and chords of dirty, pink muscles that tense as they pounce upon the surprised residents of Ridley.

The driver - who seems to be ignored by the rotting creatures - watches the chaos for a long moment. Then he darts back to the front of the wagon, grabs a wooden crate covered in warding runes, and darts off into the crowd with the box tucked under his arm.



### Sonia Criid

The driver removes the padlock from the back of the wagon and opens its doors to release a cloud of acrid black smoke. The crowd stumbles backwards in surprise as a dozen corpses - each of them charred black and branded with glowing runes - shuffle out of the wagon and into the crowd. The air shimmers with heat around the foul creatures, and dark smoke curls upwards from the ragged holes in their abdomens.

The man who released the creatures makes a gesture with his hand, and as one, the burned corpses burst into flame and begin exhaling great gouts of searing fire into the panicking crowd. As the crowd screams and burns, the driver darts back to the front of the wagon, grabs a wooden crate covered in warding runes, and disappears into the crowd with the box tucked under his arm.

### Pandora

The driver removes a padlock from the back of the wagon and opens its doors. You can see revulsion and horror ripple through the crowd before you can see the creatures, but once they shuffle into the light, a similar shudder rolls down your own spine.

The creatures are clearly dead, but some sort of purple *thing* has burst out of their chests with enough force to snap their ribcages open like some kind of perverse, blooming flower. Tentacles stretch out along the corpses' rotting arms and legs, and each twist of those unwholesome limbs forces the zombies forward in a jerking, unnatural shamble. As the crowd backs away from the horrors, the masses in the corpses' chests open wide to reveal gaping maws.

The wagon's driver darts back to the front of the wagon, grabs a sealed crate covered in warding runes, and takes advantage of the distraction to slip off into the crowd as his undead horrors begin slaughtering everyone.



### Jack Daw

The driver removes the padlock from the back of the wagon and opens its doors. The nearest members of the crowd recoil in horror as mutilated corpses - all of them with rotting skin, broken limbs, and torn flesh - shuffle forward and hop down to the ground.

As they come into view, you can see that iron spikes have been driven into their arms and legs in multiple places, and similar spikes have been rammed into each of their eye sockets. Iron nails have been hammered directly into their skulls, and their boney fingers clutch an assortment of brutal, blood-stained weaponry.

The undead horrors lurch forward and begin brutally butchering the unfortunate citizenry. The wagon's driver darts back to the front of the wagon, grabs a sealed crate covered in warding runes, and slips away into the crowd with the box tucked under his arm.



See the "Wanton Chaos" section on page 112 for more information on the battle against the Malformed.



## HOT ON HIS HEELS

If the Fated visited the morgue and didn't stop Blank from leaving with a motorized wagon filled with Malformed, then read the following text as they arrive at Rail Yard #12:



Rail Yard #12 is a seething cauldron of chaos. It's difficult to tell just what is happening, as you can see families that are clinging to scraps of food as best they can, men and women attacking their neighbors in an attempt to steal their food, and others who are just screaming in incoherent horror. Near the train, members of the [FATED'S FACTION] are trying to form makeshift barricades, with limited success.

Just then, the crowd parts and you catch a glimpse of a motorized wagon, and around it, the undead horrors that escaped you back at the morgue. They are cleaving their way through the crowd, brutally murdering anyone not fast enough to escape their decaying clutches.

Dozens are already dead, and if something isn't done, that number is sure to climb.



See the "Wanton Chaos" section in the following column for more information on the battle against the Malformed.



## WANTON CHAOS

During this battle, the Fatemaster should keep track of George Blank's movements and the amount of time that is passing; see the "It's a Distraction!" section on page 114 for more information.

The number of Malformed participating in this battle is capped at twelve Malformed, less any Malformed the Fated defeated at the morgue. Fortunately, the Fated will not have to fight all of these Malformed at once; they might be able to defeat a few of the undead creatures, but they are primarily serving as distractions for George Blank's actual plan.

The greatest number of Malformed - one per Fated - are found near the motorized wagon, in a circle of gore and corpses. The motorized wagon stopped 15 yards from the train, so as the battle begins, these Malformed are all roughly 12 to 14 yards from the train.

The remaining Malformed quickly split away from their brethren and start moving through the crowd in different directions, cutting independent trails of death and murder. These Malformed spend at least 1 AP on each of their turns moving away from the motorized wagon, which may bring them closer to or further from the Fated, depending upon where they are positioned.

Characters on the train (or another vantage point) can fire freely into the crowd, but if they miss an attack with a Margin of Failure, they hit an innocent bystander instead of their intended target (which may have an impact on their Public Opinion; see pg. 123).

Characters in the crowd will have a much more difficult time fighting the Malformed. It will take them at least one minute (or ten rounds of combat) of pushing through the panicking crowd to reach the motorized wagon or one of the "solo" Malformed, but a TN 10 Athletics Challenge allows them to reduce this time down to thirty seconds (5 rounds) by virtue of pushing people out of the way. Characters with Height 3 or higher gain  $\oplus$  to this Challenge, while Height 1 characters suffer a  $\ominus$  penalty.

Characters with the ability to fly or teleport can move through the crowd much more quickly, and will only need to devote two rounds to moving before they reach the motorized wagon.

While in the crowd, characters are considered to be moving through Severe Terrain, and the range of  attacks is reduced to 3 yards. Fortunately, the area roughly 4 yards in diameter around the wagon is relatively free of bystanders and does not count as being in a crowd, though it does count as Severe Terrain due to the number of corpses on the ground.

Characters that fall unconscious or **Prone** while in the crowd gain the **Bleeding Out** Condition due to being trampled.

### SOME ASSISTANCE, PLEASE?

As the Fated battle against the Malformed, they get some assistance from their Faction. At the start of every round, one of the Fated may flip a card from the Fate Deck and consult the chart to learn what sort of assistance they receive:

FLIP	ASSISTANCE
Black Joker	The Fated closest to a Malformed is accidentally shot by their allies! The character suffers 2/3/5 damage, after which they hear a distant cry of "Sorry!"
	One of the Malformed fighting with the Fated is shot for 2/3/5 damage.
	One of the Fated's weapons becomes infused with an Elemental Immuto until the start of their next turn.
	An ally comes up behind one of the Malformed fighting with the Fated and trips it, dealing 1/2/3 damage and making it <b>Prone</b> .
×	<b>Suicidal Derp Moment:</b> An ally charges at the Malformed in a valiant attack, only to be caught by the creature and devoured. The Malformed spends its turn butchering the ally (treat it as <b>Paralyzed</b> on its turn).
Red Joker	A spellcaster unleashes a powerful spell that kills one of the Malformed.

In addition, whenever one of the Malformed is reduced to 0 Wounds or less during this battle, a member of the Fated's faction either takes advantage of the creature's distraction to land a headshot or rushes forward to decapitate it with an axe or sword.

This ensures that the battle moves quickly, but if the players start getting upset about Fatemaster characters "stealing their kills," feel free to let one two Malformed fight on to the bitter end so that the Fated can dispatch them.

### PUNISHMENT (JACK DAW)

If Jack Daw is Blank's patron, the undead specter makes a personal appearance during the battle. Read the following text whenever it feels appropriate (such as when a character takes a moment to look around for George Blank, as described in the "It's a Distraction!" section):

As you glance around the rail yard, you catch sight of a terrible specter floating overhead. The phantom's face is obscured by a cloth sack over his head, and a rope around his neck trails upwards into the air, as if pinning him to the sky.

Wherever he floats, spectral ropes twist down from the sky, lashing around the necks of the fallen and snapping their spirits upward into the air. Feet jerking in the air, these newly created ghosts caper after the hooded specter in a growing procession of terrifying spirits.

The spirits ignore the Fated unless attacked, at which point one of the Hanged peels away from the group to punish the attacking character. Stats for the Hanged can be found on page 153.

## IT'S A DISTRACTION!

If any of the Fated are searching for George Blank, they can spend 1 AP to attempt a TN 12 Notice Challenge, with a  modifier if they are in the crowd. On a success, the character catches sight of George Blank making his way toward the storage warehouses near the edge of the switching yard.

Blank is slowed by the crowd, but he will reach the warehouses after two minutes (which is equivalent to twenty rounds of combat). If any of the Fated shoot at him, he begins taking cover and keeping people between him and the shooter starting on his next turn; characters will have to succeed on a Notice Challenge every turn in order to catch sight of him, and they automatically lose sight of Blank at the start of his turn.

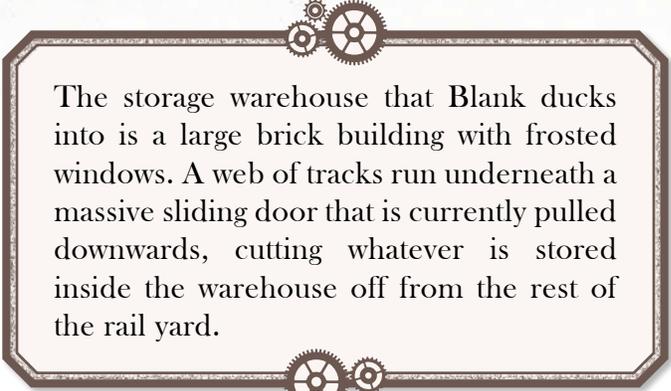
If Blank reaches the storage warehouses, then he attempts to enact his plan to seize control of the Rail Golems stored there. If the Fated haven't taken steps to protect the Rail Golems, see "Blood on the Rails" in the adjacent column and "The Masterstroke" (pg. 121) for more information.

If the Fated have already arranged for the Rail Golems to be moved, then Blank immediately exits the building amid a great deal of frustration. If they instead arranged for guards to be posted at the Rail Golems (following their discovery of his plan in Act II, perhaps), then Blank takes one look at the guards, swears, and realizes what he has to do. See "Last Resort" (pg. 116) for more information.

Of course, if Sonnia is Blank's patron and the warehouse is guarded by the Guild, he just fishes out a writ of passage from his coat, flashes it to the guardsmen defending the warehouse, and orders them to shoot anyone coming too close to the building. Any Fated wishing to enter the warehouse will have to deal with eight Corrupt Guardsmen (pg. 133) and six Guild Riflemen (pg. 136).

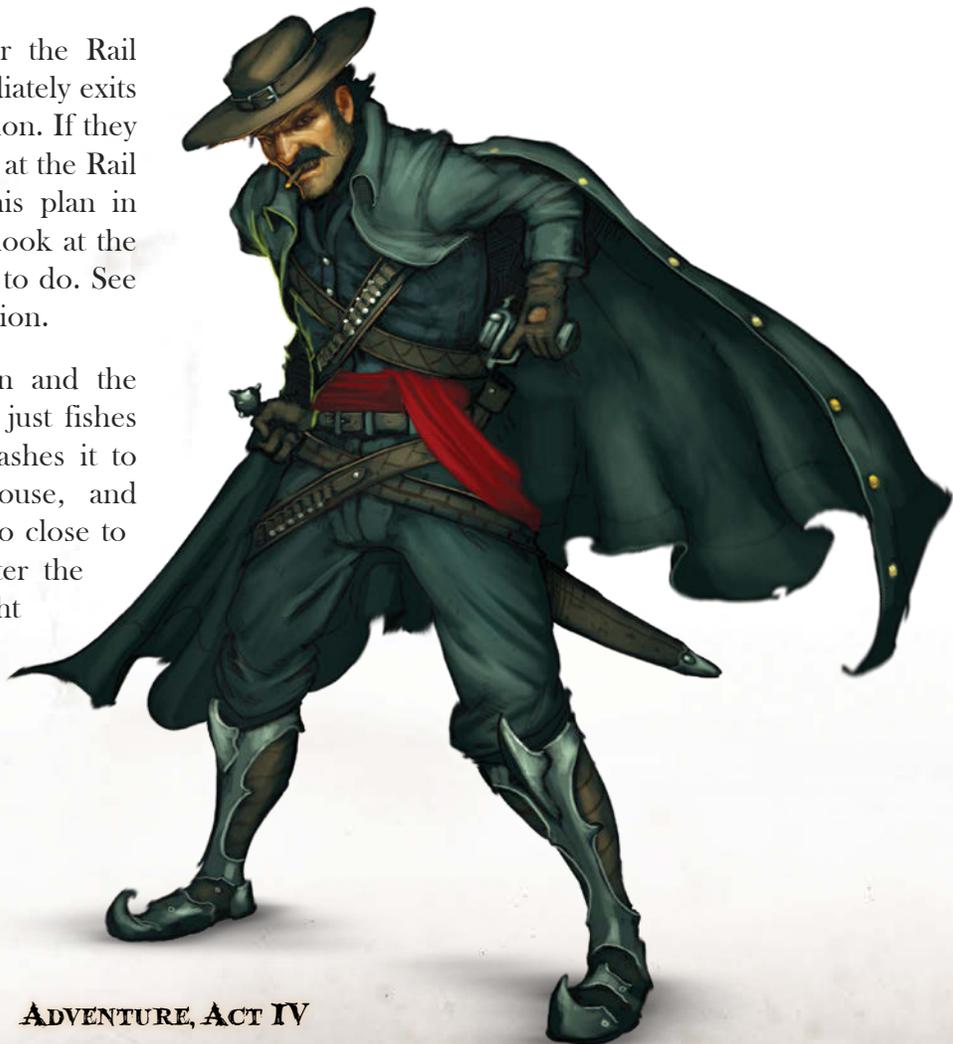
## BLOOD ON THE RAILS

If the Fated are chasing Blank through the crowd or otherwise following him, read the following text:



The storage warehouse that Blank ducks into is a large brick building with frosted windows. A web of tracks run underneath a massive sliding door that is currently pulled downwards, cutting whatever is stored inside the warehouse off from the rest of the rail yard.

If the Fated arranged for guards to be present at the warehouse, then those guards are standing outside the building, intimidating the panicking members of the crowd with their weapons. Note that if these guards are Guild and Blank's patron is Sonnia, they are now defending George Blank; see "It's a Distraction" in the previous column for more information.



If the Fated enter the warehouse, read the following text:

The interior of the warehouse is dominated by six large garages, each one large enough to contain an entire steam locomotive... or, as it turns out, the humanoid equivalent of a locomotive. Five of the garages each contain towering constructs with thick, steel legs and strong, metal arms. Smokestacks rise up from their furnace-like chests and curl around to their backs, which bristle with dozens of heat sinks and exhaust ports.

Situated between these machines is George Blank. He is leaning over a wooden crate carved with warding runes that seem strangely faded in the yellow light that surrounds him. One by one, Blank carefully removes a succession of [WRATH FETISHES] from the crate, setting each of them aside into one of five different piles.

If the Fated don't intervene, Blank begins attaching the various Wrath Fetishes to the Rail Golems (or, if Sonnia is his patron, he uses a minor fire spell to heat the branding irons and presses them into the metal legs of the Rail Golems). If not stopped within two minutes, he successfully infuses all five of the machines with the essence of the Wrath Fetishes and sends them storming off into the city to wreak havoc. See "The Masterstroke" (pg. 121) for more information.

If confronted (either before or after animating the Rail Golems) by a single character, Blank makes great use of his Mind Control Action to disarm the character's weapons before escaping into the crowd. If two or more characters confront him, however, he realizes that the odds are against him and resorts to a desperate gamble. See "Last Resort" on page 116.

The storage warehouse is roughly ten yards long by thirty yards wide, though much of the width is taken up by the six large garages, each of which is four yards wide and separated by a yard of brick support walls. The other four yards of width make up a small office on the far western side of the building.



## LAST RESORT

When confronted by overwhelming numbers or reduced to 0 Wounds or less, Blank finds himself with only one option left. He attempts to draw upon the power of the Wrath Fetishes to strengthen himself for combat, but prolonged exposure to the strange relics has already filled his body with their corruptive magic.

When he tries to harness the power of several Wrath Fetishes at once, the resulting surge of power sets off a devastating metamorphosis that transforms George Blank into one of the Ascended.

Read the following text, as appropriate to the identity of Blank's patron:



### Marcus

Lunging forward, Blank snatches up a half dozen bone necklaces and pulls them down around his neck. "Your meddling is pointless, don't you realize that?" His flesh begins to ripple, and he gasps in pain and doubles over, his shoulders shuddering. "Survival of the fittest!" he gasps out, his hands twisting into bestial claws as he paws at the ground. "It's what Malifaux wants! It's what I want! It's..."

His words disappear into a scream of pain as his bones creak and lengthen, his skin stretching tight as muscles swell beneath thickening fur. His agonized screams suddenly drop to a baritone howl, and when he next looks up at you, his pupils are narrowed like those of a cat, and ram-like horns are curling their way out of his skull. "What... I want..." he growls. "I want... I want to hunt... to FEED!"

The monster that was once Blank pulls himself up to his full height, his muscles rippling beneath his new skin. "I want... to *kill*."



### Sonnia Criid

Lunging forward, Blank grabs a half dozen of the branding irons and jabs them in your direction. "You've been a thorn in our side for too long! Running about, thinking you could actually stand against the might of the Guild..."

He makes a gesture with his hand, causing the tips of the branding irons to glow red-hot. "I will stop the chaos!" he shouts. "I WILL BRING ORDER TO THIS CITY!"

With that, Blank flips the branding irons around and presses them against his chest. His shirt ignites like tinder, and a moment later, his flesh follows suit. He drops the branding irons and tries to scream as they clatter to the floor, but fire belches out of his mouth and robs him of breath. His flesh continues to burn away, until nothing remains of him except a roiling fury of incandescent flame.

As fire scorches the ground beneath him, the flames that were once George Blank rise upward into the air. The ram tattoos on the backs of his hands blaze with arcane power, and his voice booms like thunder: "THERE WILL BE ORDER!"





### Pandora

Lunging forward, Blank snatches up a half dozen of the strange doll-shaped necklaces and pulls them down around his neck. “I’ve opened the box,” he whispers. “I’ve gazed into the depths of Despair, and it has shown me the world to come.”

A swirling haze of glowing dust slowly seeps out of the strange dolls, and George Blank inhales it like opium smoke. This time, when he speaks, his voice is a chorus of whispers. “There is no hope for us. Let the madness come.”

He breathes in the glowing dust once more, and suddenly, his back arches impossibly far. The dolls around his neck dissolve into a swirling cloud of yellow dust that pours down his throat, and his body stretches and bloats as the golden glow spreads through him. Silhouetted tendrils writhe and thrash beneath his skin as twisted faces press outward against his flesh, wordlessly begging for release. What straightens up and rises in front of you is no longer a man, but a maelstrom of insanity made manifest.



### Jack Daw

With a deep sigh, Blank reaches behind himself and draws a chipped knife from the waistband of his pants. “I don’t even remember her name,” he murmurs, his voice heavy with sorrow. He looks down at the blade for a moment, then raises his gaze as he begins repeatedly drawing the knife across his arm, leaving a bloody crisscross of open wounds as blood trickles down his fingers.

“Guilt is a noose we all wear,” he hisses. “It chokes us as our lives drop away beneath us, but I will cut us free. I’ll cut us all free.” He suddenly reverses the blade and plunges it into his heart. With a gasp, Blank collapses to the ground, twitches once, and dies.

The knife in his breast glows like a candle. From the darkness overhead, a spectral rope snakes down and wraps itself, tentacle-like, around his neck. With a snap, it draws taut, hauling Blank’s spirit into the air where it bounces and sways above his mortal remains. His eyes blink open, tiny beams of foul, yellow light shining where once there were eyes. A similar light illuminates his mouth as he raises a finger to point toward you.

“Your turn,” he whispers.

## DEFEATING GEORGE BLANK

Once transformed, if Blank is outside the warehouse and there are any guards watching the door, he must deal with them before he can animate any of the Rail Golems. He can kill one guard per attack he makes against them, but with a total of fourteen guards standing watch over the warehouse, it takes him seven entire turns to kill them all... assuming that he doesn't aim any of his attacks at the Fated (which seems likely). The selfless sacrifice of the guards should buy the Fated a bit of time to deal with Blank, even if the guards' attacks are incapable of harming him.

If Blank's Patron is Jack Daw, however, then he is incorporeal and can simply pass through the wall to begin animating Rail Golems; he does not need to deal with the guards to gain entry to the building.

If Blank managed to make it into the warehouse before transforming and the Rail Golems are still present and have not yet been corrupted by the Wrath Fetishes, then he can use 2 AP while in base contact with one of the Rail Golems to infuse it with the essence of rage. A Rail Golem so infused animates on its turn during the next round and goes on a rampage. Blank then attempts to move to the next Rail Golem and do the same thing, animating each one until they are all five animated and berserk.

Animated Rail Golems attack any character that is engaging them (even Blank). If they are not engaged, the Rail Golems first smash their way free of their garages as a 1 AP Action and then stampede out through the (closed) sliding door and into the city (by devoting any remaining AP to movement). Any characters caught between such a Rail Golem and the sliding door opposite them must attempt TN 12 Evade Challenges or suffer 3/5/8 damage as they are trampled by the hulking construct. See "The Masterstroke" on page 121 for information on the Rail Golems.

If the Fated prove to be annoying - such as by making any sort of attack that harms him or by attempting to keep him in place via a disengaging strike - Blank turns his full attention toward destroying that character until the end of his next turn, at which point he resumes his animation attempts.

If Blank has already animated the Rail Golems (or if the Rail Golems were moved away by the Foundry in Act II), then he simply focuses his attention upon murdering the Fated. Blank uses the stats for The Ascended, which can be found on pages 163-166. Any damage or Critical Effects that he might have suffered prior to his transformation are healed.

Particularly brave Fated might try to mimic Blank's ascension by grabbing an armful of Wrath Fetishes and opening themselves up to their corruptive magic. See the "Fighting Fire with Fire" section on page 120 for more information.



## BLANK DEFEATED

If the Fated are able to defeat Blank, read the following text, as determined by his Patron:



### Marcus

Bellowing defiantly, Blank collapses as the unnatural strength finally leaves his body. He lashes out feebly, and for a moment, it seems as if he is about to regain his feet, but then he collapses to the ground and dies.

### Sonia Criid

Blank disintegrates in front of you, pieces of him drifting away like sparks being blown from a campfire. With a scream of rage, he collapses to the ground and explodes in a ball of intense flame, leaving nothing behind but a hot, glowing depression in the ground.



### Pandora

Blank's body explodes in a blaze of amber power, releasing dozens of screaming spirits that howl in tortured agony. Everyone clutches at their ears, trying to drown out the voices that mercifully fade away after only a few moments, leaving behind only a mass of squirming tentacles and a great deal of unwholesome yellow slime.

### Jack Daw

Suddenly, Blank freezes in place. "I remember!" he gasps, his eyes widening in surprise. "I remember it all! I didn't do it... I didn't kill her!"

For a moment, he looks as if an incredible weight has been lifted from him. The yellow light burning behind his eyes fades, and he regards you with a faint smile.

Then, more spectral ropes lash down from the sky, winding around Blank's arms and legs. They pull tight, and with a horrible ripping sound, his spirit is torn apart and dragged off into the sky.



## FIGHTING FIRE WITH FIRE

If a Fated character is feeling exceptionally determined or desperate, she can try to undertake the same transformation. Doing so requires a character to spend 2 AP while within 1 yard of Blank's crate of Wrath Fetishes.

If the character does so, the extent of her transformation depends upon the amount of Wrath Fetish magic that has seeped into her body.

### UNTAINTED (NO RANKS IN RAMPAGER)

If she does not have any ranks in the Rampager Advanced Pursuit (pg. 184), then the magic of the Wrath Fetishes has not infused enough of her body to trigger a full transformation. At the end of this session, though, the character *must* advance one rank in the Rampager Advanced Pursuit.

She also gains the following Condition until the end of the session:

**“Uncontrollable Rage:** On this character's turn, it must spend its first AP to attack the nearest character. If none are in range, it must declare a Charge (if possible).”

Finally, the character gains one of the following Manifested Powers, as appropriate to Blank's Patron:

### DEVOLUTION (MARCUS)

ACTING VALUE	AP	TN	RESIST	RANGE
--------------	----	----	--------	-------

<i>Cunning</i> + Enchanting	1	12☞	-	1 yard
--------------------------------	---	-----	---	--------

**Effect:** The caster's body devolves to a primal state for 1 minute. While in this state, the caster increases her Physical Aspects by +1, decreases her Mental Aspects by -1, cannot speak, and cannot cast Spells or Manifested Powers.

In addition, the caster's natural attacks (typically Pugilism, Martial Arts, or Grappling, but not attacks from pneumatic limbs) inflict +1 damage and gain the following Trigger:

☞ *Rake Claws:* After damaging, take this Action again against a different target in range.

### MEGA-FLARE (SONNIA CRID)

ACTING VALUE	AP	TN	RESIST	RANGE
--------------	----	----	--------	-------

<i>Intellect</i> + Sorcery	2	12☞	Df	~8 yards
----------------------------	---	-----	----	----------

**Effect:** Target suffers 3/6☞/8☞☞ damage. Every character damaged by this Manifested Power gains **Burning +3** and suffers a Critical Effect of severity one step lower than the damage they suffered (thus, characters who suffer Moderate damage also suffer a Weak Critical Effect).

### THE MADNESS WITHIN (PANDORA)

ACTING VALUE	AP	TN	RESIST	RANGE
--------------	----	----	--------	-------

<i>Cunning</i> + Prestidigitation	1	12☞	Wp	8 yards
--------------------------------------	---	-----	----	---------

**Effect:** When this spell is cast, and at the start of each of the target's turns, the target gains **Crazy +1**. While this Manifested Power is in effect, the target becomes immune to Horror Duels, and instead of subtracting the value of her **Crazy** Condition from the final duel total of any duel involving a Mental Aspect, the target adds the value of her **Crazy** Condition to her duels involving Mental Aspects. This effect lasts 3 rounds, but the **Crazy** Condition remains even after this effect ends.

### REMEMBER GUILT (JACK DAW)

ACTING VALUE	AP	TN	RESIST	RANGE
--------------	----	----	--------	-------

<i>Tenacity</i> + Necromancy	2	12✕	Wp	8 yards
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**Effect:** Target gains the following Condition: **“Deserving of Punishment:** At the start of this character's turn, it must spend 1 AP to damage itself with a readied weapon. This damage flip has no Fate Modifiers but may be Cheated. Then, if this character suffered Severe damage from their weapon, end this Condition.”

## TAINTED (RANKS IN RAMPAGER)

If the character has at least one rank of the Rampager Advanced Pursuit, then she successfully transforms into an Ascended like George Blank. The character's body warps hideously like Blank's, and she permanently gains the same Talents and Attacks as an Ascended of the appropriate Patron (pgs. 163-166). The character retains her own Aspects and Skills following her transformation.

Unfortunately, trying to control the amount of energy surging through the character's body is all but impossible. At the end of the session, the character tosses aside her past loyalties and friendships and disappears to pledge her service to Blank's Patron.

## THE MASTERSTROKE

If Blank succeeds in animating any of the Rail Golems (he animates all five of them if the Fated do not stop him), then Ridley is in for a hard time.

The Rail Golems smash free of the warehouse and immediately go berserk. If any of the Fated are not in battle with Blank inside the warehouse, read the following text to them, filling in the number of animated Rail Golems as appropriate:



A magnificent crashing sound draws your attention to the storage warehouse building, where [NUMBER] towering constructs have smashed through the brick building's sliding door. Nearly twenty feet tall, the machines are shaped like some sort of humanoid locomotive, with a chest-furnace that glows with yellow light. Its limbs are [DRAPED/BRANDED] with [WRATH FETISHES], and as you watch, one of the machines reaches down, picks up a box car, and hurls it into the heart of the city like a missile.

A few people open fire on the machines, but their steel skin seems impervious to bullets, and soon everyone has chosen to flee their wrath rather than risk being one of the many people crushed beneath its barrel-like legs.



If any of the Fated are daring, they can attempt to engage the Rail Golems in combat, though doing any sort of appreciable harm to a Rail Golem will only draw its violent attention. Stats for the Rail Golems can be found on page 167.

Once the Fated have had their fill of combat against the Rail Golems (or chosen to flee or hide, rather than fight them), the Guild makes its triumphant arrival in Ridley. Read the following text:



A bright light cuts through the swirling dust, heralding the arrival of a heavily armored train. No sooner has the engine pulled to a stop at the edge of the rail yard than the doors of the boxcars slam open, unleashing a horde of armed Guild soldiers in bright red coats, like ants drawn from their nest by a fallen sweet.

The ground thuds as five massive Peacekeeper constructs – each of them six-limbed and bristling with weaponry – stomp their way down loading ramps that are hastily clamped into place by their handlers.



If there are one or more enraged Rail Golems still active, read the following text:



As if noticing the arrival of their physical rivals, the Rail Golems turn their attention toward the Guild train and begin running towards it, each footfall shaking the ground as they pick up more and more speed. Countless rifle shells ricochet off the metal hides of the rampaging constructs as they slam into the readied Peacekeepers in a titanic explosion of steel and momentum.



## THE FINAL OUTCOME

The final outcome of the conflict between the Rail Golems and the Guild forces depends upon the number of Rail Golems involved in the battle (i.e., Rail Golems that Blank succeeded in animating and that the Fated did not destroy before the arrival of the Guild).

### GUILD UNOPPOSED

#### 0 RAIL GOLEMS

The Guild is unopposed as it arrives in Ridley. They quickly force order onto the town by enacting martial law and confining all citizens to their homes for a span of two days. The rioting is eventually chalked up to numerous outbreaks of “mine madness,” leaving the Union and the Guild on relatively neutral terms.

**Public Opinion Changes:** +1 Guild

### GUILD VICTORY

#### 1 RAIL GOLEM

The Peacekeepers quickly dismantle the Rail Golem. The Guild forces sweep through the streets of Ridley, forcing everyone to return to their homes until the next morning. The destruction caused by the Rail Golem is played up, and the *Malifaux Daily Record*, the *Malifaux Tattler*, and the *Ridley Spectator* all run stories blaming the Union for their out-of-control construct. Tensions between the Guild and Union worsen, though neither is outright calling for the disbanding of the other.

**Public Opinion Changes:** +1 Guild, -2 Union

### GUILD ADVANTAGE

#### 2 RAIL GOLEMS

The fighting is fierce, but eventually, the Guild manages to destroy the rampaging Rail Golems. The Guild cites the attack of the machines as proof that the Union attacked their peacekeeping forces, and the Union's claims of ignorance only make them look guilty or incompetent. Sporadic fights erupt between the Guild and Union for the next few months, but tensions eventually fade as both sides realize that peace is more prosperous than warfare.

**Public Opinion Changes:** +1 Guild, -1 Union

### STALEMATE

#### 3 RAIL GOLEMS

The Rail Golems and Peacekeepers are evenly matched, which makes for a long, drawn-out battle. The machines battle into the late afternoon, until a single, horribly damaged Peacekeeper is all that remains. The Guild and the Union immediately blame each other for starting the attack, triggering a conflict that quickly blooms into all-out war between the two factions.

The battle wages back and forth for two years, but ultimately, the victor is determined by the Faction that controls Ridley. If neither the Union nor the Guild ends up in control of Ridley, then the Faction controlling Ridley profits and grows stronger, bleeding the Guild and Union of their people and resources as the battle rages around them.

**Public Opinion Changes:** None

## PATRON ADVANTAGE

### 4 RAIL GOLEMS

The battle between the Rail Golems and the Peacekeepers is fierce. Many Guild soldiers and Ridley residents are killed in the crossfire and resulting collateral damage, but by nightfall, a single, damaged Rail Golem stands victorious over the shattered remains of the Peacekeepers.

With no reliable accounts of what happened, both sides blame the other for the devastation: the Union claims that the Guild marched an army into Ridley to seize control of it, while the Guild believes that the Union launched an unprovoked attack upon their peacekeeping forces.

The arguments soon spin out of control, and by the end of the month, the Guild and Union are openly fighting in the streets. The damage to Ridley's infrastructure makes it difficult for the hub town to supply the remaining northern Contract Towns, and much of the town's population eventually returns to Malifaux City, leaving a sparsely populated town of ruined buildings and bad memories behind them.

**Public Opinion Changes:** -1 Union, -1 Guild

**Public Opinion Changes:** George Blank releases Malformed into the crowd (-1 Faction handing out food), the Fated defeat the Malformed (+1 to Fated Faction for every three Malformed killed, rounded down), the Fated hit one or more innocent bystanders with their ranged weapons (-1 to Fated Faction for the first bystander hit, -1 for every two additional bystanders hit beyond the first).

## PATRON VICTORY

### 5 RAIL GOLEMS

The Rail Golems tear through the Peacekeepers, murder dozens of Guild soldiers, and even hurl the Guild's train into a row of buildings. By morning, much of Ridley is destroyed, and the towering constructs have followed the railroad north to unleash more devastation upon the undefended northern mining towns.

Newspapers all across Malifaux and even back on Earth run the story as front page news, and the Governor-General announces that the Union's "betrayal of Ridley" makes them a threat to the long-term survival of humanity in Malifaux. The Union refutes these claims with cries of Guild tampering, and soon the two factions are at each other's throats, fighting openly in the streets. Soulstone production, already stalled due to the empty northern mines, grinds to a halt.

Cut off from supplies, the last surviving Contract Towns abandon their homes and return to Malifaux City, where they find non-Union jobs to put food on the table. Unless the Fated take drastic action, the Union finally crumbles two years after Ridley's destruction, paving the way for a Soulstone-starved Guild to claim the Northern Hills as their own.

**Public Opinion Changes:** -2 Union, -2 Guild

## CONCLUSION

Unless the Fated were completely unable to stop the Rail Golems, the dawn finds Ridley standing, more or less. So long as the town wasn't destroyed, the *Ridley Spectator* puts out an early edition the next morning. The story it runs is full of sketchy and incomplete accounts of "the Charity Massacre," but they capture the broad strokes, including the actions of the Fated.

If the Fated stopped George Blank and took down one or more of the Rail Golems, then they are seen as heroes, at least by some. Fated who supported the faction that ends up in control of Ridley are offered prestigious jobs serving the town as District Marshals or Council Advisors.

If the Fated failed to stop Blank, or if a faction opposed to their own comes to power, they may find that they are less than welcome in town. Smart characters may want to seek their fortunes elsewhere, assuming they are not currently under arrest and awaiting trial for sedition or other offenses.

Fated who survived the events of both *Northern Aggression* and *Northern Sediton* are familiar names in Ridley by now. This fame - or infamy, perhaps - is a double-edged sword, especially for characters who wish to keep a low profile.

Who knows what secrets might crawl out of their past to haunt them, especially once the *Ridley Spectator* launches an investigation to learn more about the heroes of Ridley...

## FOOD AND STARVATION

The state of Ridley's population depends upon how much food the Fated managed to acquire during this Act. Their success at gathering food serves as a microcosm for the success of their faction at feeding the people of Ridley.

If the Fated successfully brought Big Mabel into Ridley, then a bit of rationing ensures that the majority of the city's population remains fed and relatively healthy.

If the Fated recovered more than 50 crates of food, then the people of Ridley manage to avoid the worst of the starvation. People aren't particularly happy about their grumbling stomachs, but they have enough food to keep them alive and relatively healthy, and everyone realizes that things could have been much, much worse for them.

If the Fated recovered between 30 and 49 crates of food, then around a hundred sick, malnourished, elderly, young, and injured people succumb to their hunger and perish before order is restored. The *Ridley Spectator* eventually runs a series of stories on these unfortunate deaths, and any Fated who remain in Ridley end up having to stare at the front-page pictures of those who starved to death for weeks to come.

If the Fated recovered between 11 and 29 crates of food, then starvation is a significant issue for Ridley. The wealthy do well enough for themselves, but the poor and destitute end up having to go well over a week without food. Hundreds of people perish due to starvation. Residents resort to chasing down and hunting pets to make stews, and all of the city's horses are butchered and eaten by desperate people. Some desperate souls even resort to boiling shoes, belts, and other leather objects in an attempt to sate their hunger.

If the Fated recovered 10 or fewer crates of food, then Ridley succumbs to mass starvation. Starving rioters break into the homes of the wealthy and middle class in search of stockpiled food, and though the people of Malifaux City and Hollow Point make some attempts to provide relief, the chaos in Ridley makes it difficult to organize any sort of mass food distribution effort. Two weeks later, the streets of Ridley are littered with corpses, and many of its citizens have been forced to turn to cannibalism in order to keep their families alive. Such acts draw the attention of the Tyrant December, and his influence within Ridley becomes palpable, potentially creating further problems for the Fated to deal with...

## **PUBLIC OPINION**

The final Public Opinion ratings show how Ridley's population is split between the different factions (assuming, of course, that the town wasn't utterly destroyed). This means little in the short term, but as time passes and new elections are held, Ridley's political orientation shifts towards the most popular group (or splits between two factions that are tied). Where Ridley stands in the long term depends on who came out on top, as described below.

## **THE TOWN COUNCIL**

*"We're just trying to do what's best for Ridley."*

If the Town Council ends up in power, then Ridley finds itself in an awkward position. The Town Council, which had previously only dealt with issues deemed not important enough for the Guild or Union to bother with, is suddenly thrust into a leadership position. With the backing of the people, the Council passes numerous restrictions limiting the influence of the Guild and the Union.

Though neither organization is happy about the situation, they realize that fighting the Town Council would only make things in Ridley worse for them and begrudgingly agree to cooperate with the town's new leaders. Despite some lingering resentment and occasional bouts of stubbornness from both organizations, the arrangement actually works out well, and soon Ridley is more prosperous and peaceful than ever. The Town Council serves as a voice of moderation to balance out the self-interested wishes of the Guild and the Union, and together, the three organizations manage to get Union workers back into the mines and the Soulstones flowing back into Guild coffers.

## **THE GUILD**

*"What Ridley needs now is law and order."*

After the chaos and riots, the people of Ridley flock to the strength and stability of the Guild. The Union still has a presence in the town, but the Guild now sits on the Town Council and dictates policy. Laws punishing vagrancy and disobedience with forced labor are quickly put into place, and the Guild wastes no time in shipping trains full of homeless and desperate people north to toil away in their Soulstone mines. Ridley eventually becomes a peaceful place, but it is a peace clenched tightly in the iron hand of the Guild.

## **THE RESURRECTIONISTS**

*"The only thing necessary for the triumph of evil is for good men to do nothing."*

After the slaughter that was the Ridley Massacre, the failure of the Town Council's militia program, the kidnapping of citizens by the Guild, the self-interest of the Union, and the riots caused by the Seditiousists, the people of Ridley are angry and looking to send a message. Into that political climate comes Reva Cortinas, a young woman possessed of a great deal of personal charisma and a message of redemption for the people of Ridley.

Riding a wave of populist rhetoric, Reva is elected to the Town Council, and her friend and assistant, the former exorcist Vincent St. Claire, begins to quietly assassinate her political opponents to help consolidate her power. By the end of the second week, Reva controls Ridley in all but name, and the policies that she dictates emphasize equality... even to the point of affording full rights to the dead.

Sentient undead and lesser Resurrectionists begin to migrate to Ridley in greater numbers, and by the time the Guild and Union - not to mention the people of Ridley - have realized what is happening, the town has become a fortified stronghold for the Resurrectionists and their undead slaves.

## THE TEN THUNDERS

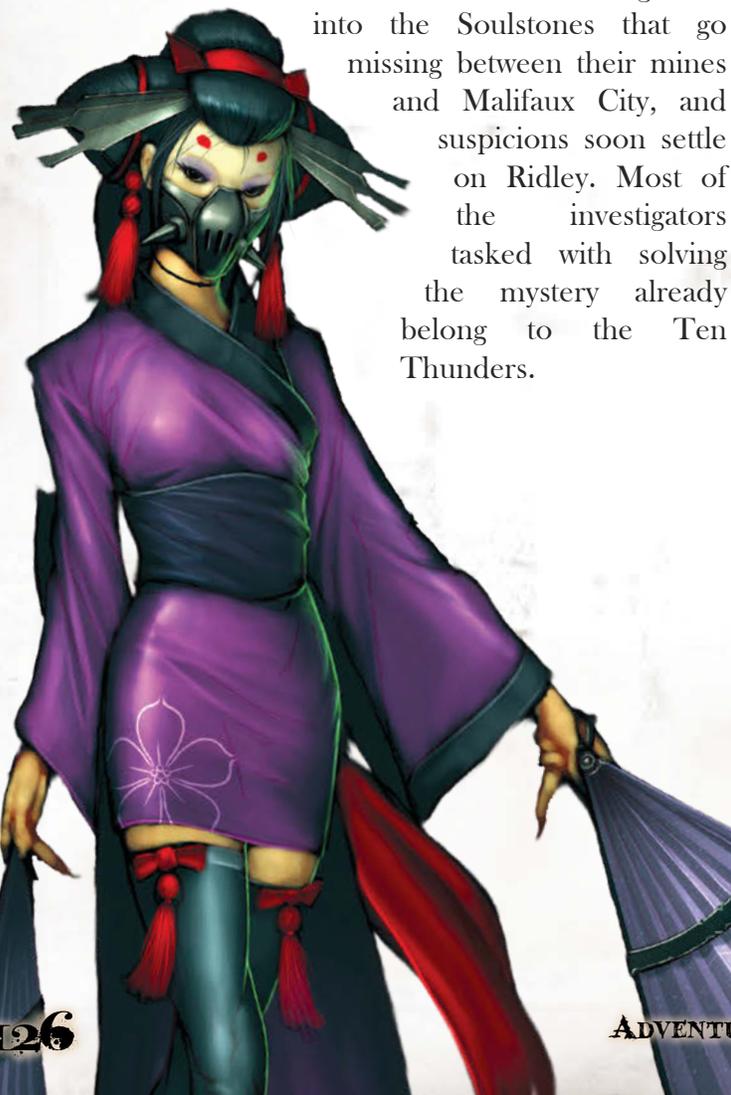
*“A man standing in the light cannot see into the shadows around him.”*

The Ten Thunders use coercion, lies, blackmail, and assassinations to manipulate the elections. There are whispers of corruption and ballot-stuffing, but nothing ever comes of it, and within a few weeks of the election’s end, those calling for investigations have gone missing.

Each of the people elected to the Town Council either owes allegiance to the Ten Thunders or is being coerced into subservience. The policies handed down by Ridley’s new masters emphasize cultural diversity, and the town’s Jade District – once a relatively poor neighborhood – quickly grows in prominence and residents until it rivals Center City.

While things appear normal in Ridley, the Ten Thunders work to spread their influence through the Northern Hills and seed their agents into the various mining towns of the north. The Guild eventually

launches numerous investigations into the Soulstones that go missing between their mines and Malifaux City, and suspicions soon settle on Ridley. Most of the investigators tasked with solving the mystery already belong to the Ten Thunders.



## THE UNION

*“Ridley is a Union town. Always was, always will be.”*

Despite the chaos, the political landscape of Ridley does not change very much. The Union remains popular and sets policy for the town, but it also takes over policing duties from the Guild. The faith of the people helps to swell the ranks of the Union, and its leaders assure the people that the threat of “mine madness” has passed.

Though it will take some time before the mines are back to full production, the Northern Hills soon come back under Union control.

## THE SEDITIONISTS

*“These troubles show the need for Ridley to be free.”*

Both the Union and the Guild suffer the brunt of the town’s anger for the chaos that has engulfed their town, and the Seditonists provide a ready outlet for that anger. As soon as the Seditonists get into power, they begin issuing heavy-handed legislation intended to marginalize the influence of the Union and the Guild. Non-Union workers head north to take work in the mines, but without the mining constructs of the Union, Soulstone production is greatly reduced, which only serves to irritate the Guild.

A few months after taking power, the Seditonists declare their independence from both organizations as Ridley finally takes steps to stand on its own. The impact is sudden and immediate. Food shipments from Hollow Point come to an abrupt end, prompting another round of starvation, and the Guild forcibly attempts to take back the city, leading to more conflicts along Ridley’s southern border.

Eventually, however, both the Guild and the Union realize how much they need the hub town and begrudgingly allow Ridley to remain independent... for now.

## THE PATRON

If the Fated defeated George Blank, it is a significant setback for the Patron, but not a final defeat. Depending upon the Patron in question, some or all of their goals may have been met:

### MARCUS

Marcus wanted an appropriate sample size to test his theories, and no matter the outcome of the experiment, the data he gathered from all of the chaos proved to be quite useful. With their defeat of George Blank, however, the Fated have drawn Marcus' attention. He isn't angry - survival of the fittest is a core tenet of his belief structure, after all - but he *is* very curious... and that doesn't bode well for the Fated.

### SONNIA CRIID

If Ridley ended up under Guild control, then Sonnia Criid is quite happy with way things turned out, regardless of the collateral damage or the number of lives lost. She accepts the town being destroyed as a lesser victory, as it will at least no longer serve as a haven for the Arcanists she hunts.

If Ridley ends up under the control of another faction, however, then Sonnia is livid. She places much of the blame upon George Blank's inept handling of the situation, but despite this, she still spends many nights in her office with a bottle of whiskey and a stack of reports detailing the riots, trying to determine where it all went wrong.

Either way, she quickly comes to realize that the Fated are a threat to her ongoing plans in the Northern Hills and takes steps to deal with the matter more directly.

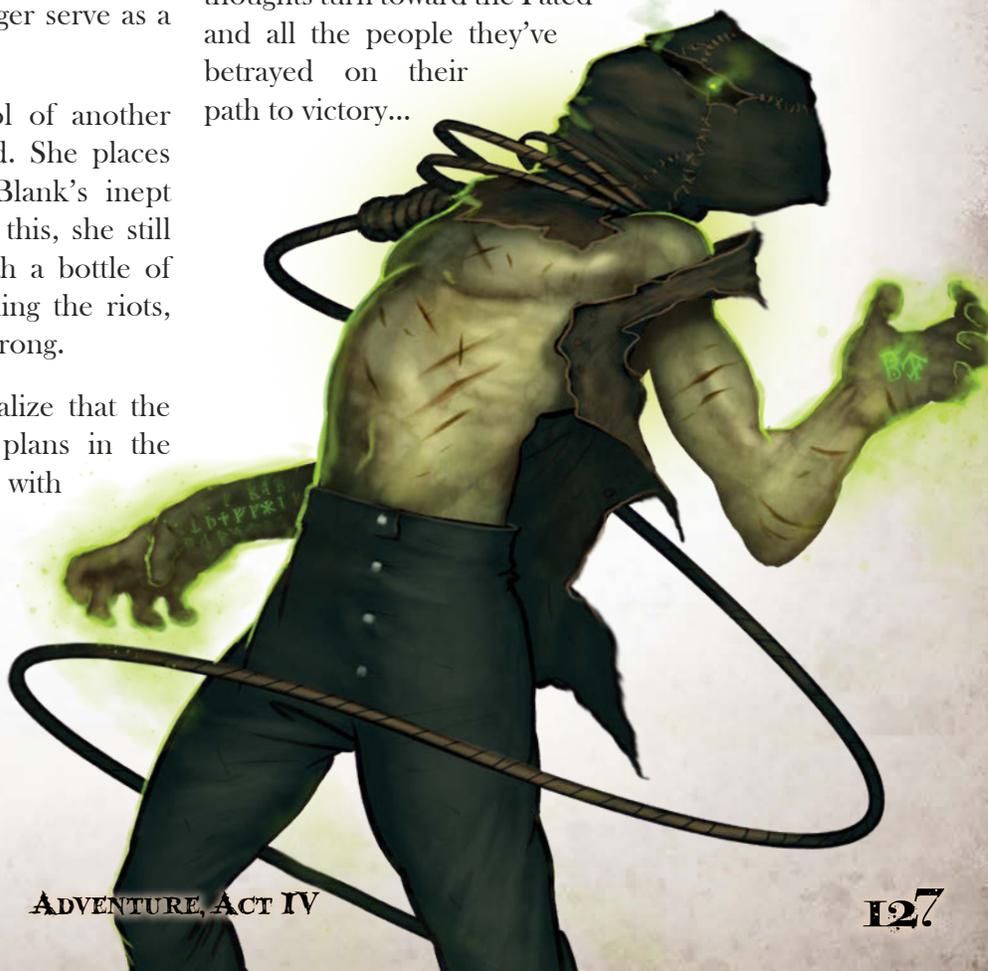
## PANDORA

If Ridley is destroyed or its people are driven insane by starvation and hopelessness, then Pandora considers her plan a success. She lingers in the ruined town, feeding on the suffering and misery of its broken people.

If Ridley survives or its people somehow retain some measure of hope in their lives, then Pandora lashes out at the town in frustration. Suicide rates spike for a few weeks, particularly among the members of the new Town Council. Eventually, however, she realizes that it was the Fated who ruined her plans, and her disastrous attention turns their way.

## JACK DAW

George Blank summoned Jack Daw in a delusional attempt to purge humanity's guilt. While that unrealistic goal failed, Blank did succeed in drawing Jack Daw's attention to Ridley. At the culmination of the rioting and panic and terror, the hanged specter appeared above Ridley and began reaping the souls of the guilty, but the conflict ended before he could punish everyone. As he fades away, Jack Daw's thoughts turn toward the Fated and all the people they've betrayed on their path to victory...





# FATEMASTER CHARACTERS

*Northern Sediton* takes place across a variety of locations (and eras). As the Fated progress in their adventure, they will encounter a variety of Fatemaster characters. The important ones have been noted here for easy of reference and are arranged in order of appearance.

As with any roleplaying game, it is the characters in the story that make it worth telling. The Fatemaster is encouraged to add her own special touches to the people and monsters the Fated encounter to make them unique and memorable.

For instance, when the Fated encounter the Steamfitter Picketers, they fight as a group of characters with equal stats. However, if they are described in greater detail - perhaps one of them is wearing a long, oil-stained duster, while another has pneumatic legs or scar across their face - it adds that extra bit of flavor that can turn a good fight into a truly memorable one.

It may also be worth drafting up a few additional characters to add to the adventure at places you feel will be extra important to the Fated. If they are members of the M&SU, perhaps they encounter an old friend defending the Steamfitter's Hall.

For Fatemasters who are interested in lengthening the adventure, the characters presented in this chapter could show up in other adventures. Just because this adventure progresses right from Act I to Act II doesn't mean that the Fated can't have some more adventures between those two Acts; just delay the Spectator's story until the Fated have completed whatever other homebrewed militia adventures await them on the streets of Ridley.

Remember that this is your adventure! You should feel free to adapt and add to it as you see fit.

Above all else, have fun!

# STEAMFITTER PICKETER

These steamfitters are protesting the lack of overtime and hazard pay for their work during the Ridley Massacre. The Union sent in a negotiator to cool the situation down, but when the talks reached an impasse, the steamfitters took the negotiator hostage in an attempt to better their bargaining position.

When the Fated arrive on the scene, they're faced with a situation that has the potential for exploding into violence at a moment's notice. If the Fated prove to be skilled negotiators, they might be able to get the steamfitters to stand down and return to work. If they're not very good at talking to people... well, the steamfitters ensured that their picket signs were sturdy for a reason.



## STEAMFITTER PICKETER

Minion (6), Living

<i>Might</i> 2	<i>Grace</i> -1	<i>Speed</i> 0	<i>Resilience</i> 2
<i>Charm</i> 1	<i>Intellect</i> 1	<i>Cunning</i> 1	<i>Tenacity</i> 2
<i>Defense</i> 4 (10)	<i>Walk</i> 4	<i>Height</i> 2	<i>Initiative</i> 2 (8)
<i>Willpower</i> 4 (10)	<i>Charge</i> 4	<i>Wounds</i> 6	

**Skills:** Athletics 2, Blacksmithing 1, Carouse 2, Convince 2, Enchanting 2, Engineering 2, Evade 2, Gambling 1, Heavy Melee 2, Intimidate 2, Melee 2, Notice 2, Pugilism 2, Scrutiny 2, Toughness 1.

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

**Armor Training:** This character reduces the penalty to Defense from wearing armor by 1, to a minimum of 0.

**Imposing Mass:** This character gains  $\blacksquare$  on its disengaging strikes and to any Impose Action it takes.

### (1) Picket Sign (Heavy Melee)

AV: 4 (10) ----- Rg:  $\text{///}$  2 ----- Resist: **Df**

Target suffers 1/2/3 damage. This model may choose to end one Condition on the target.

$\text{P}$  *Stagger:* The damage flip suffers  $\square$ . After damaging, the target gains the **Slow** Condition.

$\times$  *Loud Shouting:* After succeeding, the target must discard a card.

### (1) Throw a Punch (Pugilism)

AV: 4 (10) ----- Rg: 6 ----- Resist: **Df**

Target suffers 1/2/4 damage.

$\text{P}$  *Beatdown:* When damaging, deal +1 damage if the target does not have the Armor ability.

## RAGE HOUND

Minion (6), Living, Beast, Hound, Tormented

<i>Might</i> 2	<i>Grace</i> 0	<i>Speed</i> 2	<i>Resilience</i> 1
<i>Charm</i> -2	<i>Intellect</i> -2	<i>Cunning</i> -2	<i>Tenacity</i> 0
<i>Defense</i> 5 (11)	<i>Walk</i> 5	<i>Height</i> 1	<i>Initiative</i> 4 (10)
<i>Willpower</i> 2 (8)	<i>Charge</i> 6	<i>Wounds</i> 5	

**Skills:** Athletics 1, Evade 3, Intimidate 2, Notice 2, Pugilism 3✕, Track 3, Wilderness 2.

**Hunting Dogs:** Enemy characters receive -1 Df while within 1 of this character.

**Unimpeded:** This character ignores penalties for terrain while taking Movement Actions.

### (1) Snapping Jaws (Pugilism)

AV: 5✕ (11✕) ===== Rg: 1 ===== Resist: Df

Target suffers 1/3/4 damage. This attack gains +2 AV when taken as part of a disengaging strike. This action has the following Trigger, depending upon Blank's Patron:

✕ *Cowed (Marcus):* After damaging, the target gains the following Condition until the end of its next turn:

**"Cowed:** This character suffers 1 on all attack flips made against the character that applied this Condition."

☞ *Flames From Within (Sonnica):* After succeeding, the target gains the **Burning +1** Condition.

✕ *Induce Phobia (Pandora):* After damaging, the target must make a TN 10 Horror Duel.

✕✕ *Secret Guilt (Jack Daw):* After succeeding, the target gains the following Condition until the start of this character's next turn: **"Secret Guilt:** When this character declares a Tormented character as the target of an Action, it must discard a twist card or the Action immediately fails."

## RAGE HOUND

The presence of Rage Hounds in Ridley is entirely accidental. As part of his Patron's plan to spread madness across the Northern Hills, George Blank taught one of his associates how to create Wrath Fetishes. After each batch of the foul items was created, his assistant shipped them to Ridley for distribution to the various Contract Towns of the Northern Hills.

One of the crates containing a Wrath Fetish was damaged during the shipping process, however, and the shipping yard workers attempted to return it to the (entirely fictional) business listed on the shipping manifest. With few options left to them, the shipping yard workers simply placed the crate in an out-of-the-way place and assumed that someone would eventually be along to ask about it.

Unfortunately, a pack of dogs noticed the dried meat packed into the crate and decided to help themselves to an easy meal. The presence of the Wrath Fetish (which the dogs chewed upon, thinking that it might also be food) infused their bodies, warped their simple minds, and turned the hungry dogs violent.

When a shipping yard worker came upon the dogs chewing at the edges of a damaged crate, he attempted to shoo them away. Instead of fleeing, the canines attacked and killed him, panicking the rest of the workers. When the Fated arrive upon the scene, the dogs are brutally savaging the man's body, tearing at it as a means of expressing their rage.



# ROCK HOPPER

Rock Hoppers are the name given to the most common of the M&SU's various mining constructs. While not particularly beloved by the miners who work alongside them (they have a tendency to be a bit clumsy and have accidentally stepped on more than one miner's foot, shattering bones and often leading to an expensive pneumatic replacement), they are reliable and require little maintenance. That has been enough to keep them in service despite their many "quirks."

While it is capable of wielding a mining pick with the same skill as a human, it is the pneumatic drill on a Rock Hopper's arm that makes it invaluable to the Union. Rather than having to risk lives and the potential of a collapsed tunnel with dynamite, a Rock Hopper can quickly bore its way through hard stone, which helps to keep accidents (and thus, injured worker payouts) to a minimum.



Though slow and somewhat cumbersome, Rock Hoppers have been pressed into combat by Steamfitters on more than one occasion. Their pneumatic drills make them incredibly dangerous to others, and since they were designed to drill through solid stone, they remain effective against the Guild's ever-increasing suite of armored battle constructs.

In order to cover their tracks, the Union has allowed a number of Rock Hoppers to be sold into the private sector, ensuring that they can always claim that any Rock Hoppers who show up in battle against the Guild cannot be directly linked back to them. Indeed, the Union sometimes even abandons a Rock Hopper after a mission, ensuring that it falls into the hands of a would-be artificer with no ties to either the Union or the Arcanists.

## ROCK HOPPER

*Minion (5), Construct*

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

**Skills:** Athletics 2, Heavy Melee 2, Evade 1, Pneumatic 3, Toughness 2.

**Df (📖) Grinding Halt:** This character immediately gains an additional Armor +2 for the duration of this Action.

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

### (1) Mining Pick (Heavy Melee)

AV: 4 (9) ===== Rg: 🌀 2 ===== Resist: Df  
Target suffers 2/3/4 damage.

### (2) Pneumatic Drill (Pneumatic)

AV: 5 (10) ===== Rg: 🌀 2 ===== Resist: Df  
Target suffers 4/5/7 damage, ignoring Armor.

## SERGEANT SAMANTHA WATERS

Enforcer (7), Living, Guardsman

<i>Might</i> 2	<i>Grace</i> 2	<i>Speed</i> 2	<i>Resilience</i> 2
<i>Charm</i> 2	<i>Intellect</i> -1	<i>Cunning</i> 1	<i>Tenacity</i> 2
<i>Defense</i> 4 (11)	<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:** Bureaucracy 2, Centering 3, Counter-Spelling 3, Deceive 1, Evade 3, Intimidate 1, Leadership 3, Martial Arts 3, Notice 2, Pistol 3, Scrutiny 1, Toughness 2, Track 1.

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

**Attennn-Hut!:** Other friendly Guardsmen within 6 of one or more characters with this Ability gain +1 Rank Value and are immune to **Slow**.

### (1) Kidney Punch (Martial Arts)

AV: 5 (12) ===== Rg: 1 ===== Resist: Df  
Target suffers 1/3/4 damage.

✗ *Low Blow:* After succeeding, the target becomes **Dazed** until the end of its next turn.

### (1) B&D Gatling Derringer (Pistol)

AV: 5 (12) ===== Rg: 6 ===== Resist: Df  
Target suffers 2/3/3 damage. This weapon may fire a burst of three bullets as a single action. If it does, the shooter may either add +1 to this weapon's Moderate or Severe damage or add + to both the attack and damage flip. Capacity 9, Reload 2.

### (1) Magical Shielding (Counter-Spelling)

Target friendly character within line of sight adds this character's ranks in Counter-Spelling (+3) to the final duel total of any Defense or Willpower duel it makes to resist a Spell or Manifested Power. This effect ends when this character ends it as a (0) Action, takes this Action again, or loses line of sight to the target.

### (0) Shout Orders (Leadership)

Target friendly Guardsman within 10 yards immediately performs a (1) Action.

## SGT. SAMANTHA WATERS

The right-hand man of Captain Walton Ward is actually a woman, namely Sergeant Samantha Waters. She's a third-generation Guild officer who has made a career out of doing whatever the Guild asks of her, no questions asked. In the years that she's been stationed in Ridley, Samantha has undergone repeated anti-magic training to help her deal with any possible encounters she might have with the lurking Arcanist threat

When Captain Ward shared his plan to abduct Union members and force them to work in the northern Soulstone mines, Samantha readily agreed to help him kill two birds with one stone. In her mind, the workers are grossly inflating the dangers of "mine madness" in order to justify their abandonment of the Guild's mines.

If the Guild suspects that the Fated are investigating the disappearances of Ridley's Union members, Samantha disguises herself as a civilian and attempts to lead them into a trap. Even if they see through her ruse before they open the boxcar filled with Guild soldiers, she wagers, it still draws them out to a relatively private area where the Guild can remove them from the picture.



# CORRUPT GUARDSMAN

The Guild Guard is the constabulary arm of the Guild that concerns itself with law enforcement within the borders of Malifaux. In addition to patrolling the streets and arresting those who break the law, these guardsmen stand watch around important Guild strongholds, such as the Guild Enclave in Malifaux City and any number of smaller offices. A good portion of their job is just being visible and reminding everyone (humans and Neverborn alike) that the Guild controls Malifaux.

Despite the Guild propaganda that portrays its guardsmen as the valiant protectors of law and order, the truth of the matter is that the Guild Guard tends to be somewhat corrupt. Guardsmen are frequently underpaid for their duties, and speaking out against one's superiors often results in long shifts in the city's more dangerous districts. Dissatisfied with their jobs, most guardsmen eventually end up turning to bribery in order to augment their low wages.



In fact, the bribery of guardsmen has become so common in Malifaux that many of its residents will offer bribes to guardsmen without being asked, simply to ensure that the search for their missing children or the person who murdered their wife is given full priority. It's difficult for new recruits to resist these bribes, particularly when partnered up alongside older guardsmen who encourage them not to turn down free scrip.

## CORRUPT GUARDSMAN

*Minion (5), Living, Guardsman*

<i>Might</i> 1	<i>Grace</i> 2	<i>Speed</i> 0	<i>Resilience</i> 0
<i>Charm</i> -1	<i>Intellect</i> 2	<i>Cunning</i> -1	<i>Tenacity</i> 3
<i>Defense</i> 4 (9)	<i>Walk</i> 4	<i>Height</i> 2	<i>Initiative</i> 2 (7)
<i>Willpower</i> 5 (10)	<i>Charge</i> 4	<i>Wounds</i> 5	

**Skills:** Athletics 1, Bureaucracy 1, Evade 3, Long Arm 3, Melee 3, Notice 2, Pistol 2♣, Stealth 1, Toughness 1.

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

### (1) Standard Issue Sword (Melee)

AV: 4 (9) ===== Rg: ♣ 2 ===== Resist: Df  
Target suffers 2/3/4 damage.

♣ *Critical Strike:* When damaging the target, this attack deals +1 damage for each ♣ in the final duel total.

### (1) Collier Navy (Pistol)

AV: 4♣ (9♣) ===== Rg: ♣ 12 ===== Resist: Df  
Target suffers 2/3/4 damage. Capacity 6, Reload 2.

♣ *Arrest:* After succeeding, the target gains the following Condition until the end of its next turn: "**Arrest:** This character must discard a card to perform a movement action."

### (1) Chesterfield 1879 (Long Arms)

AV: 5 (10) ===== Rg: ♣ 18 ===== Resist: Df  
Target suffers 2/3/5 damage. The range of this weapon increases by +10 for each ♣ it gains from the **Focused** Condition. Capacity 10, Reload 3.

## SEDITIONIST

Minion (5), Living, Seditonist

<i>Might</i> 2	<i>Grace</i> 2	<i>Speed</i> 1	<i>Resilience</i> 0
<i>Charm</i> 0	<i>Intellect</i> -1	<i>Cunning</i> -2	<i>Tenacity</i> 3
<i>Defense</i> 3 (8)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 3 (8)
<i>Willpower</i> 5 (10)	<i>Charge</i> 5	<i>Wounds</i> 5	

**Skills:** Athletics 1, Carouse 2, Intimidate 2, Melee 2, Notice 2, Toughness 1.

**Df/Wp (♣) Subvert the Established Order:** When resolving the Action, the attacker may discard a card. If she does not, she suffers the effects of the attack, rather than this character.

### (1) Club and Picket (Melee)

AV: 4 (9) ----- Rg: ♣ 2 ----- Resist: Df

Target suffers 2/3/3 damage.

♣ *Picket Sign to the Face:* After damaging, the target is knocked **Prone**.

### (0) Picket Line

Until the start of this character's next turn, all friendly Seditonists within 6 gain +1 Defense and ♣ to their Close Combat attacks. This Action can only be taken once per turn.

### (0) Seditonist Mindset

This character may discard a card to secede from a chosen Condition. End the chosen Condition.

## SEDITIONIST

It's not much of a surprise to learn that some of Ridley's residents dislike either the Guild or the M&SU. It's not even that surprising to learn that some people dislike both organizations; after all, they have each had their dark moments, and the streets of Ridley are plastered with anti-Guild and anti-Union propagand posters. Granted, there are more anti-Guild posters than anti-Union, but both are present in large enough numbers to be noticed.

What nobody could have predicted was the rise of the Seditonist movement. After the Ridley Massacre, some of the town's residents began to lobby for a Ridley that was beholden to neither Guild nor Union: a free town that stood on its own strengths and merits. The idea has started to gain strength, but there are other forces moving in the background that seek to harness the chaos the Seditonists are creating for their own sinister ends.



# SEDITIONIST MOB

The ranks of the Seditonists are swollen with citizens who want to free Ridley from the shackles of the Guild and the manipulations of the Union. Though most of the movement is comprised of miners, refugees, and tradesmen, there are also a few wealthy citizens who have lent their support to the movement, mostly by way of supplying their fellow Seditonists with wooden pickets, paint, and printing presses.

What might have been a peaceful movement has been turned violent by the presence of Blank's remaining Wrath Fetishes. The insidious enchantments worked into the Fetishes have twisted the minds of these hard-working folk and transformed them into a violent, dangerous mob.



## SEDITIONIST MOB

Peon (Variable Rank Value), Living, Seditonist

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

**Skills:** Athletics 1, Carouse 2, Intimidate 2, Melee 2, Notice 2, Thrown Weapon 2, Toughness 1.

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

**Collective Focus:** This character has the following Condition: "**Rank Value +8:** 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."

**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  $\heartsuit$  or  $\spadesuit$  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 Seditonist Mob disbands.

**The Hour of Our Discontent:** If another character within  $\heartsuit$ 10 suffers a Critical Effect, that character may discard a card. If it does not, this character gains **Rank Value +1**.

### (1) Clubs, Broken Bottles, and Picket Signs (Melee)

AV: 4 (varies) ----- Rg:  $\heartsuit$  2 ----- Resist: Df

Target suffers 2/3/3 damage.

$\heartsuit$  *From All Sides:* After damaging, take this Action again against the same target.

### (1) Shocking Insult (Intimidate)

AV: 5 (varies) ----- Rg: 10 ----- Resist: Wp

Target unengaged character immediately declares a Charge Action against this character, if possible. Only one attack is generated as a result of this Charge Action.

# GUILD RIFLEMAN

Guild guardsmen who demonstrate exceptional marksmanship and discipline are often transferred to the Rifleman Corps. There, recruits are put through an extensive training regime that teaches them improved target selection, battlefield awareness, and further marksmanship. Those who finish the training are among the most deadly snipers in Malifaux.

## GUILD RIFLEMAN

Minion (6), Living, Guardsman

<i>Might</i> 1	<i>Grace</i> 0	<i>Speed</i> 0	<i>Resilience</i> 0
<i>Charm</i> -1	<i>Intellect</i> 2	<i>Cunning</i> 1	<i>Tenacity</i> 2
<i>Defense</i> 4 (10)	<i>Walk</i> 4	<i>Height</i> 2	<i>Initiative</i> 3 (9)
<i>Willpower</i> 5 (11)	<i>Charge</i> 4	<i>Wounds</i> 5	

**Skills:** Acrobatics 1, Athletics 1, Bureaucracy 2, Centering 3, Evade 2, Long Arms 4, Melee 3, Notice 3, Stealth 2, Toughness 1, Track 3.

**Taking Aim:** When this character gains the **Focused** Condition, it lasts until the start of its next turn.

**Stand and Fire:** When an enemy character declares a Charge Action within line of sight of this character, this character may reduce its **Focused** Condition value by 1, to a minimum of 0, to immediately deal 2 damage to the charging character per point of the **Focused** Condition.

### (1) Hunting Knife (Melee)

AV: 4 (10) ===== Rg:  $\text{///}$  1 ===== Resist: Df  
Target suffers 1/3/4 damage.

### (1) Sniper Rifle (Long Arms)

AV: 6 (12) ===== Rg:  $\text{r}$  14 ===== Resist: Df  
Target suffers 2/4/7 damage. The Range of this weapon is increased by +10 for each  $\text{+}$  it gains from the **Focused** Condition. Capacity 4, Reload 1.

$\text{P}$  *Critical Strike:* When damaging, deal 1 additional damage for each  $\text{P}$  in the final duel total.

Though the Rifleman Corps is often touted as a defensive force meant to protect Malifaux City from the predations of the Neverborn, the Guild tends to use them more as a tool of intimidation. Union strikes have a tendency to fall apart when Riflemen take up sniping positions on nearby roofs, and a few Riflemen stationed on a high ridge will give any convict second thoughts about fleeing from their work camp.

A select few members of the Rifleman Corps have been earmarked by the Elite Division as "distinguished agents," which primarily means that they are discreet and not likely to raise any objections when told to assassinate troublesome (but unarmed) civilians. These Riflemen are paid quite well for their silence and discretion, but as with most everything the Elite Division does, there's a hidden catch.

The Elite Division can't take its chances with a retired soldier exposing its secrets to the world, after all, and when one of these "distinguished agents" retires, they only have a short time to enjoy their wealth before they find themselves caught in the sights of a former friend.



# ASCENDING PATIENT

## (MARCUS)

Most of the employees at the Ridley Mental Hospital dread having to work with the violent patients housed in the East Wing. Then again, most of the employees at the Ridley Mental Hospital are not trying to force the violent patients of the East Wing into a bestial, atavistic state.

By drawing upon the primal magic housed within his remaining Wrath Fetishes, George Blank has forced these violent patients to regress into a more bestial state. In a civilized world, these murderers and brutes might be out of place, but in nature, such weaknesses are seen as strengths.

As each patient succumbs to Marcus' primal magic, Blank enters their cell and stares the enraged patient down. This confrontation invariably leads to a fight, but each time, George Blank emerges as the victor, and the patient is forced to kneel before his dominance. They accept him as their leader, and as more and more of their human selves are lost to the beasts within, his brutal will is often the only thing keeping the pack in check.



# ASCENDING PATIENT (MARCUS)

Enforcer (7), Living, Tormented, Beast

Might 3	Grace 2	Speed 2	Resilience 2
Charm -2	Intellect -1	Cunning 1	Tenacity 2
Defense 4 (11)	Walk 5	Height 2	Initiative 2 (9)
Willpower 4 (11)	Charge 6	Wounds 7	

**Skills:** Athletics 2, Flexible 2, Pugilism 3, Toughness 2.

**Hard to Wound +1:** Damage flips against this character suffer  $\square$ .

**Fetish:** At the start of this character's turn, every character within (X)3 must pass a TN 10 Centering duel or gain the following Condition: "**Enraged:** On this character's turn, it must spend its first AP to attack the nearest character. If none are in range, it must declare a Charge (if possible). Then end this Condition."

**Prey on the Unaware:** This character's attack flips gain  $\blacklozenge$  against characters that have not yet taken a turn during Dramatic Time.

### (1) Flailing Straitjacket Arms (Flexible)

AV: 4 (11) ----- Rg:  $\lll$  2----- Resist: Df  
Target suffers 1/2/3 damage.

$\blacklozenge$  *Snapping Bite:* After damaging, the target suffers 1/2/3 damage.

$\times$  *Ripped Sleeve:* After succeeding, this character may no longer use this Action but may now take the Ragged Claws Action (see below).

### (1) Ragged Claws (Pugilism)

AV: 6 (13) ----- Rg:  $\lll$  1 ----- Resist: Df

This character may only take this Action if it has previously declared the Ripped Sleeve Trigger. Target suffers 2/4/5 damage.

$\times$  *Pound of Flesh:* After damaging a Living or Undead character, this character heals 1/2/3 damage.

### (0) Deadly Pounce (Athletics)

This character may discard a card to immediately move up to its Charge Aspect, ignoring intervening terrain and characters during the move. Then, every enemy character within this character's engagement range must succeed on a TN 10 Evade Challenge or be knocked **Prone**.

## ASCENDING PATIENT (SONNIA)

Enforcer (7), Living, Tormented

<i>Might</i> 1	<i>Grace</i> 3	<i>Speed</i> 2	<i>Resilience</i> 2
<i>Charm</i> -2	<i>Intellect</i> 1	<i>Cunning</i> -3	<i>Tenacity</i> 2
<i>Defense</i> 4 (11)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 2 (9)
<i>Willpower</i> 4 (11)	<i>Charge</i> 6	<i>Wounds</i> 8	

**Skills:** Flexible 2, Grappling 4, Sorcery 4, Toughness 3.

**Test Subject:** At the end of this character's turn, it heals 1 damage. When this character suffers a Critical Effect that did not result in a missing limb, it (or its controller) may discard a card to ignore the effects of that Critical Effect.

**Fetish:** At the start of this character's turn, every character within (X)3 must pass a TN 10 Centering duel or gain the following Condition: "**Enraged:** On this character's turn, it must spend its first AP to attack the nearest character. If none are in range, it must declare a Charge (if possible). Then end this Condition."

### (1) Flailing Straitjacket Arms (Flexible)

AV: 5 (12) ----- Rg: 2----- Resist: Df

Target suffers 1/2/3 damage.

✦ *Tangled Up:* After damaging, this character and the target both gain the following Condition until this character is killed or the start of this character's next turn, whichever comes first: "**Tangled Up:** This character cannot take movement actions."

✦ *Torn Sleeve:* After succeeding, this character may no longer use this Action but may now take the Branded Hands Action (see below).

### (1) Branded Hands (Grappling)

AV: 6 (13) ----- Rg: 1----- Resist: Df

This character may only take this Action if it has previously declared the Torn Sleeve Trigger. Target suffers 1/2/2 damage and gains **Burning +1**.

### (1) Consuming Flames (Sorcery/Intellect)

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

Target suffers 2/3/4 damage and gains **Burning +2**, then this character gains **Burning +1**.

☞ *Cataclysm:* This attack gains +1 to its Severe damage.

## ASCENDING PATIENT (SONNIA CRIID)

George Blank has suffered many setbacks in his attempts to duplicate the ritual that Sonnia uses to create her Witchlings. She refused to share the entirety of the ritual with him, and his attempts at mimicking her successes have produced far more charred and burnt corpses than workable subjects.

He has learned that the best subjects are those with some degree of magical potential, and that greater levels of potential lead to a greater success rate. He's gone to great lengths to hunt down some "lesser" mages and subdue them, often by seizing control of their minds and forcing them to stand still while he lobotomizes them.

There is little left of these poor wretches. Whatever magical potential they might have had is now channeled into feeding the hungry flames that will eventually consume them.



# ASCENDING PATIENT (PANDORA)

His volunteer work in the Ridley Mental Hospital afforded George Blank with ready access to a great many delusional and troubled patients. With the help of Dr. Rhys, he arranged for the most deranged of these patients to be placed into their special treatment program.

Unbeknownst to the good doctor, however, Blank was more interested in deepening the madness of his patients than in curing it. He exposed them to the Wrath Fetishes he still possessed while whispering to them all of the terrible things he had witnessed when he looked into Pandora's box.

As the madness of the patients intensified, it began to manifest itself in physical form. Blank nursed these mutations like an expectant mother, all while keeping Dr. Rhys isolated from the patients and their increasingly more hideous forms.

If there is any mercy in Malifaux, it's that many of his patients' mutations are hidden beneath their bulky straightjackets.



## ASCENDING PATIENT (PANDORA)

Enforcer (7), Living, Tormented, Woe

Might 1	Grace 2	Speed 4	Resilience 2
Charm -3	Intellect 1	Cunning -3	Tenacity -3
Defense 6 (13)	Walk 6	Height 2	Initiative 5 (12)
Willpower 2 (9)	Charge 8	Wounds 7	

**Skills:** Flexible 3, Grappling 2, Notice 1, Toughness 2.

**Fetish:** At the start of this character's turn, every character within (X)3 must pass a TN 10 Centering duel or gain the following Condition: "**Enraged:** On this character's turn, it must spend its first AP to attack the nearest character. If none are in range, it must declare a Charge (if possible). Then end this Condition."

**Insidious Whispers:** Any character that ends its turn within (X)3 of this character must pass a TN 8 Centering Challenge or gain the following Condition: "**Crazy +1:** This character suffers -1 to the final duel total of any duel involving a Mental Aspect. She may hear voices or see things that are not actually there, at the FM's discretion."

### (1) Flailing Straitjacket Arms (Flexible)

AV: 5 (12) ----- Rg: (X)2 ----- Resist: Df  
Target suffers 1/2/3 damage.

♥ *Arms Don't Bend That Way...:* After damaging, another character in engagement range suffers 1/2/3 damage.

✕ *Frayed Sleeve:* After succeeding, this character may no longer use this Action but may now take the Suddenly... Tentacles! Action (see below).

### (1) Suddenly... Tentacles! (Grappling)

AV: 4 (11) ----- Rg: (X)3 ----- Resist: Df

This character may only take this Action if it has previously declared the Frayed Sleeve Trigger. This Action makes a single attack against every character in range. Targets that are hit suffer 2/2/3 damage and become **Dazed** until the end of their next turn.

♥ *Unwholesome Caress:* Target must discard a card.

### (1) Psychic Corruption

Every character within (X)2 must make a Horror Duel with a TN of 8 + 1 per Wound this character is missing (max TN 16).

## ASCENDING PATIENT (JACK DAW)

Enforcer (7), Living, Tormented

Might 3	Grace 1	Speed 1	Resilience 2
Charm -2	Intellect -1	Cunning 1	Tenacity -1
Defense 3 (10)	Walk 5	Height 2	Initiative 1 (8)
Willpower 5 (12)	Charge 5	Wounds 6	

**Skills:** Centering 3, Grappling 4, Melee 2, Toughness 1.

**Condemned:** When this character is killed, its corpse slumps to the ground as its spirit becomes one of The Guilty (pg. 141). The Guilty may not act this round.

**Fetish:** At the start of this character's turn, every character within (X)3 must pass a TN 10 Centering duel or gain the following Condition: "**Enraged:** On this character's turn, it must spend its first AP to attack the nearest character. If none are in range, it must declare a Charge (if possible). Then end this Condition."

**No Rest for the Wicked:** When this character declares an attack, it may suffer 1 damage to gain  $\blacktriangleleft$  to its attack flip.

### (1) Murder Weapons (Melee)

AV: 5 (12) ----- Rg:  $\lll$  2----- Resist: Df  
Target suffers 2/3/5 damage.

✕ *Recrimination:* After damaging, the target gains the following Condition until the start of this character's next turn: "**Secret Guilt:** When this character declares a Tormented character as the target of an Action, it must discard a Twist Card or the Action immediately fails."

### (1) Choke Out (Grappling)

AV: 5 (12) ----- Rg:  $\lll$  1 ----- Resist: Df  
Target suffers 1/2/2 damage and gains the **Suffocating +2** Condition until this character is killed, moves out of range, or attacks a different target.

📖 *"Can't... Breathe...":* After damaging a Living target, it becomes **Dazed** until the end of its next turn. If it does not discard a card, it also becomes **Paralyzed**.

## ASCENDING PATIENT (JACK DAW)

When George Blank was searching for potential test subjects for his experiments, he chose people who had succumbed to terrible guilt following a tragic act. Some of them were miners who had been trapped in a cave-in and hoarded enough food to survive while their fellow workers starved to death around them. Others were women who had drowned their children in a fit of depression.

Whatever the reason for their trauma, George Blank found these people and arranged for them to be committed to the Ridley Mental Hospital. There was little outcry or surprise involved with these admissions, for the patients themselves were wracked with guilt and believed that they deserved punishment for their actions.

In some asylums, these poor souls might have been strapped down to prevent them from hurting themselves.

George Blank gave them enchanted weapons... and waited.



# THE GUILTY

The circumstances of how someone perishes in Malifaux often contribute directly to how their spirit manifests after death. Those who perish peacefully rarely return from beyond the grave, but a violent or tortuous death has a good chance of preventing a soul from moving on to the next life.

Most curious among these spirits are those who met their end via execution. Upon reanimation, the corpse snaps up into the air as spectral representations of its execution appear around it. Whether electric chair, impalement stake, breaking wheel, or some other form of torturous death, no matter what tool is used to execute the guilty, a spectral version of it appears to continue their soul's punishment after death.

The only exceptions to this rule are those that are hanged or drowned. Due to the significance of Jack Daw's death, those who share his fate inherit a fragment of his power and become far stronger than the Guilty. Nobody is certain why the Drowned possess their own, unique methods of ghostly punishment.



## THE GUILTY

Minion (6), Undead, Tormented

<i>Might</i> 2	<i>Grace</i> 2	<i>Speed</i> 0	<i>Resilience</i> 1
<i>Charm</i> -4	<i>Intellect</i> 1	<i>Cunning</i> 3	<i>Tenacity</i> 2
<i>Defense</i> 5 (11)	<i>Walk</i> 4	<i>Height</i> 2	<i>Initiative</i> 2 (8)
<i>Willpower</i> 4 (10)	<i>Charge</i> 4	<i>Wounds</i> 7	

**Skills:** Enchanting 3✘, Evade 3, Intimidate 2, Melee 3✘, Notice 2, Scrutiny 1, Toughness 2.

**Float:** This character floats 1 yard above the ground at all times and may ignore any terrain or similar objects below that height. This character may not become **Prone**.

**Df (✘) Accusation:** After a Tormented character deals damage to this character, the Tormented character suffers 1 damage.

### (1) Murder Weapons (Melee)

AV: 5✘ (11✘) ----- Rg: // 1----- Resist: Df  
Target suffers 2/3/5 damage.

✘ *Recrimination:* After damaging, the target gains the following Condition until the start of this character's next turn: "**Secret Guilt:** When this character declares a Tormented character as the target of an Action, it must discard a Twist Card or the Action immediately fails."

### (0) Share Guilt (Enchanting/Cunning)

AV: 6✘ (12✘) ----- Rg: 12 ----- Resist: Wp

Target gains the Tormented Characteristic until the next sunrise or sunset.

✘✘ *Lethal Regrets:* After succeeding, the target gains the following Condition: "**Lethal Regrets:** The next time this character kills a character that shares one of this character's Characteristics, this character suffers 2/4/5 damage and this Condition ends."

## WAREHOUSE THIEF

Minion (6), Living

<i>Might</i> 1	<i>Grace</i> 2	<i>Speed</i> 2	<i>Resilience</i> 1
<i>Charm</i> -2	<i>Intellect</i> -1	<i>Cunning</i> 1	<i>Tenacity</i> -1
<i>Defense</i> 4 (10)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 4 (10)
<i>Willpower</i> 2 (8)	<i>Charge</i> 6	<i>Wounds</i> 6	

**Skills:** Acrobatics 1, Barter 1, Carouse 1, Intimidate 2, Notice 2, Pistol 2, Scrutiny 1, Stealth 2, Thrown Weapons 2, Toughness 1.

**Gunfighter:** This character may use Pistols as if they were Range  $\mathcal{M}$  2.

**Reckless:** At the start of this character's turn, it may suffer 1 damage to gain 1 additional General AP.

### (1) Collier Navy (Pistol)

AV: 4 (10) ===== Rg:  $\mathcal{M}$  2 or  $\mathcal{R}$  12 === Resist: **Df**

Target suffers 2/3/4 damage. Capacity 6, Reload 2.

$\mathcal{M}$  *Drop It:* After damaging, the target must pass a TN 10 Centering duel or drop one of the items held in its hands.

### (1) Handful of Flour (Thrown Weapons)

AV: 4 (10) ===== Rg:  $\mathcal{M}$  2 or  $\mathcal{R}$  3 === Resist: **Df**

Target becomes **Blind** until the end of its next turn.

$\mathcal{M}$  *That's Not Flour... It's Pepper!:* The target becomes **Dazed** until the end of its next turn.

## WAREHOUSE THIEF

Ridley's food situation has always been tenuous. The town is situated on a wide plateau, and the clay-like consistency of the soil surrounding the plateau makes it unsuitable for farming.

As a result, much of Ridley's food is provided to the town via regular shipments from Hollow Point. This arrangement has thus far ensured that Ridley's citizens remain friendly with Hollow Point (and thus, with the M&SU), but with open talk of sedition and fears of the madness spreading south from the abandoned Soulstone mines, the future is less certain.

Some of the more desperate citizens have decided to steal what food they can before someone else beats them to it. To that end, they've formed a small group and decided to hit the Farmer's Union warehouse at the south end of the city.

They're not proud of what they're doing, but it beats helplessly watching their families go hungry.



# WRATHFUL ONRYO

Getting an exact count of the number of refugees who perished on the march south to Ridley in the days before the Massacre is difficult, but everyone agrees that the number is uncomfortably large. What few people seem to realize is just how few of those poor souls were able to escape the mortal realm after their deaths.

The souls of those who died while corrupted by the rage curse of the Wrath Fetishes now roam the outskirts of Ridley in listless, semi-transparent groups. Anyone unfortunate enough to be noticed by these spirits is immediately set upon and torn apart in a fit of uncontrolled rage.

Thus far, the spirits have mostly gone undetected. The majority of the people coming and going from Ridley do so by way of train, and the locomotives barrel past (and through) the ghosts so quickly that they are often dismissed as little more than a disturbing trick of the light or the lingering remnants of a bad dream.



## WRATHFUL ONRYO

Minion (6), Spirit, Tormented

<i>Might</i> 1	<i>Grace</i> -1	<i>Speed</i> 2	<i>Resilience</i> 1
<i>Charm</i> -4	<i>Intellect</i> -1	<i>Cunning</i> 1	<i>Tenacity</i> 3
<i>Defense</i> 4 (10)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 4 (10)
<i>Willpower</i> 5 (11)	<i>Charge</i> 6	<i>Wounds</i> 5	

**Skills:** Intimidate 2, Necromancy 2, Notice 2, Pugilism 3✕.

**Infectious Rage:** When this character is killed, the character that killed it gains the following Condition: "**Enraged:** On this character's turn, it must spend its first AP to attack the nearest character. If none are in range, it must declare a Charge (if possible). Then end this Condition."

**Incorporeal:** This character ignores, and is ignored by, other characters and terrain during any movement. Reduce all damage this character suffers from Ranged and Close Combat attack actions by half.

**Vengeance:** When this character suffers damage from an enemy character's attack, the attacker suffers 1 damage after resolving the current action (even if the action killed this character).

### (1) Clawed Hands (Pugilism)

AV: 4✕ (10✕) ===== Rg: 2 ===== Resist: Df

Target suffers 2/3/5 damage that ignores Armor.

✕✕ *Condemnation:* After damaging, the target gains the following Condition until start of this character's next turn: "**Adversary:** Spirits gain + to attacks targeting this character."

### (1) Vengeful Shriek (Necromancy/Tenacity)

AV: 5 (11) ===== Rg: 12 ===== Resist: Df

Target suffers 1/2/3 damage.

🔊 *Intense Volume:* After succeeding, every character damaged by this action gains the **Dazed** Condition.

## MYRANDA

Henchman (10), Living

<i>Might</i> 2	<i>Grace</i> 2	<i>Speed</i> 3	<i>Resilience</i> 2
<i>Charm</i> -2	<i>Intellect</i> -1	<i>Cunning</i> 3	<i>Tenacity</i> 2
<i>Defense</i> 5 (15)	<i>Walk</i> 6	<i>Height</i> 2	<i>Initiative</i> 7 (17)
<i>Willpower</i> 4 (14)	<i>Charge</i> 7	<i>Wounds</i> 9	

**Skills:** Acrobatics 4, Athletics 3, Enchanting 4☞, Husbandry 4☞, Martial Arts 3, Notice 4, Pugilism 2, Scrutiny 2, Thrown Weapons 2, Toughness 4, Track 3, Wilderness 5.

**Huntress:** Other friendly Beasts within 103 gain ☞ to their Df flips.

**Df (☞) Defend Me:** After an attack from an enemy succeeds against this character, a friendly Beast within 2 yards suffers the effects of the attack action instead, provided that it is a legal target for the attack.

**Wicked:** This character's disengaging strikes deal damage.

### (1) Clawshape (Martial Arts)

AV: 6 (16) ===== Rg: ☞ 2 ===== Resist: Df

Target suffers 2/4/5 damage.

☞ *Snakebite:* After damaging, the target gains **Poison +2**.

### (1) Primal Flame (Enchanting/Cunning)

AV: 7☞ (17☞) ===== TN: 7☞ ===== Rg: 6 yards

Target Beast heals 1/2/3 damage.

### (1) Hunting Call (Husbandry/Charm)

AV: 2☞ (12☞) == TN: 10☞ == Rg: 6 yards == Resist: Wp

Target Beast takes a 1 AP action controlled by this character. This action may not force the beast to sacrifice itself but can cause it to take actions against its nature.

### (0) Shapechange

This character heals 1 damage and takes the form of a Peon, Minion, or Enforcer Beast. She gains the Beast Characteristic while shifted as well as the Beast's Physical Aspects, Talents, and attacks. She may not speak, use manufactured weapons, or cast spells while transformed. She remains in this form until she takes this action again or loses consciousness.

## MYRANDA

Though her natural form is that of a young woman, Myranda has become more comfortable wearing the skin of a beast. She is one of the most skilled shapeshifters in all of Malifaux, able to change just a small part of her body at a time. She uses this to elongate her teeth or stretch her fingers into claws, as well as to adjust her eyesight, gaining the far sight of an eagle or the night vision of an owl.

Myranda's impetuous nature often got the better of her before she came to Malifaux, and her temperament has only worsened since then. Marcus suspects that her brash nature is a side-effect of spending so much time in animal form, but for now, he has chosen to merely observe her behavior. He does care for her, but his true love is the biological sciences. Myranda has yet to realize that she is just another of his experiments.



### MYRANDA'S SHAPESHIFTING

In order to make Myranda's shapeshifting easier for the Fatemaster, stat blocks for four of her favorite forms have been provided on pages 146 and 147.

# SLATE RIDGE MAULER

The Slate Ridge Mauler is an evolutionary off-shoot of the more common Mauler, Malifaux's version of a bear. Where normal Maulers have four limbs like an Earth bear - two in the front and two in the rear - the Maulers of Slate Ridge have a third pair of arms, located midway down their chests.

Maulers are one of the largest beasts native to Malifaux, at least among all of the species that have been documented so far. Both the Slate Ridge Mauler and the more common bloodlines possess a genetic mutation that causes spurs to form on their bones as they grow older. These bone spurs eventually break through the bear's skin in multiple places, causing pain whenever the creature moves and contributing to its notoriously bad temper.

While some might think such a large animal to be slow and cumbersome, Maulers are capable of amazing bursts of speed, much to the surprise of many would-be hunters.



## SLATE RIDGE MAULER

Enforcer (8), Living, Beast

<i>Might</i> 4	<i>Grace</i> -1	<i>Speed</i> 0	<i>Resilience</i> 4
<i>Charm</i> -3	<i>Intellect</i> -3	<i>Cunning</i> 2	<i>Tenacity</i> 3
<i>Defense</i> 4 (12)	<i>Walk</i> 4	<i>Height</i> 3	<i>Initiative</i> 3 (11)
<i>Willpower</i> 5 (13)	<i>Charge</i> 7	<i>Wounds</i> 10	

**Skills:** Athletics 2, Centering 2, Evade 2, Intimidate 3, Notice 3, Pugilism 2 $\times$ , Toughness 4, Track 2, Wilderness 3.

**Bearskin Armor:** This character is immune to damage from (X) and ☠ effects and automatically passes any Toughness duels made to resist Hypothermia.

**Frenzied:** When this character is reduced to less than half its total Wounds during Dramatic Time, it gains ♣ to its attack and damage flips, falls under the control of the Fatemaster, and cannot receive the Order Action. The Frenzy lasts until the end of Dramatic Time.

**Hard to Wound +1:** Damage flips against this character suffer ☐.

**Rush +3:** This character's Charge Aspect has been increased by +3.

### (1) Crushing Claws (Pugilism)

AV: 6 $\times$  (14 $\times$ ) ---- Rg: ♣ 2 ----- Resist: Df

Target suffers 2/3/5 damage.

♣ *Take a Bite:* After damaging, the target suffers 2 damage, then this character heals 2 damage.

$\times$  *Bear Hug:* After damaging, the target gains the following Condition until this character is killed or the start of this character's next turn, whichever comes first: **Held Tight:** This character cannot move. If the character that applied this Condition takes a movement Action, this character is carried along with it."

### (0) Fearsome Roar (Intimidate)

Every enemy character within (X)4 must succeed on a TN 14 Centering Challenge or gain the following Condition until the end of its next turn: **Cowed:** This character suffers ☐ on all attack flips made against the character that applied this Condition."



## RAZORSPINE RATTLER (MYRANDA)

*Henchman (10), Living, Beast*

<i>Might</i> 2	<i>Grace</i> 2	<i>Speed</i> 3	<i>Resilience</i> 2
<i>Charm</i> -2	<i>Intellect</i> -1	<i>Cunning</i> 3	<i>Tenacity</i> 2
<i>Defense</i> 5 (15)	<i>Walk</i> 6	<i>Height</i> 2	<i>Initiative</i> 7 (17)
<i>Willpower</i> 4 (14)	<i>Charge</i> 7	<i>Wounds</i> 9	

**Skills:** Acrobatics 4, Athletics 3, Enchanting 4☞, Husbandry 4📖, Martial Arts 3, Notice 4, Pugilism 2, Scrutiny 2, Toughness 4, Track 3, Wilderness 5.

**Constriction:** This character gains ☞☞ to disengaging strikes, and its disengaging strikes deal damage.

**Slither:** If this character takes the Run Action, it may make a free 1 AP Close Combat attack against a legal target at the end of its movement.

**Terrifying (Living) 12:** Enemy Living characters must pass a TN 12 Horror Duel when they end their turn within this character's engagement range or target this character with a harmful action.

**Unimpeded:** This character ignores penalties from terrain when taking Movement Actions.

### (1) Fangs (Pugilism)

AV: 4 (14) ===== Rg: 🌀 2 ===== Resist: Df  
Target suffers 2/3/6 damage and gains **Poison +2**.

☞ *Reposition:* After succeeding, move this character up to 3 yards in any direction.

### (0) Shapechange

This character reverts back to its human form and heals 1 damage.



## SABERTOOTH CERBERUS (MYRANDA)

*Henchman (10), Living, Beast*

<i>Might</i> 4	<i>Grace</i> 2	<i>Speed</i> 2	<i>Resilience</i> 3
<i>Charm</i> -2	<i>Intellect</i> -1	<i>Cunning</i> 3	<i>Tenacity</i> 2
<i>Defense</i> 4 (14)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 6 (16)
<i>Willpower</i> 4 (14)	<i>Charge</i> 6	<i>Wounds</i> 10	

**Skills:** Acrobatics 4, Athletics 3, Enchanting 4☞, Husbandry 4📖, Martial Arts 3, Notice 4, Pugilism 2, Scrutiny 2, Toughness 4, Track 3, Wilderness 5.

**Terrifying (Living) 12:** Enemy Living characters must pass a TN 12 Horror Duel when they end their turn within this character's engagement range or target this character with a harmful action.

**Three Headed:** This character gains ☞ to attack and damage flips it makes when it has half or more of its Wounds remaining.

**Unimpeded:** This character ignores penalties from terrain when taking Movement Actions.

**Wicked:** This character's disengaging strikes deal damage.

### (1) Bite (Pugilism)

AV: 6 (16) ===== Rg: 🌀 1 ===== Resist: Df  
Target suffers 3/4/6 damage.

📖 *Maul:* After damaging, take this Action again against the same target.

### (0) Leap (Athletics)

This character immediately moves up to its Charge Aspect, ignoring intervening terrain and characters during the move.

### (0) Shapechange

This character reverts back to its human form and heals 1 damage.



## WAR PIG (MYRANDA)

Henchman (10), Living, Beast, Pig

<i>Might</i> 4	<i>Grace</i> 0	<i>Speed</i> 2	<i>Resilience</i> 3
<i>Charm</i> -2	<i>Intellect</i> -1	<i>Cunning</i> 3	<i>Tenacity</i> 2
<i>Defense</i> 4 (14)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 6 (16)
<i>Willpower</i> 4 (14)	<i>Charge</i> 6	<i>Wounds</i> 10	

**Skills:** Acrobatics 4, Athletics 3, Enchanting 4☞, Husbandry 4☞, Martial Arts 3, Notice 4, Pugilism 2, Scrutiny 2, Toughness 4, Track 3, Wilderness 5.

**Mean and Vengeful:** This character gains ☞ to attack flips against any characters that damaged it since the end of its last turn.

**Pigcharge:** This character may perform the (2) Charge Action as a (1) Action.

**Wicked:** This character's disengaging strikes deal damage.

### (1) Tusks (Pugilism)

AV: 6 (16) ===== Rg: ☞ 2 ===== Resist: Df  
Target suffers 2/3/4 damage. This attack must declare a Trigger if possible

☞ *Stampede:* After damaging, this character must declare a Charge against the closest legal non-Pig target which it is not engaged with. If this character is engaged, it still declares this Charge but only makes a single attack.

✕ *Eat Anything:* After damaging a Living or Undead character, this character heals 1 damage.

☞ *Toss and Gore:* After succeeding, place the target anywhere within 2 yards of this character. The target immediately suffers 2 damage and becomes **Prone**.

☞ *Enraged Trample:* After succeeding, the target must succeed at a TN 13 Acrobatics Challenge. On a failure, it suffers 2 damage and becomes **Prone**.

### (0) Shapechange

This character reverts back to its human form and heals 1 damage.

## SKUNK APE (MYRANDA)

Henchman (10), Living, Beast, Swampfiend

<i>Might</i> 4	<i>Grace</i> 0	<i>Speed</i> 1	<i>Resilience</i> 3
<i>Charm</i> -2	<i>Intellect</i> -1	<i>Cunning</i> 3	<i>Tenacity</i> 2
<i>Defense</i> 3 (13)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 5 (15)
<i>Willpower</i> 4 (14)	<i>Charge</i> 5	<i>Wounds</i> 10	

**Skills:** Acrobatics 4, Athletics 3, Enchanting 4☞, Husbandry 4☞, Martial Arts 3, Notice 4, Pugilism 2, Scrutiny 2, Toughness 4, Track 3, Wilderness 5.

**Distracting Scent:** Non-Swampfiend characters within ☞3 are considered to have the **Dazed** Condition.

**Loping Charge:** When this character takes a Charge Action, it may make a single 2 AP ☞ attack with a ☞ to the attack flip instead of two 1 AP ☞ attacks.

**Wicked:** This character's disengaging strikes deal damage.

### (1) Ferocious Claws (Pugilism)

AV: 6 (16) ===== Rg: ☞ 2 ===== Resist: Df  
Target suffers 2/3/6 damage.

☞ *Drag:* After succeeding, move up to 2 yards and then push the target into physical contact with this character.

✕ *Cowed:* After damaging, the target gains the following Condition until the end of its next turn: "**Cowed:** This character suffers a ☞ on all attack flips made against the character that applied this Condition."

### (2) Rampage (Pugilism)

AV: 6 (16) ===== Rg: ☞ 2 ===== Resist: Df  
Target suffers 4/5/7 damage.

☞ *Pound Chest and Roar:* After damaging, every character within (X)5 must make a TN 12 Horror Duel.

### (0) Mark Territory

This character may discard a card to give all characters within (X)2 the following Condition until it washes off: "**Covered in Slop:** This character suffers a ☞ to all Social Skill duels and cannot declare Triggers. Pigs targeting this character with attacks gain ☞ to the attack flip."

### (0) Shapechange

This character reverts back to its human form and heals 1 damage.

## SAMAEL HOPKINS, HUNTER OF WITCHES

Henchman (10), Living, Witch Hunter

<i>Might</i> 2	<i>Grace</i> 2	<i>Speed</i> 1	<i>Resilience</i> 4
<i>Charm</i> -2	<i>Intellect</i> -1	<i>Cunning</i> 3	<i>Tenacity</i> 2
<i>Defense</i> 5 (15)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 1 (11)
<i>Willpower</i> 6 (16)	<i>Charge</i> 5	<i>Wounds</i> 10	

**Skills:** Athletics 2, Bureaucracy 1, Centering 4, Convince 1, Counter-Spelling 3, Deceive 2, Evade 3, Enchanting 3☹, Heavy Melee 3✕, Intimidate 3, Notice 4, Pistol 4, Shotgun 2, Stealth 3, Toughness 4, Track 4, Wilderness 2.

**Unimpeded:** This character ignores penalties from terrain when taking Movement Actions.

**Visions of Flame:** This character's ☞ Actions ignore LoS, Cover, and darkness penalties when targeting characters with the **Burning** Condition.

### (1) Heavy Mallet (Heavy Melee)

AV: 5✕ (15✕) ----- Rg: ☞ 2 ----- Resist: Df

Target suffers 2/4/6 damage.

✕ *Drain Magic:* After damaging, end all magical effects and Conditions gained from Spells or Manifested Powers on the target, then heal 1 Wound for each such effect.

☹ *Critical Strike:* When damaging the target, this attack deals +1 damage for each ☹ in the final duel total.

### (1) Custom Collier Revolver w/ Torch Bullets (Pistol)

AV: 6 (16) ----- Rg: ☞ 12 ----- Resist: Df

Target suffers 2/3/4 damage. This weapon gains ☞ to its attack flips. Characters who suffer Severe damage gain **Burning +1**. Capacity 6, Reload 2.

☹ *Critical Strike:* When damaging the target, this attack deals +1 damage for each ☹ in the final duel total.

☞ *Ricochet:* After damaging, another character within 3 yards of the target suffers 1/2/4 damage. This damage flip may not be cheated.

### (0) Flaming Bullets (Enchanting/Cunning)

AV: 6☹ (16☹) ----- TN: 12☹

This character must discard a card. Until the start of this character's next turn, any character damaged by his Pistol attacks gains **Burning +1**, does not end its **Burning** Condition at the end of its turn, and suffers ☞ on Df duels.

## SAMAEL HOPKINS

Samael Hopkins is Sonnia Criid's second in command, but it is his ability as a skilled tracker that earned him his dangerous reputation. He has incredible patience and an uncanny ability to sense where his quarry is hiding or will be, both of which are admirable talents for a Witch Hunter.

Once he has found his quarry, Samael often sends a pack of Witchling Stalkers in to flush them out. Once his target is out of cover, Samael draws his custom revolver and takes aim. Though perfectly capable of putting a bullet through a man's head at a hundred paces, Samael often aims low, hobbling his quarry so that they can be arrested and taken in for questioning... or, more likely, transformation into a Witchling Stalker.

In the months after the death of Governor-General Kitchener, Samael took command of the Witch Hunters while Sonnia Criid recovered from her injuries. There are few men more loyal to anyone than Samael Hopkins is to Sonnia Criid, and they trust each other implicitly, even if he does think that her plans for Ridley are a bit too Machiavellian for his tastes.



# WITCHLING THRALL

Everyone reacts differently to the aetheric energies of Malifaux. Many people seem to remain untouched, others seem to be able to tap into their magical potential more easily, and a rare few learn how to bend the aether around them, using it to fuel their growing magical power.

On the rare occasion that Sonnia captures such a powerful individual, she takes her time burning away their souls. Any run-of-the-mill spellcaster can be turned into a Witchling Stalker, but these prime specimens are instead transformed into mighty Witchling Thralls. Their power turns inward during the transformation, searing away their minds and repurposing their bodies into massive walls of muscle.

Afterward, they are assigned a handler, just like Stalkers, and they begin the long, agonizing process of being turned into a tool for the Guild. In a different world, these former spellcasters might have been deciding the future of Malifaux, but Fate - and Sonnia Criid - had other plans.



## WITCHLING THRALL

Enforcer (8), Living, Witch Hunter, Witchling

<i>Might</i> 4	<i>Grace</i> -1	<i>Speed</i> 2	<i>Resilience</i> 4
<i>Charm</i> -2	<i>Intellect</i> 2	<i>Cunning</i> 0	<i>Tenacity</i> 2
<i>Defense</i> 4 (12)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 5 (13)
<i>Willpower</i> 5 (13)	<i>Charge</i> 6	<i>Wounds</i> 10	

**Skills:** Athletics 2, Centering 3, Counter-Spelling 3, Enchanting 2, Intimidate 3, Notice 3, Pugilism 2✕, Sorcery 4📖, Toughness 4, Track 2.

**Impossible to Wound:** Damage flips against this character suffer  $\square$  and may never be Cheated.

**Warding Sigils:** Every friendly character within  $\odot$ 3 gains  $\oplus$  to any duels made to resist Spells or Manifested Powers.

**Searing Mark:** All characters damaged by this character gain **Burning +1**.

**Sense Magic:** When a Spell or Manifested Power is cast within 30 yards of this character, it may attempt a Counter-Spelling Challenge (TN 20 - the spell's TN). On a success, this character learns the exact location of the caster and can sense any magical effects produced by the Spell or Manifested Power for its duration.

### (1) Chained Fists (Pugilism)

AV: 6✕ (14✕) ---- Rg:  $\mathcal{M}$  2 ----- Resist: **Df**  
Target suffers 2/3/4 damage.

✕ *Drain Magic:* After damaging, end all magical effects and Conditions gains from Spells or Manifested Powers on the target, then heal 1 Wound for each such effect.

☞ *Choke Out:* After damaging, the target gains **Suffocating +4**. The target's **Suffocating** Condition cannot end while it is within this character's engagement range.

### (1) Aetheric Blast (Sorcery/Intellect)

AV: 6📖 (14📖) ---- Rg:  $\mathcal{R}$  8 ----- Resist: **Df**  
Target suffers 2/3👤/4👤👤 damage. End all effects and Conditions gained from Spells or Manifested Powers on every character damaged by this action.

🐾 *Blowback:* After damaging, push every character damaged by this action up to 3 yards in any direction.

## CANDY, THE WOE OF CORRUPTED INNOCENCE

Henchman (10), Living, Mimic, Woe

<i>Might</i> -3	<i>Grace</i> 2	<i>Speed</i> 2	<i>Resilience</i> 1
<i>Charm</i> 4	<i>Intellect</i> 1	<i>Cunning</i> 2	<i>Tenacity</i> -2
<i>Defense</i> 5 (15)	<i>Walk</i> 5	<i>Height</i> 1	<i>Initiative</i> 5 (15)
<i>Willpower</i> 4 (14)	<i>Charge</i> 6	<i>Wounds</i> 8	

**Skills:** Acrobatics 2, Bewitch 4☞, Centering 2, Convince 2, Deceive 3, Evade 3, Necromancy 2☛, Notice 3, Scrutiny 3, Toughness 4.

**Manipulative (12):** When an enemy character targets this character with an action, they must pass a TN 11 Willpower Challenge. On a failure, this character may change the target of the action to a legal target of her choice.

**Puny:** This character has -1 Wounds and may not make disengaging strikes.

### (1) "Have Some Candy!" (Bewitch)

AV: 8☞ (18☞) ===== Rg: ☞ 1 ===== Resist: **Wp**

If the target is Living, it gains **Poison +1**.

☞ *Sweets:* The target heals 2/3/4 damage.

☞ *"...and Choke on It.":* The target suffers 2/3/4 damage.

☞ *Black Liquorice:* The target gains **Poison +2**.

☛ *Sours:* The target must pass a TN 14 Carouse Challenge or become **Paralyzed**.

### (1) Self Harm (Necromancy/Charm)

AV: 6☛ (16☛) === Rg: 10 yards === Resist: **Wp**

Choose one of the target's readied weapons and apply its damage to the target. The damage flip's Fate Modifiers are determined by the results of this duel.

### (1) Lure (Bewitch)

AV: 8☞ (18☞) === Rg: 18 yards === Resist: **Wp**

Target moves a number of yards equal to its Walk Aspect directly towards this character. This movement must end as close to this character as possible.

☛ *Confusing Feelings:* After succeeding, the target gains the following Condition until the end of its next turn:

**"Confusing Feelings:** This character suffers ☞ on all duels in which it is the defender."

## CANDY

Candy is the Woe of Innocence Corrupted. One of the first Woes to be unleashed when Pandora opened the Box, Candy has spent years walking the streets of Malifaux. Though she never ages, her hatred of the human filth polluting Malifaux grows stronger with every passing year.

Candy's diminutive size, innocent facade, and child-like behavior are as much a part of her arsenal as the poisonous treats she carries in her basket. She is adept at turning her victims' darkest desires and impulses against them, and she often prowls the alleyways of Malifaux City in search of new "daddies" to punish.

Since the Event, Candy has developed something of a temper. When upset, she often spews anger and curses until her little face is red with exertion. She is most deadly after these outbursts, often lingering at a murder site far longer than necessary in order to mutilate the body of her victim.

Due to her cracking psyche, Pandora has come to view Candy as an untrustworthy ally. Though the little Woe is quite good at luring her victims into traps, her outbursts have become tiresome, and Pandora is giving serious thought to returning her to the Box and replacing her with a more tolerable Woe.



# TEDDY

Teddies are the stuff of nightmares made real. While simple-minded, these stuffed bears are deceptively strong and violent, with little-to-no regard for their own safety. Teddies often live short, violent lives, as they never retreat from combat, even in the face of overwhelming odds. Their simple-minded focus makes it easy to lure them into traps, so they are often accompanied by a "friend" who can point them in the right direction and keep them from becoming distracted.

A Teddy's actions and perception are cruel mockeries of a child's love. It gleefully frolics through a world of sunshine, joy, and singing flowers, giving wonderful hugs to all of the other toys it encounters. When those toys break, it feels sad for a few moments, at least until it notices a new friend that can cheer it up.

Sometimes, a Teddy will come across a delicious cupcake. The sight of such treats always causes the malicious grin on the Teddy's face to widen, and it enjoys the game of chasing the cupcake around before finally catching and devouring the yummy treat, often in a single bite.



## TEDDY

Enforcer (8), Construct, Nightmare

<i>Might</i> 3	<i>Grace</i> -2	<i>Speed</i> 1	<i>Resilience</i> 4
<i>Charm</i> -3	<i>Intellect</i> -3	<i>Cunning</i> 2	<i>Tenacity</i> 3
<i>Defense</i> 3 (11)	<i>Walk</i> 5	<i>Height</i> 3	<i>Initiative</i> 4 (12)
<i>Willpower</i> 5 (13)	<i>Charge</i> 7	<i>Wounds</i> 11	

**Skills:** Athletics 3, Intimidate 4, Notice 3, Pugilism 3☛, Toughness 5, Track 2.

**Impossible to Wound:** Damage flips against this character suffer ☐ and may never be Cheated.

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

**Rush +2:** This character's Charge Aspect has been increased by +2.

**Terrifying (All) 13:** Enemy characters must pass a TN 13 Horror Duel when they end their turn within this character's engagement range or target this character with a harmful action.

### (1) Bear Claws (Pugilism)

AV: 6☛ (14☛) ===== Rg: ☞ 2 ===== Resist: Df  
Target suffers 3/4/6 damage.

☛ *Hurl:* After damaging, push the target 1 yard in any direction for every point of damage it suffered from this attack.

✕ *Swallow Whole:* After damaging a target with a lower Height than this character, the target must discard a card or be immediately killed and eaten.

### (2) Flurry

This character may discard a Twist Card to take three 1 AP attack actions with a Close Combat weapon against a single target.

### (0) Hungry Grin (Intimidate)

AV: 7 (15) ===== Rg: 6 yards ===== Resist: Wp

Until the end of this character's turn, it gains +✕ to every Close Combat attack it makes against the target. If this character kills the target with its Swallow Whole Trigger, this character heals 2/3/4 damage.

# MONTRESOR, THE SILENT WITNESS

Henchman (10), Undead, Tormented

<i>Might</i> 1	<i>Grace</i> 3	<i>Speed</i> 1	<i>Resilience</i> 3
<i>Charm</i> -4	<i>Intellect</i> 2	<i>Cunning</i> 1	<i>Tenacity</i> 2
<i>Defense</i> 3 (13)	<i>Walk</i> 5	<i>Height</i> 3	<i>Initiative</i> 5 (15)
<i>Willpower</i> 4 (14)	<i>Charge</i> 5	<i>Wounds</i> 10	

**Skills:** Convince 2, Deceive 1, Flexible 3✕, Intimidate 2, Notice 4, Scrutiny 3, Stealth 2, Toughness 4.

**Choking Aura:** Enemy characters that begin or end their turns within 3 of this model gain **Suffocating +1** and cannot end their **Suffocating** Condition while they remain within this aura.

**Hard to Wound +2:** Damage flips against this character suffer ☐☐.

**Terrifying (Living) 12:** Enemy Living characters must pass a TN 12 Horror Duel when they end their turn within this character's engagement range or target this character with a harmful action.

## (1) Noose (Flexible)

AV: 6✕ (16✕) ===== Rg: 3 ===== Resist: Df  
Target suffers 2/3/4 damage.

☞ **Choke Out:** After damaging, the target gains **Suffocating +4**. The target's **Suffocating** Condition cannot end while it is within this character's engagement range.

✕ **Pull 'em Tight:** After succeeding, push the target towards this character a number of yards equal to this character's Might Aspect (minimum 1 yard).

## (1) Toss the Noose (Flexible)

AV: 6✕ (16✕) ===== Rg: 10 ===== Resist: Df  
Target suffers 1/4/7 damage.

✕ **Pull 'em Tight:** After succeeding, push the target towards this character a number of yards equal to this character's Might Aspect (minimum 1 yard).

## (0) Offer Punishment (Convince)

AV: 4 (14) ===== Rg: 10 yards === Resist: Wp  
Target moves a number of yards equal to its Walk Aspect directly towards this character. This movement must end as close to this character as possible.

# MONTRESOR

During the days of the first Breach, Montresor was an executioner. Hundreds of thieves and criminals died at the end of his rope, including Jack Daw. As he prepared to hang the thief from the frost-covered Hanging Tree, Montresor met Jack's eyes and felt a terrible sense of foreboding and dread.

Despite his premonition, Montresor went through with the job and hanged Jack. He returned that night, heedless of the cold, to stare up at Jack's corpse as it swayed in the wind. Each new night found Montresor waiting at the foot of the Hanging Tree, bundled up against the growing cold, unable to explain why he could not stop thinking about the corpse or the growing dread in his heart.

A few days later, the Neverborn attacked the city and killed its residents, including Montresor. Instead of passing on to the next life, however, Montresor found himself standing at the foot of the Hanging Tree, once more staring up at Jack Daw's gently swaying corpse.

Since that day, Montresor has been cursed to serve as Jack Daw's witness, watching helplessly as the vengeful specter vents his rage and frustration upon the living and dead alike.



# THE HANGED

Over a hundred years ago, a criminal named Jack Daw was captured by the Council and sentenced to death by hanging. That might have been the end of his story, had the Swamp Witch, Zoraida, not worked her powerful magic upon him. She transformed Jack Daw into a spiritual wedge and used him to seal off the Great Breach for one hundred years.

The magic of the ritual was so powerful that it fundamentally changed the nature of reality. Those who die in a similar manner to Jack Daw - by hanging - are imbued with a small fraction of his power, often returning from beyond the grave with surprising strength. Litanies of their crimes and the crimes of their victims spew forth like a poisonous miasma from their lips, polluting and destroying the minds and souls of anyone unfortunate enough to be within earshot.



## THE HANGED

Enforcer (8), Undead, Spirit, Tormented

<i>Might</i> 3	<i>Grace</i> 3	<i>Speed</i> 2	<i>Resilience</i> 2
<i>Charm</i> -4	<i>Intellect</i> 0	<i>Cunning</i> 1	<i>Tenacity</i> 4
<i>Defense</i> 4 (12)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 4 (12)
<i>Willpower</i> 7 (15)	<i>Charge</i> 6	<i>Wounds</i> 7	

**Skills:** Centering 5, Flexible 3✕, Intimidate 4, Necromancy 2✕, Notice 2, Toughness 2, Track 2.

**Incorporeal:** This character ignores, and is ignored by, other characters and terrain during any movement. Reduce all damage this character suffers from Ranged and Close Combat attack actions by half.

**Maddening Whispers:** Any character that ends its turn within 3 of this character gains the following Condition: "**Crazy +1:** This character suffers -1 to the final duel total of any duel involving a Mental Aspect. She may hear voices or see things that are not actually there, at the Fatemaster's discretion."

**Terrifying (All) 13:** Enemy characters must pass a TN 13 Horror Duel when they end their turn within this character's engagement range or target this character with a harmful action.

### (1) Noose (Flexible)

AV: 6✕ (14✕) ===== Rg: 2 ===== Resist: Df  
Target suffers 2/3/4 damage.

✕ *Torment:* After succeeding, the target must discard a card. If it cannot, it gains **Crazy +1**.

☞ *Hang 'em High:* After damaging, the target must discard a card. If it cannot, the noose wraps around the target's neck and yanks upward, snapping the target's neck and killing them.

### (1) Toss the Noose (Flexible)

AV: 6✕ (14✕) ===== Rg: 10 ===== Resist: Df  
Target suffers 1/4/7 damage.

✕ *Pull 'em Tight:* After succeeding, push the target towards this character a number of yards equal to this character's Might Aspect (minimum 1 yard).

## FOOD COLLECTOR

Minion (6), Living

<i>Might</i> 2	<i>Grace</i> 1	<i>Speed</i> 0	<i>Resilience</i> 1
<i>Charm</i> -1	<i>Intellect</i> 0	<i>Cunning</i> -1	<i>Tenacity</i> 2
<i>Defense</i> 3 (9)	<i>Walk</i> 4	<i>Height</i> 2	<i>Initiative</i> 2 (8)
<i>Willpower</i> 4 (10)	<i>Charge</i> 4	<i>Wounds</i> 5	

**Skills:** Athletics 1, Deceive 2, Evade 1, Intimidate 3, Lockpicking 2, Melee 2, Notice 2, Pick Pocket 3, Pistol 3, Pugilism 1, Scrutiny 3, Stealth 1.

**Relentless:** This character is immune to Horror Duels.

**Dirty Trick:** This character gains the following Trigger on the Trick Action:

☛ *Dirty Trick:* After succeeding, take a (1) AP Close Combat attack against the target, if it is in range.

### (1) Club (Melee)

AV: 4 (10) ----- Rg: 2----- Resist: **Df**  
Target suffers 2/2/4 damage. If this weapon deals Severe damage, the target suffers a Weak Critical Effect in addition to any other Critical Effects it would suffer.

📖 *Drop It:* After damaging, the target must pass a TN 10 Centering duel or drop one of the items held in its hands.

### (1) .40 Flintlock (Pistol)

AV: 4 (10) ----- Rg: 6----- Resist: **Df**  
Target suffers 3/4/6 damage. This weapon gives its wielder ☛ to Intimidate Challenges. Capacity 1, Reload 3.

### (1) "Gimme That!" (Pick Pocket)

AV: 3 (9) ----- Rg: 1 yard --- Resist: **Special**  
Steal an item that the target is not currently holding. This Action is resisted by the target's Notice Skill.

☛ *A Proper Mugging:* After succeeding, take a 1 AP Melee or Pistol action against the target, even if engaged.

## FOOD COLLECTOR

These men and women have been tasked with collecting food from the wealthiest residents of Ridley so that it can be distributed to the poor and hungry. The exact appearance of these thugs varies depending upon the faction that has decided to employ them.



### COLLECTION SERGEANTS

Collection Sergeants are the leaders of the food collection patrols. Their stats are similar to those of a Food Collector, save that their rank is Enforcer (7) and they exchange their .40 Flintlock attack for the following attack:

#### (1) .50 Flintlock (Pistol)

AV: 4 (11) ---- Rg: 10 ---- Resist: **Df**  
Target suffers 4/6/8 damage. This weapon gives its wielder ☛ to Intimidate Challenges. Capacity 1, Reload 4.

☪ *Devastating Shot:* After damaging, the target suffers a Critical Effect matching the level of damage this attack inflicted (Weak, Moderate, or Severe).

# MALFORMED (MARCUS)

The corpses that Dr. Baldasar experimented upon had already been twisted by the primal magic of Marcus' Wrath Fetishes, but once they were infused with the concentrated essence of those totems, the change fully gripped their rotting bodies. Bones twisted and backs hunched as a deep, atavistic rage built up inside them.

Possessed of the worst qualities of both beast and undead, the Malformed would be almost unrecognizable as human, were it not for the tattered pieces of clothing that cling to their dead limbs. They crawl about on all fours, only taking in breath to sniff the air for some scent of their prey.

When finally drawn into combat, the Malformed are horrific opponents. They fight with abandon, clamping their jaws down onto limbs and then rending and scratching at their prey with their clawed hands. When their victims finally succumb to their overwhelming strength, these twisted beasts gorge themselves on the remains, gulping down large pieces of flesh without even bothering to chew.

Since they are dead, Malformed lack a functional digestive system. When their bodies become so distended from rotting food as to make movement difficult, they double over and vomit up all the rancid meat they consumed into a disgusting pile before lopping off to look for their next "meal."



## MALFORMED (MARCUS)

Enforcer (7), Undead, Beast

<i>Might</i> 3	<i>Grace</i> -1	<i>Speed</i> 2	<i>Resilience</i> 2
<i>Charm</i> -2	<i>Intellect</i> -1	<i>Cunning</i> 1	<i>Tenacity</i> 3
<i>Defense</i> 4 (11)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 2 (9)
<i>Willpower</i> 5 (12)	<i>Charge</i> 6	<i>Wounds</i> 7	

**Skills:** Athletics 2, Intimidate 2, Pugilism 2, Toughness 2.

**Hard to Wound +1:** Damage flips against this character suffer  $\square$ .

**Eat Your Fill:** After killing a Living creature with a Close Combat attack, this character may immediately end its turn to heal all damage it has suffered by gorging itself on the creature's flesh.

**Frenzied:** When this character is reduced to less than half its total Wounds during Dramatic Time, it enters a Frenzy. While in a Frenzy, this character gains  $\blacklozenge$  to its attack and damage flips and cannot be commanded by the Order Action. The Frenzy lasts until the end of Dramatic Time.

### (1) Monstrous Jaws (Pugilism)

AV: 5 (12) ----- Rg:  $\blacklozenge$  2 ----- Resist: Df

Target suffers 2/3/4 damage.

$\blacklozenge$  *Rend:* After damaging, if this character damaged the target with a previous Pugilism attack this turn, the target suffers 2 damage and a Moderate Critical Effect.

$\times$  *Pound of Flesh:* After damaging a Living or Undead character, this character heals 1/2/3 damage.

### (2) The Mauling (Pugilism)

AV: 5 (12) ----- Rg:  $\blacklozenge$  1 ----- Resist: Df

Target suffers 2/3/4 damage and suffers a Critical Effect of the appropriate severity.

### (0) Howl to the Blood Moon (Intimidate)

This character may discard a card to force every Living character within (X)10 to make a TN 12 Centering Challenge. Those who fail are shaken with fear and gain the following Condition until the start of this character's next turn: **"Prey:** This character may not take Charge Actions and while engaged in melee can only take Walk Actions."

## MALFORMED (SONNIA)

Enforcer (7), Undead, Tormented

<i>Might</i> 1	<i>Grace</i> -1	<i>Speed</i> 1	<i>Resilience</i> 2
<i>Charm</i> -2	<i>Intellect</i> 2	<i>Cunning</i> -3	<i>Tenacity</i> 3
<i>Defense</i> 3 (10)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 1 (8)
<i>Willpower</i> 5 (12)	<i>Charge</i> 5	<i>Wounds</i> 7	

**Skills:** Flexible 2, Grappling 4, Sorcery 3, Toughness 2.

**Born of Flame:** When this character is killed, a Fire Gamin (pg. 157) bursts out of its chest, reducing this character to cinders. The Fire Gamin may not act this round.

**Hard to Wound +1:** Damage flips against this character suffer  $\square$ .

**Flaming Contents:** When this character suffers a Critical Effect or is killed, all characters within (X)2 must succeed on a TN 12 Evade Challenge or gain **Burning +2**.

**Saracenar's Plight:** Reduce the damage this character suffers from the **Burning** Condition to 0.

### (1) Smoldering Grasp (Grappling)

AV: 5 (12) ===== Rg:  $\text{///}$  1 ===== Resist: Df  
Target suffers 1/2/3 damage and gains **Burning +1**.

$\text{☞}$  *Immolate:* After succeeding, the target gains the following Condition: "**Everburning:** This character does not end its **Burning** Condition at the end of its turn (though it does still suffer damage normally). End this Condition when this character's **Burning** Condition ends."

$\text{☞}$  *Stoke the Flame:* After succeeding, the target gains an additional **Burning +1** for each  $\text{☞}$  in the final duel total.

### (1) Exhale Flame (Sorcery/Intellect)

AV: 5 (12) ===== Rg:  $\text{r}$  8 ===== Resist: Df  
Target suffers 2/3 $\text{☠}$ /4 $\text{☠}$  damage. All characters damaged by this attack gain **Burning +1**.

### (0) Burning Veil (Sorcery/Intellect)

This character may discard a card. If it does, until the start of this character's next turn, any character that damages this character with a Close Combat attack gains **Burning +1**.

## MALFORMED (SONNIA CRUID)

Those who bear Sonnia's Wrath Fetish brands often experience symptoms such as a burning in their gut or smoke that periodically wafts upward from their mouth. As these symptoms worsen, the branded person eventually bursts into flame and lashes out at those around them until the fires fully consume their body and soul.

Dr. Baldasar's experiments have taught him how to kindle the sparks still burning within these charred husks. Like charcoal, the undead formed from these corpses burn long and hot, making them ideal for the sort of chaos that George Blank intends to unleash upon Ridley. Worse yet, even when the Malformed itself is slain, the flames within the crumbling corpse leap free and take the form of sadistic Fire Gamin, often to the surprise of the Malformed's murderer.



# FIRE GAMIN

Fire Gamin display all the worst tendencies of children. They are mischievous, curious, and cruel, with a sense of humor that could only be appreciated by a sociopath (or an arsonist).

Like all Gamin, Fire Gamin are artificial creatures consisting of little more than elemental power bound to a physical body. Their imp-like features are wreathed in flames, and their unstable bodies are constantly setting alight anything flammable that they touch. Worse yet, when destroyed, these fiendish creatures explode in a ball of searing flame, burning everyone and everything around them.

In battle, Fire Gamin cackle gleefully as they torment their foes. Left to their own devices, they are incredibly destructive and need little incentive to run amok, setting everything around them on fire. Fighting these creatures in close quarters all but ensures that their opponents will suffer serious burns, from either its burning body or the flames they can project from their mouths and outstretched hands.

The Fire Gamin created from a destroyed Malformed tend to be less jovial and more aggressive than their kin, most likely as a result of magical contamination by the energies of a Wrath Fetish. These unpleasant creatures are more sadistic than careless, though the distinction is likely lost upon those unfortunate enough to face them in combat.



## FIRE GAMIN

*Minion (5), Construct, Gamin*

<i>Might</i> 2	<i>Grace</i> 2	<i>Speed</i> 0	<i>Resilience</i> 1
<i>Charm</i> -3	<i>Intellect</i> -1	<i>Cunning</i> 1	<i>Tenacity</i> 2
<i>Defense</i> 4 (9)	<i>Walk</i> 4	<i>Height</i> 1	<i>Initiative</i> 2 (7)
<i>Willpower</i> 4 (9)	<i>Charge</i> 5	<i>Wounds</i> 5	

**Skills:** Evade 3, Notice 2, Pugilism 2, Thrown Weapons 2.

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

**Flaming Demise:** If this character falls unconscious, it is killed. When this character is killed, all characters within (X)2 suffer 2 damage and gain **Burning +1**.

**Rush +1:** This character's Charge Aspect has been increased by +1.

**Saracenar's Plight:** Reduce the damage this character suffers from the **Burning** Condition to 0.

### (1) Flaming Claw (Pugilism)

AV: 4 (9) ----- Rg:  $\infty$  1----- Resist: Df  
Target suffers 1/3/4 damage and gains **Burning +1**.

### (1) Flaming Blast (Thrown Weapons)

AV: 4 (9) ----- Rg:  $\infty$  8 ----- Resist: Df  
Target suffers 1/3/4 damage and gains **Burning +1**.

## MALFORMED (PANDORA)

Enforcer (7), Undead, Woe

<i>Might</i> 2	<i>Grace</i> 2	<i>Speed</i> 2	<i>Resilience</i> 2
<i>Charm</i> -3	<i>Intellect</i> -3	<i>Cunning</i> -3	<i>Tenacity</i> 3
<i>Defense</i> 4 (11)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 3 (10)
<i>Willpower</i> 5 (12)	<i>Charge</i> 6	<i>Wounds</i> 7	

**Skills:** Flexible 3, Grappling 2, Notice 1, Pugilism 3, Toughness 2.

**Hard to Wound +1:** Damage flips against this character suffer  $\square$ .

**Hysterical Frenzy:** This character gains  $\blacklozenge$  to its attack and damage flips when it has zero Wounds or fewer.

**Terrifying (All) 12:** Enemy characters must pass a TN 12 Horror Duel when they end their turn within this character's engagement range or target this character with a harmful action.

### (1) Tentacle Lash (Flexible)

AV: 5 (12) ----- Rg:  $\curvearrowright$  5 ----- Resist: Df  
Target suffers 2/2/3 damage.

$\blacklozenge$  *Pull and Drag:* After damaging, push the target towards you a number of yards equal to your Might Aspect.

### (1) Chest Maw (Pugilism)

AV: 5 (12) ----- Rg:  $\lll$  1 ----- Resist: Df  
Target suffers 3/4/6 damage. Any Critical Effects caused by this Action gain  $\blacklozenge$  to their flip.

$\blacklozenge$  *Crushing Strike:* When damaging, the damage flip gains  $\blacklozenge$  for each  $\blacklozenge$  in the final duel total.

$\times$  *Swallow Whole:* After damaging a target with a lower Height than this character, the target must discard a card or be immediately killed and eaten.

### (0) Psychic Shriek

This character may discard a card. If it does so, every non-Woe character within (X)6 must succeed on a TN 14 Wp duel or be unable to declare Triggers until the start of this character's next turn. If a character generates one or more Margins of Failure on this duel, she also becomes **Slow**.

## MALFORMED (PANDORA)

When Dr. Baldasar created the Malformed, he hadn't expected things to get so... *weird*.

His preliminary autopsies of those who had perished while under the influence of the Wrath Fetishes had revealed a number of strange tentacles growing inside their corpses. As he animated the dead and infused them with the raw essence of the Wrath Fetishes, these abhorrent growths surged to life, bursting out of their host's chest and wrapping them in pulsating tentacles.

Stranger still, despite having animated the corpses, they were not under his control. The tentacle-wrapped zombies still followed his orders, most of the time, but they would also ignore him on occasion. He reported his fears to Blank - that the tentacle-thing inside the zombies had subsumed control of the Malformed for its own nefarious purposes.

George Blank just laughed in a way that Dr. Baldasar found very disturbing.



# MALFORMED (JACK DAW)

Despite his necromantic prowess, Dr. Baldasar had difficulties animating the corpses of those who perished in the Ridley Massacre. Or, to put it more accurately, he had difficulties *keeping* the corpses animated: as soon as one was animated, the newly-spawned undead would begin attacking itself with whatever weapons it could find.

Baldasar tried every trick in his extensive book to keep the undead from destroying themselves: tying them down, replacing their brain and arms, a few mumbled prayers from what he remembered of his Orthodox Christian upbringing... every time, the result was the same.

It was only out of desperation that he finally caved in to George Blank's suggestion that he simply allow the Malformed to harm themselves. It has proven to be an effective means of keeping them under control, but their extensive self-mutilation has taken its toll on Dr. Baldasar, who can't seem to get the disturbing images of the Malformed's self-destructive behavior out of his mind.



## MALFORMED (JACK DAW)

*Enforcer (7), Living, Tormented*

<i>Might</i> 3	<i>Grace</i> 1	<i>Speed</i> 1	<i>Resilience</i> 2
<i>Charm</i> -2	<i>Intellect</i> -1	<i>Cunning</i> 1	<i>Tenacity</i> 3
<i>Defense</i> 3 (10)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 3 (10)
<i>Willpower</i> 5 (12)	<i>Charge</i> 5	<i>Wounds</i> 7	

**Skills:** Melee 2, Necromancy 2✕, Notice 2, Toughness 2.

**Dig Two Graves:** If this character is killed, it may discard a card to immediately take the **Doom** Action against the character that killed it, regardless of range or line of sight.

**Hard to Wound +1:** Damage flips against this character suffer  $\square$ .

### (1) Murder Weapons (Melee)

AV: 5 (12) ===== Rg:  $\text{///}$  2 ===== Resist: **Df**

Target suffers 2/3/5 damage.

☞ **Critical Strike:** When damaging the target, this attack deals +1 damage for every ☞ in the final duel total.

✕ **Borrowed Time:** After damaging, if the target has the **Doomed** Condition, reduce its value by 1, then this character heals 2 damage.

### (1) Doom (Necromancy/Tenacity)

AV: 5✕ (12✕) == TN: 12✕ == Rg: 2 yards == Resist: **Wp**

Target gains the following Condition: "**Doomed +10:**

At the end of this character's turn, lower the value of this Condition by exactly 1. If the value of this Condition reaches zero in this manner, this character dies. Any character within 1 yard of this character (including this character) may end this Condition by spending 2 AP and making a successful TN 13 Counter-Spelling Challenge."

### (0) Hellbound (Necromancy/Tenacity)

This character may discard a card. If it does, every Living character within (X)2 must succeed on a TN 10 Toughness Challenge or suffer the following Lasting Critical Effect: "**Hellbound +1:** This character's Wound Aspect is reduced by +1. If this reduces the character's Wound Aspect to 0, this character permanently loses the Living Characteristic and gains the Undead and Tormented Characteristics, then end this Critical Effect."

# GEORGE BLANK

Henchman (10), Living, Tormented

<i>Might</i> 2	<i>Grace</i> 3	<i>Speed</i> 1	<i>Resilience</i> 2
<i>Charm</i> -1	<i>Intellect</i> 3	<i>Cunning</i> 2	<i>Tenacity</i> 2
<i>Defense</i> 4 (14)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 4 (14)
<i>Willpower</i> 5 (15)	<i>Charge</i> 5	<i>Wounds</i> 7	

**Skills:** Bureaucracy 2, Centering 3, Doctor 2, Enchanting 2, Engineering 2, Evade 2, Forgery 1, Mathematics 2, History 3, Literacy 4, Necromancy 3✗, Notice 3, Pugilism 3✗, Printing 2, Scrutiny 1, Stitching 2, Toughness 2.

**Cynic:** This character gains **+** on all duels made to resist deception (including the Trick Action).

**Frenzied Charge:** This character gains **+** to any attacks it generates due to the Charge action.

**Relentless:** This character is immune to Horror Duels.

## (1) Brass Knuckles (Pugilism)

AV: 5✗ (15✗) ===== Rg: **///** 2 ===== Resist: **Df**

Target suffers 1/3/4 damage. This attack ignores one **□** to the damage flip.

✗ *Low Blow:* After succeeding, the target becomes **Dazed** until the end of its next turn.

## (1) Mind Control (Necromancy/Charm)

AV: 2✗ (12✗) == TN: 10✗ == Rg: 10 yds == Resist: **Wp**

Target performs a 1 AP action controlled by this character. The action cannot force the target to attack itself or to divulge any sort of information.

## (1) Unnatural Shifting (Enchanting/Cunning)

AV: 4 (14) ===== Rg: **///** 2 ===== Resist: **Wp**

Part of the target's body shifts based on a suit of the caster's choice in the final duel total, rendering all armor on that body part useless. The effect lasts 1 minute.

☞ *Torso:* The target suffers 2/3/4 damage.

📖 *Head:* The target becomes **Dazed**.

✗ *Arms:* The target gains **Useless Limb (Arms)**.

👣 *Legs:* The target gains **Useless Limb (Legs)**.

# GEORGE BLANK

Before he was framed for a murder that he didn't commit, George Blank was a man of letters. He was convicted after a laughably short trial with little evidence, but he still managed to convince the judge that he had skills and knowledge that were useful to the Guild. Rather than the hangman's noose, he was given tattoos on the backs of his hands, marking him as a convicted criminal.

To ensure that he would not use his stay of execution to escape, the Guild used its magic to burn all memory of his past life out of his skull. He still remembers his skills and how to apply them, but every aspect of his past life - including his name, for it was not George Blank - is lost to him. In the long years since, Blank has seen too many lines crossed to retain any illusion that humans are capable of any real ethical or moral strength.

Though the Guild believes him to be harmless, George Blank has already come under the thrall of his Patron and now willingly works against everyone for his own purposes.



## DR. ALEXI BALDASAR

When the Guild arrested Vlas Andreev for being in possession of two corpses, he feigned insanity and claimed that the corpses were still alive, which resulted in him getting committed to the Ridley Mental Hospital instead of hanged for necromancy.

It was in the asylum that Vlas met George Blank, who realized that the old man was only pretending to be insane. Sensing an opportunity, Blank made Vlas an offer: if he agreed to help Blank with the necromantic portions of his plan, he would release Vlas and arrange for him to receive a new identity.

As "Doctor" Alexi Baldasar, Vlas has succeeded in infusing the dead with the raw essence of a Wrath Fetish. His Malformed, as he calls them, were intended to play a larger role in Ridley's destruction, but with the shifting of Blank's plans, they've become nothing more than a distraction. Baldasar doesn't even care: he's just waiting for the right chance to escape from Ridley without ruining his new reputation or drawing the attention of Blank's patron.



### SOULSTONE SUPPLIES

George Blank has given two stolen raw Soulstones to Dr. Baldasar to assist him with his experiments. Both are Lade 2 (Size 2, Quality 0) and hidden inside Baldasar's pockets. Following the murder of the corpse vault guards, both Soulstones are fully charged.

## DR. ALEXI BALDASAR

Enforcer (8), Living

Might -2	Grace 0	Speed 0	Resilience -1
Charm 2	Intellect 1	Cunning 3	Tenacity 2
Defense 2 (10)	Walk 4	Height 2	Initiative 2 (10)
Willpower 4 (12)	Charge 4	Wounds 6	

**Skills:** Alchemy 2, Bureaucracy 2, Deceive 3, Doctor 1, Forgery 2, History 1, Literacy 3, Necromancy 3✕, Notice 2, Prestidigitation 2♣, Scrutiny 2, Stealth 1, Toughness 2.

**Wp (✕) Twisted Mind:** After this character succeeds, the attacker suffers 2 damage.

**The Pillars of Heaven (Magical Theory):** When using a Soulstone or Soulstone Dust to augment a Spell or Manifested Power, this character gains a ♣ to his casting die and may add a suit of his choice to the final die total (instead of having to choose between one or the other). When casting a Spell or Manifested Power that is not augmented by a Soulstone, however, its TN is increased by +1.

### (1) Drain Life (Necromancy/Tenacity)

AV: 5✕ (13✕) == TN: 12✕ == Rg: ♣ 1 == Resist: Df  
A Living target suffers 1/3/4 damage, then this character heals an amount of damage equal to the damage inflicted (after reduction).

♣ *Channel Soul:* After damaging, every friendly Undead character within (✕)2 heals an amount of damage equal to the damage inflicted (after reduction).

### (1) Swirling Illusions (Prestidigitation/Intellect)

AV: 3♣ (11♣) == TN: 10♣ == Rg: 1 yard == Resist: Wp  
Name a suit when this spell is cast. Until the start of this character's next turn, any successful attack against the target that does not include the named suit in its final die total is considered to be a miss.

### (0) Walking Autopsy (Necromancy/Charm)

This character may discard a card to animate a corpse within 3 yards as a Guild Autopsy (pg. 162) under his control. The Guild Autopsy may act this round.

## GUILD AUTOPSY

Minion (5), Undead, Horror

<i>Might</i> 1	<i>Grace</i> 2	<i>Speed</i> 1	<i>Resilience</i> 0
<i>Charm</i> -3	<i>Intellect</i> -1	<i>Cunning</i> -1	<i>Tenacity</i> 3
<i>Defense</i> 4 (9)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 3 (8)
<i>Willpower</i> 5 (10)	<i>Charge</i> 5	<i>Wounds</i> 5	

**Skills:** Athletics 1, Evade 2, Melee 3, Notice 2, Pistol 2, Stealth 1, Toughness 1.

**Embalmed:** This character is not immune to **Poison**. When this character would suffer damage due to the **Poison** Condition, it instead heals 1 damage. At the start of Dramatic Time, this character gains **Poison +5**.

**Hard to Wound +1:** Damage flips against this character suffer  $\square$ .

### (1) Corrupted Sword (Melee)

AV: 4 (9) ----- Rg:  $\text{///}$  1 ----- Resist: Df

Target suffers 1/3/4 damage.

✗ *Infect:* After succeeding, the target gains the **Poison +1** Condition a number of times equal to the number of ✗ in the final duel total.

### (1) Corrupted Pistol (Pistol)

AV: 4 (9) ----- Rg:  $\text{r}$  12 ----- Resist: Df

Target suffers 1/3/4 damage.

✗ *Infect:* After succeeding, the target gains the **Poison +1** Condition a number of times equal to the number of ✗ in the final duel total.

## GUILD AUTOPSY

In life, Guild Autopsies were dutiful (or at the very least, breathing) guardsmen in the employ of the Guild. Instead of earning the customary burial following their untimely demise, however, these guardsmen had the bad fortune to have their corpses animated into shuffling zombies.

Ironically, their roles in undeath are similar to their roles in life. They are the expendable minions of a cruel and uncaring master, barely given attention save for when it comes time to murder someone their masters can't be bothered to handle themselves.

The primary advantage of Guild Autopsies over other types of zombies is their skill with firearms. The relentless drills and training of the Guild are so effective that most guardsmen retain the ability to effectively fire a pistol even after their death and subsequent reanimation. Their aim tends to be less than amazing - zombies are notorious for their poor reflexes - but in the minds of many necromancers, a walking corpse with poor aim is better than one with no aim at all.



# THE ASCENDED (MARCUS)

The corruptive energies of multiple Wrath Fetishes have warped and twisted George Blank's body, transforming him into a hulking, brutish monster. While Blank succeeded in gaining the strength he needed to defeat the Fated, the transformation cost him dearly.

His increased strength and speed were purchased at the cost of his intellect, and with each passing moment, the concept of "George Blank" as a person is increasingly overwhelmed by the irresistible urge to hunt, kill, and feed. He's already little more than a growling beast, and as the transformation continues, his body will grow stronger as his mind continues to devolve into an atavistic state.

Though his transformation comes as a surprise to Marcus, it is not an unwelcome one. The Beastmaster has always been interested in pushing the boundaries of humanity and evolution, and Blank's transformation hints at some very intriguing possibilities for the future...



## THE ASCENDED (MARCUS)

*Henchman (10), Living, Beast, Tormented*

<i>Might</i> 4	<i>Grace</i> 3	<i>Speed</i> 3	<i>Resilience</i> 4
<i>Charm</i> -2	<i>Intellect</i> -1	<i>Cunning</i> 3	<i>Tenacity</i> 2
<i>Defense</i> 5 (15)	<i>Walk</i> 6	<i>Height</i> 3	<i>Initiative</i> 6 (16)
<i>Willpower</i> 5 (15)	<i>Charge</i> 7	<i>Wounds</i> 11	

**Skills:** Centering 3, Enchanting 2, Evade 2, Intimidate 3, Notice 3, Pugilism 3, Toughness 5.

**Eat the Fallen:** When this character kills a target with its Close Combat attack, this character heals 3 damage and the target's remains are devoured (rendering them unable to be raised as an Undead or harvested for parts).

**Frenzied Charge:** This character gains **+** to any attacks it generates due to the Charge action.

**Regeneration +3:** This character heals 3 damage at the start of its turn during Dramatic Time.

**Relentless:** This character is immune to Horror Duels.

### (1) Feral Claws (Pugilism)

AV: 7 (17) ===== Rg: **///** 2 ===== Resist: **Df**  
Target suffers 3/4/6 damage. This action gains **+** to the attack flip.

**Rake Claws:** After damaging, take this Action again against a different target in range.

**Snapping Jaws:** After succeeding, the target suffers 2/3/5 damage and then suffers a Critical Effect of the appropriate severity.

### (2) Frenzied Slashing

This character may discard a card to take three 1 AP attack actions with a Close Combat weapon against three separate targets. This character may move a number of yards equal to its Walk Aspect between each attack.

### (0) Bloody Bay (Intimidate)

This character may discard a card to force every character within **(X)10** to make a TN 15 Centering Challenge. Those who fail gain the following Condition: "**Enraged:** On this character's turn, it must spend its first AP to attack the nearest character. If none are in range, it must declare a Charge (if possible). Then end this Condition."

## THE ASCENDED (SONNIA)

Henchman (10), Tormented

Might -2	Grace 3	Speed 4	Resilience 2
Charm -1	Intellect 3	Cunning 2	Tenacity 2
Defense 6 (16)	Walk 6	Height 3	Initiative 7 (17)
Willpower 5 (15)	Charge 8	Wounds 10	

**Skills:** Centering 3, Enchanting 2, Evade 2, Grappling 3, Intimidate 3, Notice 3, Sorcery 3, Toughness 5.

**Immolating Aura:** Other characters ending their turns within 3 of this character gain **Burning +1**.

**Incorporeal:** This character ignores, and is ignored by, other characters and terrain during any movement. Reduce all damage this character suffers from Ranged and Close Combat attacks by half.

**Relentless:** This character is immune to Horror Duels.

**Saracenar's Plight:** Reduce the damage this character suffers from the **Burning** Condition to 0.

### (1) Heat Crash (Grappling)

AV: 7 (17) ===== Rg: 2 ===== Resist: Df

Target suffers 1/1 damage. Every character damaged by this attack gains **Burning +3**.

**Immolate:** After succeeding, the target gains the following Condition: "**Everburning:** This character does not end its **Burning** Condition at the end of its turn (though it does still suffer damage normally). End this Condition when this character's **Burning** Condition ends."

### (2) Giga-Flare (Sorcery/Intellect)

AV: 6 (16) == TN: 16 == Rg: 8 == Resist: Df

Target suffers 4/8/12 damage. Every character damaged by this attack gains **Burning +8** and suffers a Critical Effect of the appropriate severity.

**Over 9,000 Degrees!:** After damaging, the target must discard two cards. If they do not, they and all of their belongings are utterly vaporized. They're dead, Jim.

### (0) Flare Up (Sorcery/Intellect)

AV: 6 (16) ===== TN: 16

This character may discard a card to force every character within 10 to pass a TN 16 Centering Challenge or gain the **Blind** Condition until the start of their next turn.

## THE ASCENDED (SONNIA CRIID)

When George Blank branded himself with multiple Wrath Fetishes, the surge of raw magic lit his soul aflame. His physical body quickly burned away, leaving a vengeful pillar of flame where a troubled man once stood. Whatever doubts or regrets Blank might have quietly nursed in his heart disappeared in that moment, leaving behind only his fanatical devotion to the Guild.

The transformation into one of the Ascended may have robbed Blank of his body, but in return, it significantly increased his magical power. With but a gesture, he can create explosions of terrible heat that melt cobblestones and turn flesh to ash in the blink of an eye. If the Fated cannot stop him, the flames of hatred might never burn out...



# THE ASCENDED (PANDORA)

When George Blank peered into Pandora's box, the terrible, unfathomable entity trapped within the puzzle box returned his gaze. Blank's mind shattered in an instant, and as he howled at the sky and tore at his flesh, Pandora laughed and hugged the box closer to her chest.

By donning so many of the Wrath Fetishes, Blank tapped into a tiny fraction of the entity's power... and it utterly destroyed him. His body twisted and distorted as tentacles and screaming faces pressed outward against his flesh, and the last shreds of his damaged psyche unraveled, plunging him into pure madness.

Worse yet, the insanity that had claimed Blank began to spill out of his body, dissolving the lines between his deranged mind and the minds of those around him.



## THE ASCENDED (PANDORA)

Henchman (10), Tormented

<i>Might</i> -2	<i>Grace</i> 3	<i>Speed</i> 2	<i>Resilience</i> 2
<i>Charm</i> -2	<i>Intellect</i> 3	<i>Cunning</i> 2	<i>Tenacity</i> 3
<i>Defense</i> 4 (14)	<i>Walk</i> 5	<i>Height</i> 3	<i>Initiative</i> 5 (15)
<i>Willpower</i> 5 (15)	<i>Charge</i> 6	<i>Wounds</i> 10	

**Skills:** Centering 3, Evade 2, Grappling 4, Intimidate 3, Necromancy 3✕, Notice 3, Toughness 5.

**Constriction:** This character gains **+** to disengaging strikes, and its disengaging strikes deal damage.

**Relentless:** This character is immune to Horror Duels.

**Terrifying (All) 13:** Enemy characters must pass a TN 13 Horror Duel when they end their turn within this character's engagement range or target this character with a harmful action.

### (1) Thrashing Tentacles (Grappling)

AV: 6 (16) ----- Rg: **///** 3 ----- Resist: **Df**

Target suffers 2/3/5 damage. If this attack deals Moderate or Severe damage, the target must attempt a TN 12 Horror Duel.

♣ **SMACK:** After damaging, push the target up to 4 yards in any direction.

♣ **Crushing Tentacles:** When damaging, the damage flip gains **+** for each ♣ in the final duel total and ignores **Hard to Wound** and any benefits of Armor.

### (2) Psycho-Split (Necromancy/Tenacity)

AV: 6✕ (16✕) == TN: 16✕ == Rg: 10 yds == Resist: **Wp**

Target suffers 1/2/5 damage and gains the following Condition until this character is killed: **"In Your Head:** At the start of this character's turn, it must flip a card from the Fate Deck, which may be Cheated. If the flipped card is a **☞** or **♣**, until the end of her turn, this character becomes a Rank 10 Fatemaster character under the control of the character that applied this Condition."

### (0) Brain Damage

This character may discard a card. If it does so, every character within (X)6 must succeed on a TN 14 **Wp** duel or be unable to declare Triggers until the start of this character's next turn. If a character generates one or more Margins of Failure on this duel, she also suffers the **Nervous System Trauma (Head)** Critical Effect.

## THE ASCENDED (JACK DAW)

Henchman (10), Undead, Spirit, Tormented

Might -2	Grace 3	Speed 2	Resilience 2
Charm -2	Intellect 3	Cunning 2	Tenacity 3
Defense 4 (14)	Walk 5	Height 3	Initiative 5 (15)
Willpower 5 (15)	Charge 6	Wounds 10	

**Skills:** Centering 3, Evade 2, Flexible 3, Grappling 4, Intimidate 3, Necromancy 3 $\times$ , Notice 3, Toughness 5.

**A Future of Sorrow:** When a character within 6 Cheats Fate, that character suffers 2 damage.

**Incorporeal:** This character ignores, and is ignored by, other characters and terrain during any movement. Reduce all damage this character suffers from Ranged and Close Combat attacks by half.

**Relentless:** This character is immune to Horror Duels.

**Terrifying (All) 13:** Enemy characters must pass a TN 13 Horror Duel when they end their turn within this character's engagement range or target this character with a harmful action.

### (1) Noose (Flexible)

AV: 6 (16) ===== Rg: 2 ===== Resist: Df  
Target suffers 2/3/4 damage.

$\times$  *Strung Up:* After damaging, the target is suspended 2 feet above the ground, cannot move, and gains the **Suffocating +2** Condition. On its turn, the target can spend 2 AP to make a TN 12 Acrobatics or Evade Challenge. On a success, they slip free, fall **Prone**, and regain the ability to breathe and move.

### (1) Remember Guilt (Necromancy/Tenacity)

AV: 6 $\times$  (16 $\times$ ) == TN: 16 $\times$  == Rg: 10 yds == Resist: Wp  
Target gains the following Condition: "**Deserving of Punishment:** At the start of this character's turn, it must spend 1 AP to damage itself with a readied weapon. This damage flip has no Fate Modifiers but may be Cheated. Then, if this character suffered Severe damage from their weapon, end this Condition."

### (0) The Weight of Sin

This character may discard a card. If it does so, every character within 6 must pass a TN 14 Centering Challenge or become **Slow**.

## THE ASCENDED (JACK DAW)

Tortured by a crime that he cannot remember having committed, George Blank sought to rid Malifaux of the guilty by summoning Jack Daw to punish Ridley. Eventually, however, the guilt he felt drove him to suicide... of a sort.

Blank had long ago become wrapped up in Jack Daw's curse, but his death - by way of the murder weapon that ruined his life - was enough to tip Blank over the edge. A spectral noose descended and wrapped around the neck of his spirit, snapping him upwards and transforming Blank into one of the Hanged.

The force of Jack Daw's curse is stronger than the Guild's brainwashing, however, and with each passing minute, more details of his past life return to Blank. The final revelation that he didn't commit the murder that doomed him - that he was framed - ultimately brings relief to Blank's spirit... and swift retribution from Jack Daw, who is not particularly pleased by Blank's unexpected absolution.



# RAIL GOLEM

Rail Golems were constructed for both utilitarian and martial purposes: they assist with the construction of railroads but also step forward to defend the work crew if threatened. They were originally designed as a means of pushing the railroad deeper into the Nephilim-infested Badlands, but when attacking the crews proved too difficult, the Nephilim just took to tearing up the rails as soon as the crews left.

Much of the Rail Golem's impressive power comes from the large furnace built into its torso. On long jobs, they require a constant source of fuel lest their strength and efficiency begin to wane, but those stored in Ridley's rail yards have already been fully fueled and prepared for work.

If the Rail Golems haven't been moved to a safe location by the time George Blank reaches them, his magic will infuse these titans of industry with foul magic. One berserk Rail Golem might have been bad, but five will surely be the end of Ridley.



## RAIL GOLEM

Enforcer (8), Construct

<i>Might</i> 5	<i>Grace</i> -3	<i>Speed</i> 0	<i>Resilience</i> 5
<i>Charm</i> -5	<i>Intellect</i> -5	<i>Cunning</i> -5	<i>Tenacity</i> -5
<i>Defense</i> 2 (10)	<i>Walk</i> 4	<i>Height</i> 4	<i>Initiative</i> 0 (8)
<i>Willpower</i> 5 (13)	<i>Charge</i> 6	<i>Wounds</i> 10	

**Skills:** Athletics 4, Centering 3, Evade 2, Pugilism 2, Toughness 3.

**Armor +2:** Reduce all damage suffered by this character by +2, to a minimum of 1.

**Forged in Fire:** This character does not suffer damage from the **Burning** Condition. At the end of its turn, this character does not end its **Burning** Condition.

**Powerful Furnace:** After this character completes a Charge Action, every character within (X)1 gains **Burning +1**.

**Rush +2:** This character's Charge has been increased by +2.

### (1) Steel Fists (Pugilism)

AV: 7 (15) ---- Rg: // 2 ----- Resist: Df  
Target suffers 3/4/6 damage. This action gains + to its attack flip.

**Redline:** After succeeding, this character gains **Burning +1**.

**Toss:** After succeeding, this character may choose to reduce the damage from this attack to 0. Push the target up to 10 yards in any direction. The target becomes **Prone**.

### (0) Locomotion

This character may lower the value of its **Burning** Condition by 1 to immediately take a 1 AP Walk or Close Combat Action. Any Close Combat actions taken in this way also give their target **Burning +1** on a successful attack.

### (0) Vent Boiler

All characters within (X)3 must succeed on a TN 12 Evade Challenge or gain the **Burning** Condition on this character, rounded down. The area (X)3 around this character counts as soft cover until the start of this character's next turn.

# COMPLICATIONS

This chapter provides some extra plot hooks, arranged by Act, for *Northern Sedition*. They are intended to add time, difficulty, and interest to certain elements of the adventure.

Each section includes a summary of the complications within it and an idea of when they can be used. The Fatemaster can use this summary to quickly peruse what complications are available to them.

The Fatemaster is encouraged to review these complications before running an Act in case she wants to add one to the session (either to make the session longer or just because it sounds like fun).

Beyond these, there are many other potential plot hooks that can be used to provide interesting scenarios for the Fated, and Fatemasters are encouraged to take advantage of whatever opportunities they see.

## ACT I

Below are the complications for Act I.

- **WITCHES!** - Use this Complication if the Fated are being a bit too open about their ability to use magic.
- **SET UP** - Use this Complication to inject a bit of political backstabbing into your campaign.

### WITCHES!

The Guild takes any rumors of magic use seriously, especially when it appears that a potential Arcanist is in a position of power. When a character casts a Spell or Manifested Power using an illegal Magical Theory (i.e., any Magical Theory other than the Thalarian or Lifewell Doctrines, or the Darlin Theories if Ridley is Union Dominant), if they are in any sort of public setting, they must also make a Stealth Challenge against that same TN.

If the character fails this Challenge, word of her spellcasting reaches the Guild by the end of the day.

The Guild's investigation has two stages:

**Surveillance:** If this is the first time the character been accused of using illegal magic, a Witch Hunter operative finds and follows them for a period of one week. If there is no sign of magic use or other suspicious activity in that week, the investigation is dropped. If the character fails another Stealth Challenge to hide her spellcasting while under surveillance, the operative confirms that the character can use magic and slips away to report back to their superiors. The investigation immediately escalates to an Arrest.

The Fated can attempt to realize that they or someone they are with is under surveillance with a TN 14 Notice Challenge, which can be attempted once per scene. The TN drops to 12 in areas where people are less frequently encountered (such as the Smelt District or empty rail yards). If spotted, the operative will withdraw and attempt to reestablish surveillance in the next scene.

Should the operative be spotted three times, or if the character has been previously accused of using magic, the Guild instead runs a background check on the character. This involves questioning potential witnesses and poking around in the character's life to assess their threat level. Family members, friends, and employees are all questioned about the character's allegiances, personality, and likelihood of having learned magic. Any suspicious activity or connection to known spellcasters or people with political beliefs antithetical to the Guild escalates the investigation to an Arrest.

Similarly, the investigation also escalates if an operative is killed or fails to report back by the end of the day.

**Arrest:** The Witch Hunters approach the character the next day, either in public (if the character isn't suspected of being too powerful) or in their home (in the middle of the night, if the character is believed to be dangerous). Typically, this group involves one Witchling Handler, two Witchling Stalkers, and four Guild Guardsmen. The group places the character and any of their known associates under arrest.

Any characters who allow themselves to be arrested are fitted with Control Collars (Core Rules, pg. 65), stripped of their equipment, and placed in secure, locked cells in the Guild's offices. There is no access to the cell's lock from the inside of the closed cell, which prevents prisoners from picking it. Those outside the cell can pick it with a TN 15 Lockpicking Challenge.

Any captured characters are initially slated to be shipped back to Malifaux City with the next train, but Sergeant Samantha Waters eventually arrives with "new orders." She has her troops tie the characters' hands tied behind their backs, and then she marches them out to the shipping yard and into a boxcar. See the "Prisoners!" callout box on page 38 for more details.

Of course, the Fated could just attempt to fight the Witch Hunters who show up to arrest them. If they choose to go down this route, they will continue to be harassed by increasingly larger groups... at least, until the Guild's offices are destroyed at the end of Act II, at which point the Witch Hunters pull out of Ridley, giving the Fated some (temporary) respite.

Stats for the Witchling Handler and Witchling Stalkers can be found on page 177. Use the stats for the Corrupt Guardsman (pg. 133) to represent Guild Guardsmen.

## SET UP

Mayor Javier Martin has an intense dislike of the Town Council and Councilor Himura in particular. Through an aide named Matilda Tench, he arranges for a staged incident to happen in front of a photographer for the *Ridley Spectator*.

While the Fated are out on patrol, a distraught man waves the Fated over to an alley. He claims that he cheated on his wife and wants to be punished. To that end, he repeatedly offers the Fated 5 scrip to hit him, hard. Anyone who takes him up on the offer makes a single attack against a Defense of 2 (he's not trying to dodge the attack).

A TN 10 Scrutiny Challenge reveals the man's story about his wife to be a lie, though he doesn't divulge his true motives. He does sincerely want to be hit, though.

If nobody takes him up on the offer, the man headbutts the nearest wall, injuring himself. He then kneels before the Fated and offers them another 5 scrip.

After the man departs (whether they hit him or not), the Fated can attempt TN 12 Notice Challenges. On a success, they see a woman taking pictures of the encounter. She bolts when spotted, but a TN 10 Athletics Challenge is enough to run her down.

If they grab her, she says that her name is Goldie Stanson, a reporter for the *Ridley Spectator*. She was claims to have been following up an anonymous tip (which a TN 10 Scrutiny Challenge reveals to be true).

Questioning the man in the alley is more effective. A TN 10 Intimidate Challenge (which also makes for a nice photo opportunity) gets him to admit that his name is Joseph St. James and that he was paid by a well-dressed woman to set the Fated up to look bad. He can give them a description of her, but he doesn't know her name. If St. James is arrested, he's bailed out within the hour by "someone from the mayor's office."

If the Fated don't catch the reporter or takes her film, the Town Council suffers -2 Public Opinion when the pictures are printed the next day. If the Fated visibly represent another faction, that faction also suffers -2 Public Opinion.

If the Fated talk to Councilor Himura, she immediately realizes what is going on. If the story hasn't been printed yet, she takes the Fated to the newspaper, talks to a senior editor, and kills the story, negating the Public Opinion penalty.

# ACT II

Below are the complications for Act II.

- **MY LITTLE AMPUTATION** - Use this Complication to add a bit of dark humor to the Whittaker Memorial Hospital.
- **THE MADNESS** - Use this Complication to spice up the Fated's visit to the Ridley Mental Hospital.

## MY LITTLE AMPUTATION

As the Fated are wandering the halls of the Whittaker Memorial Hospital, they come across a disturbing scene. Due to the overflow of patients, the hospital staff were forced to dust off and activate their Medical Automaton.

Though possessed of a great deal of medical knowledge, these machines are more focused on completing their assigned tasks than on whether or not their patients actually want (or need) any further medical attention. One procedure often causes the construct to believe that another is necessary, and so on down the line until the patient finally succumbs to one of the many unnecessary operations they had been given.



Read the following text:

A shout comes from a nearby patient room.  
"No! Get away from me!"

A glance through the doorway reveals a squat trash-can of a construct on short wheels. Red glass irises ring its round steel head, upon which is perched a white nurse's hat. Four pneumatic tendrils extend from its squat body, two to each side, all of them ending with some sort of surgical device, syringe, or grasping claw.

The medical construct has backed a young woman in a hospital gown into the far corner of the room. She's doing her best to hold the machine off with a lamp, but an impressive amount of blood is oozing from a long gash in her leg.

The machine addresses her in a gravelly, unpleasant voice: ++PLEASE DO NOT MOVE DURING THE OPERATION. YOUR SAFETY IS A CONCERN TO US. SOOTHING STATEMENT.++

The woman is Samara Greene, one of the teachers at the Ridley Grammar School. She was injured in the attack and woke up to find the Medical Automaton working on her leg. She panicked and leapt up, thinking that the machine was attacking her.

The Fated can attack the innocent Medical Automaton if they wish; it has Defense 1 (6) and 5 Wounds, and when killed, it explodes in a shower of numbing gel: every Living character within (X)3 gains the following Condition for 1 hour: "**Comfortably Numb:** This character ignores the effects of Weak and Moderate Critical Effects." If the construct is killed, however, the Fated will have to perform surgery on Samara to keep her from bleeding out; this requires a TN 12 Doctor Challenge, per the *Core Rules* (pg. 180).

Alternatively, the Fated could try to calm Samara down with a TN 10 Convince Challenge, which gets her to submit to the automaton's treatments. If left unsupervised, however, the Automaton continues working on her; when the Fated next see Samara, the construct has sedated her and amputated her leg (and possibly other limbs, depending upon how much time it had).

## THE MADNESS

When Blank freed the Ascending Patients from their cells, he took one further step to cover his tracks: he released the Center City Slasher into the asylum's halls. When the Fated arrive, the asylum is on lockdown and a few of the employees are standing outside the building, chain-smoking cigarettes and making repeated concerned looks at the building.

If the Fated attempt to enter the building or speak with the employees, they are very blunt in explaining what happened: somehow, one of the patients - Nicholas Wulf, the Center City Slasher - got out of his cell and started attacking people. The employees fled and barred the doors to keep him from getting out into the streets, but some of their coworkers - Dr. Edwards, Dr. Rhys, Heinrich Niveau, and a volunteer, George Blank - are still trapped inside.

In actuality, Blank escaped with the patients, but he didn't sign out, and the employees who did escape grabbed the log book and are using it to guess at who is still inside.

A TN 10 History Challenge allows a character to remember that the Center City Slasher terrorized the streets of Ridley for almost a month before the Guild captured him. All of his victims - mostly rail workers and prostitutes - were ambushed in the night and so brutally murdered that the newspapers refused to publish any crime scene photos.

If the Fated enter the asylum, it is eerily quiet and very dark; the gas lights have been extinguished and many of them have been broken. Should they choose to explore further, the Fated must play a deadly game of cat and mouse with the Slasher, who hunts them from the shadows.

## STAY ALIVE

**Skills Allowed:** Centering, Evade, Notice, Stealth

**Target Number:** 12

**Duration:** 5 minutes

**Success Requirement:** 3 per Fated

**Failure Requirement:** Special

During this Ongoing Challenge, the Fated are creeping through the asylum, searching for clues and the Center City Slasher.

Each Duration, the Center City Slasher makes an attempt to attack the Fated. Since the Slasher is attacking from the darkness (he's been locked in a dark cell for years and can see very well without light), this encounter is less about fighting and more about avoiding his very effective (and deadly) ambushes.

Each character that achieves a Success during a Duration manages to avoid the Slasher's attack and fight him back into the darkness with a salvo of bullets or a few swings of their weapon.

If a character generates a Failure on this Ongoing Challenge, they are surprised by the Slasher's attack and suffer 3 damage and a Severe Critical Effect as he comes up behind them and violently attacks them with a scalpel, bone saw, or other medical instrument.

If the Fated succeed on this Ongoing Challenge, they manage to land a solid hit that kills the Slasher and ends his threat once and for all.

**Public Opinion Changes:** The Fated defeat the Center City Slasher (+1 Fated Faction).

# ACT III

Below are the complications for Act III.

- **TAILORED SOUP** - Use this Complication if you want to present another angle of the food shortage crisis to the Fated.
- **PHANTOM TRAIN** - Use this Complication if you want to add some additional weirdness to the encounter with the ghosts of the Ridley Massacre.

## TAILORED SOUP

Instead of immediately sending the Fated off to steal Big Mabel, their contact asks them to investigate a lot of unusual wagon traffic in the northern end of the Jade District.

A TN 12 Bewitch or a TN 12 Barter Challenge and a few scrip (with a  $\square$  if the Fated appear to be members of the militia or other figures of authority) points the Fated toward a two-story building marked with the name "Tuo-Wu Clothiers and Textiles." According to rumors, people have been purchasing food there.

During the day, the shop is open for business. The windows are blocked by racks of clothing, but a constant stream of people enter the shop and leave with bags of purchased items. If stopped and inspected, the bags hold bread, rice, canned food, and other food stuffs. The customers refuse to comment on the food when asked.

If the Fated enter the business, a charming old man named Heng "Henry" Tuo tries very hard to sell the Fated tailored suits. Unless the Fated are Asian, Tuo is suspicious of their presence in the Jade District, and a successful TN 12 Scrutiny Challenge reveals this. If confronted, he denies it and tries to interest them in hand-stitched silk robes.

Any Asian characters who ask about food are asked what they would like. Tuo's price is three times what one would expect to pay for such goods, but there is very little that he does not have stored away. Once the transaction is complete, he retreats to the back room and emerges a few minutes later with the purchased food.

There is nothing unusual in the shop. The front contains clothes on racks, bolts of fabric, and a pair of empty fitting rooms. The rear houses four seamstresses who labor tirelessly at mechanical sewing machines. The second floor is an apartment where Henry and his large family live.

Henry is running a black market food store out of his tailor shop. He's involved with the Ten Thunders, who have seen the current food crisis as an opportunity to make a profit.

Anyone who watches the rear of the building notices a wagon pull up a few times during the day. A nervous-looking group of men quickly unload the wagon's packages through the shop's rear door.

If the Fated enter the rear of the shop during the unloading or while Tuo is fetching food, they catch Tuo with his cellar trap door (which is usually hidden beneath a sewing machine) wide open. Any of the delivery men that are in the room immediately flee.

The cellar is filled with an impressive selection of food. Tuo is quite accustomed to bribery and offers the Fated a total of five scrip to look the other way and leave his business alone. A TN 12 Barter Challenge is enough to talk him up to ten scrip.

If the Fated decide to confiscate the food, there are twenty crates of food in the basement, which can either be given over to their faction (to count toward the food total in Act IV) or sold at a profit (for 20 scrip).

## PHANTOM TRAIN

This Complication assumes that Mariah Bahur-Garrott (or another character) hijacked a train and used it to smash through Ridley's defenses during the Ridley Massacre. That moment was one of the last things that many of the Wrathful Onryo remember, and it resonated so strongly in their minds that the residual magic of the Wrath Fetishes imbued their recollections with an unwholesome semblance of life.

If the Fated end up in battle with the Wrathful Onryo, read the following text at the end of the first round of Dramatic Time:



One by one, the spirits draw closer, their spectral bodies shimmering in the moonlight. They've got you hemmed into an increasingly shrinking circle, and you know in your heart, there are simply too many of the spirits to defeat.

Just as all seems lost, the low, mournful whistle of a train cuts through the night like a mourning woman: "Woooooh-Woooooh."

The spirits retreat at the sound, many of them casting frightened glances in the whistle's direction. It's followed by a hideous clacking sound, like an approaching steam engine, which grows louder and faster with each passing second.

As the sound intensifies, two gleaming silver rails shimmer into existence to either side of you. Ahead of you, a spectral locomotive fades into existence, already barreling toward you with lethal aggressive speed.



The Fated can either flee from the train (treat this as an Avoid the Spirits Ongoing Challenge that only uses the Athletics Skill; a catastrophic failure forces the characters into battle) or battle it. The Phantasmal Train begins combat 10 yards from the Fated. When defeated, the train once again blows its whistle and fades from sight, along with the Wrathful Onryo that were fueling its manifestation.

## PHANTASMAL TRAIN

*Henchman (10), Construct, Spirit, Tormented*

<i>Might</i> 4	<i>Grace</i> 0	<i>Speed</i> -2	<i>Resilience</i> 5
<i>Charm</i> -5	<i>Intellect</i> -2	<i>Cunning</i> 2	<i>Tenacity</i> 4
<i>Defense</i> 2 (12)	<i>Walk</i> 9	<i>Height</i> 4	<i>Initiative</i> 4 (varies)
<i>Willpower</i> 6 (16)	<i>Charge</i> 9	<i>Wounds</i> 12	

**Skills:** Intimidate 1, Pneumatic 3, Toughness 5

**Incorporeal:** This character ignores, and is ignored by, other characters and terrain during any movement. Reduce all damage this character suffers from Ranged and Close Combat attack actions by half.

**Haunted Rails:** At the start of this character's turn, its rails shift underneath as many characters as possible while still remaining in a more-or-less straight line. The rails can turn up to ninety degrees over the span of a single turn.

**Locomotive:** The first AP this character spends each turn must be a Walk or Run Action. This character may only move along the path set out by its rails and cannot be moved off its rails in any way. This character's Walk and Charge values have each been increased by +6.

**Railroaded:** In order to move off this character's rails, other characters must make successful TN 13 Centering Challenges. On a failure, the character instead takes a (2) Run Action to run as far down the rails as possible.

**Steamroll:** After resolving a Movement Action that passed through one or more characters, this character makes a (1) Soul Catcher attack against each such character.

### (1) Soul Catcher (Pneumatic)

AV: 7 (17) ----- Rg: 1 ----- Resist: Df  
Target suffers 4/7/12 damage. This attack gains to the damage flip if the target did not take a Walk Action on its last turn, or if the target took a Run Action.  
✖ *Under the Wheels:* After succeeding, the target is knocked **Prone** and suffers an additional 4/7/12 damage.

### (0) Mournful Whistle (Intimidate)

Every character within (X)10 must make a TN 15 Horror Duel. For each failure, this character heals 1 damage.

# ACT IV

Below is the complication for Act IV.

- **THAT PERSONAL TOUCH** - Use this Complication if the Fated defeat George Blank at the morgue and are very good at combat. There are four different versions of this Complication, one for each of Blank's potential patrons.

## THAT PERSONAL TOUCH (MARCUS)

While he wasn't particularly happy with the way that George Blank was changing his plan, Marcus was willing to wait and observe the results of the experiment without interference. When Myranda is defeated at the switching station, he turns his attention back to Ridley, only to find that his plan is in danger of collapsing right in front of him.

When the Fated return to the switching yard, read the appropriate callout box under "Unchecked Power" (pg. 109), but do not proceed to "Blank's Arrival." Instead, read the following text:



The sound of booming laughter draws your attention back to the food lines. A large black man is standing at the front of one of the lines. He's grinning widely, exposing white teeth that seem disturbingly sharp.

"No, my friend," he says, his powerful voice carrying over the crowd and drawing the attention of those around him. "I have come for food, but I no longer eat grains such as what you offer. My friends and I have come for meat."

The woman handing out food looks past him in confusion, as if trying to discern who else might be with him. "I'm sorry, your friends?"

"Yes," the man says, a predatory tone creeping into his voice. "The predators have found your watering hole, little one." He lunges at her, grabs her by the neck, and tears out her throat in the blink of an eye.



The laughing man is Marcus. The scene shifts into Dramatic Time after he kills the woman handing out food. If the Fated were helping hand out food, then they begin this battle three yards away from Marcus. Otherwise, they are anywhere from ten to fifteen yards away.

The crowd doesn't start screaming and panicking until the second round: they're in shock and still haven't realized what is happening. Moving through the crowd counts as Severe Terrain. While in the crowd, the range of ⚔ attacks is reduced to 3 yards.

Marcus focuses his attention on frightening the crowd. If the Fated seek to engage him in combat, he turns his full attention toward destroying them, all while grinning fiercely: he enjoys the fight, especially if the Fated are strong enough to challenge him. He has three raw Lade 4 (Size 2, Quality 2) Soulstones, fully charged, on a necklace, and he uses them to enhance his spells and heal himself during the battle.

At the start of the third round of combat, Marcus' friends - three packs of savage wild dogs - join the battle. These Wild Dog Packs arrive at the edges of the crowd and begin picking off those unable to flee from them: the sick, young, and elderly. Any Fated who are lingering at the outskirts of the crowd are among those first targeted by a pack. The packs focus upon "culling the herd" and do not directly assist Marcus in battle.

Marcus allows characters to freely disengage from combat, though he will seem disappointed in any character that does not put up a decent fight before doing so. After Marcus kills about a third of the group, he grins and retreats from combat, slashing at random crowd members as he goes. His intent isn't to annihilate the Fated or Ridley; he just wants to make them fear for - and fight for - their lives.

If reduced to -10 Wounds or below, Marcus laughs and commends the Fated on their fighting prowess. "You are true predators," he says. "It is always exhilarating when one's experiments are such a resounding success. I shall have to keep my eye on your progress." With that, he throws his Soulstones to the Fated and retreats, using the crowd as cover.

When he retreats, Marcus leaves the Wild Dog Packs behind; if not defeated, treat each surviving Wild Dog Pack as a Rail Golem for the purpose of determining "The Final Outcome" (pg. 122).

## WILD DOG PACK

Peon (Variable Rank Value), Living, Beast, Defiant

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

**Skills:** Athletics 1, Evade 3, Intimidate 2, Notice 2, Pugilism 3✘, Track 3, Wilderness 2.

**Angry Dogs:** This character is immune to Willpower duels and cannot perform duels using Skills it does not possess.

**Collective Focus:** This character has the following Condition: "**Rank Value +8:** 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."

**Hunting Dogs:** Enemy characters receive -1 Df while within 1 of this character.

**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 ☠ or (X) 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 Wild Dog Pack disbands.

### (1) Snapping Jaws (Pugilism)

AV: 5✘ (11✘) ===== Rg: 1 ===== Resist: Df  
Target suffers 1/3/4 damage. This attack gains +2 AV when taken as part of a disengaging strike.

✘ *Cowed:* After damaging, the target gains the following Condition until the end of its next turn: "**Cowed:** This character suffers ☐ on all attack flips made against the character that applied this Condition."

## MARCUS, THE BEASTMASTER

Master (13), Living, Beast

<i>Might</i> 5	<i>Grace</i> 4	<i>Speed</i> 3	<i>Resilience</i> 5
<i>Charm</i> 3☠	<i>Intellect</i> 4	<i>Cunning</i> 4	<i>Tenacity</i> 3
<i>Defense</i> 5 (18)	<i>Walk</i> 6	<i>Height</i> 2	<i>Initiative</i> 7 (20)
<i>Willpower</i> 5 (18)	<i>Charge</i> 7	<i>Wounds</i> 12	

**Skills:** Acrobatics 3, Athletics 5, Convince 2, Doctor 3, Enchanting 5☠, History 2, Intimidate 2☠, Literacy 3, Mathematics 2, Notice 4, Pugilism 4, Scrutiny 2, Stealth 3, Toughness 5, Track 4, Wilderness 5.

**Regeneration +1:** This character heals 1 damage at the start of its turn during Dramatic Time.

**Smell Fear:** If an enemy character this character is engaged with fails a Willpower duel, this character may make an immediate Close Combat attack against that enemy. This Ability can only be used once per round.

**Unimpeded:** This character ignores penalties from terrain when taking Movement Actions.

**Swift:** This character generates an additional General AP on his turn.

### (1) Tear Apart (Pugilism)

AV: 9 (22) ===== Rg: 2 ===== Resist: Df  
Target suffers 3/4/5 damage.

☠ *Rake Claws:* After damaging, take this Action again against a different target in range.

✘ *Eat Anything:* After damaging a Living or Undead character, this character heals 1 damage.

### (1) The Law of Meat (Intimidate/Charm)

AV: 5☠☠ (18☠☠) == TN: 10☠☠ == Rg: 8 yds == Rst: Wp  
Target gains the following Condition until the end of the round: "**Prey:** This character may not take Charge Actions and while engaged in melee can only take Walk Actions."

### (0) Primal Awakening (Enchanting/Charm)

AV: 8☠☠ (21☠☠) == TN: 10☠☠ == Rg: 8 yds == Rst: Wp  
Target gains the following Condition: "**Enraged:** On this character's turn, it must spend its first AP to attack the nearest character. If none are in range, it must declare a Charge (if possible). Then end this Condition."

### (0) Primal Roar (Enchanting)

Enemy characters within (X)3 must make a TN 12 Horror Duel.

## THAT PERSONAL TOUCH (SONNIA CRID)

When the Fated return to the switching yard, read the appropriate callout box under "Unchecked Power" (pg. 109), but do not proceed to "Blank's Arrival."

Sonnia's plan involves using George Blank to send the Rail Golems into a berserk state, ensuring that when her forces arrive in the city, she can spin their seizure of Ridley as a means of restoring peace and order. Without the panic caused by the Malformed or the destruction of the rampaging Rail Golems, however, all that is waiting for her forces is a peaceful and orderly distribution of food.

Sonnia quickly realizes that George Blank has failed her and that her plan is in ruins. If the Guild troops are the ones handing out the food, then she merely approaches the people in charge, learns what has happened, and thanks them for "keeping order." Sonnia even thanks the Fated (if they have been working with the Guild) for their assistance is "helping Ridley through some hard times."

Her Witch Hunters then move through the city, burning away anything that might connect Sonnia to George Blank (including his apartment and all of the employees, corpses, and patients in the morgue and asylum).

If any other Faction is handing out food, Sonnia decides to drop any pretense of Guild beneficence and simply seize the confused town by force. She orders five Peacekeepers to take the town and sends them directly into the crowd to seize the train and eliminate the faction handing out food.

Each Peacekeeper forms the spearhead of its own strike team, alongside a Witchling Handler, two Witchling Stalkers, and three Corrupt Guardsmen. The Fated can confront as many of these strike teams as they wish; for group they fail to defeat counts as one Rail Golem being present for the purposes of "The Final Outcome" (pg. 122); instead of the Union fighting the Guild, though, it is the Fated's faction the Fated that ends up in conflict with the Guild, and nobody considers the Union to be at fault, regardless of how much power the Guild gains from the desperate attack.

## PEACEKEEPER

Enforcer (8), Construct

<i>Might</i> 4	<i>Grace</i> 1	<i>Speed</i> -1	<i>Resilience</i> 2
<i>Charm</i> -5	<i>Intellect</i> -5	<i>Cunning</i> -5	<i>Tenacity</i> -5
<i>Defense</i> 2 (10)	<i>Walk</i> 4	<i>Height</i> 3	<i>Initiative</i> 0 (8)
<i>Willpower</i> 2 (10)	<i>Charge</i> 6	<i>Wounds</i> 9	

**Skills:** Athletics 1, Evade 2, Notice 1, Pneumatic 2☉, Toughness 4.

**Armor +2:** Reduce all damage suffered by this character by +2, to a minimum of 1.

**Hard to Wound +1:** Damage flips against this character suffer ☐.

**Rush +2:** This character's Charge Aspect has been increased by +2.

**Terrifying (Living) (12):** Enemy Living characters must pass a TN 12 Horror Duel when they end their turn within this character's engagement range or target this character with a harmful action.

### (1) Mechanical Claws (Pneumatic)

AV: 6☉ (14☉) ===== Rg: ☐ 2 ===== Resist: Df  
Target suffers 3/4/6 damage.

☉ *Critical Strike:* When damaging the target, this attack deals +1 damage for each ☉ in the final duel total.

### (1) Heavy Chain Harpoon (Pneumatic/Grace)

AV: 3☉ (11☉) ===== Rg: ⚡ 10 ===== Resist: Df  
Target suffers 3/4/6 damage and gains **Slow**. This weapon may only be fired once per turn.

☉ *Pull and Drag:* After damaging, push the target 4 yards toward this character.

### (2) Flurry

This character may discard a Twist Card to take three 1 AP Close Combat attacks against a single target.

### (0) Advanced Protocols

This character may discard a card to heal 3 damage. End all Weak and Moderate Critical Effects on this character.

## WITCHLING HANDLER

Enforcer (8), Living, Witch Hunter

Might 2	Grace 3	Speed 2	Resilience 2
Charm -1	Intellect 2	Cunning 0	Tenacity 3
Defense 5 (13)	Walk 5	Height 2	Initiative 5 (13)
Willpower 6 (14)	Charge 6	Wounds 8	

**Skills:** Bureaucracy 2, Centering 4, Counter-Spelling 3, Enchanting 3, Evade 3, Heavy Melee 4, Intimidate 2, Leadership 3, Notice 3, Pistol 3, Scrutiny 3, Sorcery 3, Toughness 3, Track 3.

**Df/Wp (☞☞) Reflect Magic:** After this character succeeds against a Spell or Manifested Power, the attacker suffers 2/3/5 damage. This damage flip receives ☐.

**Df (☞) On My Orders:** After succeeding against an enemy character, a friendly Minion character within 12 yards of this character may take a (1) Walk Action toward the attacker. If the friendly Minion is a Witchling character, it may then make a (1) Close Combat attack.

**Thalarian Doctrine (Magical Theory):** When this character casts an Enchanting Spell or Manifested Power, two instances of the Increased Duration Immuto are added to it without increasing its TN.

### (1) Runed Greatsword (Heavy Melee)

AV: 6 (14) ----- Rg: ☞ 2 ----- Resist: Df  
Target suffers 3/4/6 damage. This damage flip gains ☑ if this attack is not being made as part of a Charge. This weapon grants its wielder ☑ to Intimidate Challenges.  
✕ *Drain Magic:* After damaging, end all magical effects and Conditions gained from Spells or Manifested Powers on the target, then heal 1 Wound for each such effect.

### (1) Burn Them All (Sorcery/Tenacity)

AV: 6 (14) --- TN: 14 --- Rg: ☞ 10 --- Resist: Wp  
Target suffers 2/3/4 damage. Every character damaged by this attack gains **Burning +1**.

### (1) Collier Single Action Army (Pistol)

AV: 6 (14) ----- Rg: ☞ 12 ----- Resist: Df  
Target suffers 2/3/4 damage. Capacity 6, Reload 2. This weapon grants its wielder ☑ to Intimidate Challenges.

## WITCHLING STALKER

Minion (6), Living, Witch Hunter, Witchling

Might 3	Grace 2	Speed 2	Resilience 0
Charm -1	Intellect -1	Cunning -1	Tenacity 2
Defense 5 (11)	Walk 5	Height 2	Initiative 4 (10)
Willpower 5 (11)	Charge 6	Wounds 6	

**Skills:** Athletics 1, Centering 3, Counter-Spelling 3, Enchanting 1, Evade 3, Melee 3, Notice 2, Pistol 3, Toughness 2, Track 2.

**Df (☞) Drawn to Pain:** After this character fails, but before it suffers damage, move this character a distance equal to its Walk speed directly toward the attacker.

**Fiery Demise:** When this character is killed, all characters within (X)2 suffer 1 damage and gain the **Burning +1** Condition.

**Searing Mark:** All characters damaged by this character gain **Burning +1**.

**Sense Magic:** When a Spell or Manifested Power is cast within 30 yards of this character, it may attempt a Counter-Spelling Challenge (TN 20 - the spell's TN). On a success, this character learns the exact location of the caster and can sense any magical effects produced by the Spell or Manifested Power for its duration.

### (1) Shattered Rune Blade (Melee)

AV: 6 (12) ----- Rg: ☞ 1 ----- Resist: Df  
Target suffers 2/3/5 damage.  
✕ *Drain Magic:* After damaging, end all magical effects and Conditions gained from Spells or Manifested Powers on the target, then heal 1 Wound for each such effect.

### (1) Runed Pistol (Pistol)

AV: 5 (11) ----- Rg: ☞ 12 ----- Resist: Df  
Target suffers 2/3/4 damage. Capacity 6, Reload 2.  
☞ *Cataclysm:* This attack gains ☑ to its Severe damage.

### (1) Dispel Magic (Counter-Spelling/Tenacity)

AV: 5 (11) ----- Rg: 12 ----- TN: 10 ----- Resist: Wp  
End all magical effects and Conditions gained from Spells or Manifested Powers on the target.

## THAT PERSONAL TOUCH

### (PANDORA)

While she's not particularly upset by Candy's defeat, it is enough to draw Pandora's attention back to Ridley. She arrives expecting to find the town in chaos and instead finds a peaceful and orderly distribution of food supplies.

Pandora does not react in what anyone would consider to be a reasonable manner.

When the Fated return to the switching yard, read the appropriate callout box under "Unchecked Power" (pg. 109), but do not proceed to "Blank's Arrival." Instead, read the following text:



As you glance across the crowd, your eyes settle on a young woman with long, striking red hair. She's dressed strangely, in a green dress with an odd black leather corset that connects to the matching collar around her neck. In her hands she carries an ornate puzzle box. Something about its appearance immediately puts you on edge and sends a shiver up your spine.

The man in charge of the line doesn't seem to notice. "Alright, ma'am," he says, still looking down at his clipboard. "Just give me your name and a list of what you want, and we'll see what we have left."

The woman grins like a maniac. "Pandora. I want to see you rip off your jaw."

The man looks up from his clipboard in confusion. "Excuse me?"

"Well, you asked..." The woman giggles and opens the box in her arms. Almost immediately, the sun darkens overhead as twisted, glowing, green spirits spill out of the box in a shrieking whirlwind of terror.

Surprise and panic ripple through the crowd, and the woman laughs maniacally as the gathered townsfolk begin screaming and fighting each other to escape.



The laughing woman is Pandora. The scene shifts into Dramatic Time after she opens her box and releases her Sorrows. If the Fated were helping to hand out food, then they begin this battle three yards away from Pandora. Otherwise, they are anywhere from ten to fifteen yards away.

Pandora has summoned two Sorrows to her side. There are another four lingering near the edges of the crowd, forcing the frightened townsfolk back towards Pandora. Moving through the panicking crowd counts as Severe Terrain. While in the crowd, the range of ⚔ attacks is reduced to 3 yards.

Pandora lashes out at anyone near her, forcing them to kill themselves with whatever weapons are available. If the Fated engage her in combat, she turns her full attention toward destroying them, all while laughing maniacally. She has three raw Lade 4 (Size 2, Quality 2) Soulstones, fully charged, on a small bracelet, and she uses them to enhance her spells and heal herself during the battle.

If the Fated attempt to retreat, Pandora allows them to do so, though she mocks them as they flee. She sends any Sorrows still accompanying her to chase the Fated down and turns her attention back to terrorizing the crowd; at the moment, she's focused on spreading madness and chaos on a large scale.

If reduced to -10 Wounds or below, Pandora seems surprised. She slams the box's lid shut with an audible clap and vanishes, not just from the battle, but from the characters' memories as well. They can still remember her eyes and the strange box in her arms, but everything else fades away like an old memory.

When the Guild arrives, they find a mob of terrified, insane townsfolk running through the streets of Ridley, brutalizing themselves and others with whatever weapons are at hand. Treat "The Final Outcome" as either Patron Advantage (if they defeated Pandora) or Patron Victory (if they did not defeat her). Instead of blaming the Union for the Rail Golems, though, the Guild (and the people of Malifaux) blame the Union for allowing "mine madness" to infect Ridley. "They should have taken the issue more seriously," laments the newspapers and Guild aethervox broadcasts.

## SORROW

Minion (5), Spirit, Woe

Might 2	Grace 2	Speed -1	Resilience 0
Charm -4	Intellect 0	Cunning 0	Tenacity 2
Defense 3 (8)	Walk 4	Height 2	Initiative -1 (4)
Willpower 4 (9)	Charge 4	Wounds 4	

**Skills:** Evade 1, Intimidate 2, Prestidigitation 3, Pugilism 2, Stealth 1.

**Don't Mind Me (10):** If this character did not take any offensive actions on its last turn, or if it is the first round of Dramatic Time and this character has not yet acted, enemies targeting this character with an attack action must succeed on a TN 10 Scrutiny Challenge or be forced to choose a different target.

**Incorporeal:** This character ignores, and is ignored by, other characters and terrain during any movement. Reduce all damage this character suffers from Ranged and Close Combat attacks by half.

**Life Leech:** Enemy characters beginning their turn within 1 of this character suffer 1 damage; then, this character heals 1 damage.

**Misery:** When an enemy character within 6 yards of this character fails a Willpower duel, it suffers 1 damage after resolving the current action.

### (1) Doleful Grasp (Pugilism)

AV: 4 (9) ----- Rg: 1 ----- Resist: Df

Target suffers 1/2/4 damage.

☛ **Melancholy:** After succeeding, the target gains the following Condition until the next sunrise or sunset: "**Nobody Likes Me:** This character suffers ☐ on Social duels. During Dramatic Time, this character cannot take her turn until every other character without this Condition has taken its turn."

### (1) Doldrums (Prestidigitation/Tenacity)

AV: 5 (10) ----- Rg: 6 ----- Resist: Wp

Target becomes **Slow**. If it is already **Slow**, it becomes **Paralyzed**.

## PANDORA, THE DEATH OF HOPE

Master (13), Living, Woe

Might -2	Grace 3	Speed 0	Resilience 3
Charm 2	Intellect 1	Cunning 2	Tenacity -2
Defense 7 (20)	Walk 4	Height 2	Initiative 3 (16)
Willpower 7 (20)	Charge 4	Wounds 10	

**Skills:** Art 1, Bewitch 3, Centering 5, Convince 4, Deceive 3, Evade 5, Intimidate 3, Music 2, Necromancy 3☛, Notice 3, Sorcery 4☒, Stealth 2, Toughness 4.

**Wp (X) Twisted Mind:** After this character succeeds, the attacker suffers 2 damage.

**Manipulative (11):** When an enemy character targets this character with an Action, they must pass a TN 10 Willpower Challenge. On a failure, this character may change the target of the Action to a legal target of its choice.

**Misery:** When an enemy character within 6 yards of this character fails a Willpower duel, it suffers 1 damage after resolving the current action.

**Swift:** This character generates an additional General AP on her turn.

### (1) Self Harm (Necromancy/Charm)

AV: 5☛ (18☛) ----- Rg: 10 yards ----- Resist: Wp

Choose one of the target's readied weapons and apply its damage to the target. The damage flip's Fate Modifiers are determined by the results of this duel.

☛ **Suicidal Thoughts:** After succeeding, the target gains the following Condition: "**Suicidal Thoughts:** Once per scene during Narrative Time, if this character has access to some means of killing itself (a loaded firearm, a tall building), she must discard a card or kill herself (unless another character intervenes)."

☛ **Induce Phobia:** After damaging, the target must make a TN 10 Horror Duel.

### (2) The Box Opens (Sorcery/Intellect)

Every non-Woe character within (X)10 must make a TN 18 Centering Challenge. For every point by which a character fails this Challenge, they gain **Crazy +1**. Then, every character that failed this Challenge gains the following Condition: "**Enraged:** On this character's turn, it must spend its first AP to attack the nearest character. If none are in range, it must declare a Charge (if possible). Then end this Condition."

### (0) Release Sorrow

This character may discard a card to summon a Sorrow anywhere within 1 yard. The summoned Sorrow may activate as normal this round.

## THAT PERSONAL TOUCH

### (JACK DAW)

When Blank summoned Jack Daw, he let the proverbial genie out of the bottle. Now that Blank's plan has been stopped... well, that still doesn't address the issue of Jack Daw himself, drawn by the lingering guilt over the Ridley Massacre

When the Fated return to the switching yard, read the appropriate callout box under "Unchecked Power" (pg. 109), but do not proceed to "Blank's Arrival." Instead, read the following text, referencing their contact with their Faction where indicated:



A shout of surprise draws your attention to a young woman who is pointing up at the sky. Glancing upwards, you see the object of her concern: it's a man at the end of a noose, suspended above the crowd by a length of rope that stretches upwards into the sky before fading away into nothingness. A burlap sack has been pulled over the man's head, concealing his visage.

Beside you, [Contact] drops their cup of coffee and stares up at the figure in growing horror. "My god," [he/she] murmurs. "It's Jack Daw... isn't he supposed to be on the Hanging Tree back in Malifaux City?"

As if to answer that question, a half-dozen more corpses drop out of the sky, prompting screams of horror as they land amongst the crowd. Worse yet, the broken and mutilated corpses slowly pull themselves to their feet after they land, groaning softly as they heft heavy mining picks in their dead hands.

A woman steps forward, her eyes wide as she reaches toward a zombie. "Ben? Is... is that you?" The zombie groans in response and swings its pick, burying the point in the woman's face. Then the rest of the zombies surge forward, swinging their picks wildly as the townsfolk of Ridley scramble to escape the terrifying creatures.



The zombies are Crooked Men, undead miners who were betrayed by those they trusted. In this case, their hatred encompasses the entirety of the Union, and since Ridley is a Union town... well, everyone is pretty much fair game.

There are a total of six Crooked Men, three of them near the food train and another three on the edges of the crowd. If the Fated were helping to hand out food, then they begin this battle three yards away from the trio. Otherwise, they are anywhere from ten to fifteen yards away.

Moving through the panicking crowd counts as Severe Terrain. While in the crowd, the range of  attacks is reduced to 3 yards.

Initially, Jack Daw just floats above the crowd and observes the vengeance being reaped by the Crooked Men he dropped onto the crowd. If anyone (i.e., the Fated) intervenes and tries to stop their vengeance, however, Jack Daw floats down at the start of the next turn and punishes those characters.

Jack Daw allows characters to freely disengage from combat, provided that they do not have the **Doomed** Condition. Characters with the **Doomed** Condition, however, are ruthlessly hunted down by Jack until they either lose the **Doomed** Condition or perish. Any character who perishes from the **Doomed** condition during this battle rises as one of the Hanged (pg. 153) and fights alongside Jack Daw.

If Jack Daw is still hanging around when the Guild troops arrive, the guilt they feel over some of the things they've had to do in service to the Guild is like a bright beacon to him. He unleashes the full force of his power upon them and fades away when reduced to 0 Wounds.

Treat this as a "Patron Advantage" result, as the Guild doesn't get close enough to identify the Crooked Men as anything other than "magic-wielding miners." The Guild claims that the Union was harboring Arcanists who turned against the people of Ridley, and when Undead are brought up, they simply accuse the Union of also conspiring with Resurrectionists.

If the Fated drive away Jack Daw, though, the Crooked Men are quickly destroyed by the Guild's forces; treat this as a "Guild Advantage" result.

## CROOKED MAN

Minion (5), Undead, Tormented

Might 3	Grace -1	Speed 1	Resilience 2
Charm -2	Intellect -1	Cunning 0	Tenacity 3
Defense 4 (9)	Walk 5	Height 2	Initiative 3 (8)
Willpower 5 (10)	Charge 5	Wounds 7	

**Skills:** Athletics 3, Evade 2, Melee 3, Necromancy 3✘, Notice 2, Toughness 2.

**Bulletproof +2:** Reduce all damage suffered by this character from Ranged Combat attacks by +2, to a minimum of 1.

**Crooked:** Ranged Combat attacks targeting this character suffer ☐.

**Last Breath:** When this model would be knocked unconscious or killed, it may discard a card to immediately take a (1) AP Action before falling unconscious or dying.

### (1) Mining Pick (Melee)

AV: 6 (11) ===== Rg: ♣ 2 ===== Resist: Df

Target suffers 2/3/5 damage.

♣ **Crushing Strike:** When damaging, the damage flip gains ♣ for each ♣ in the final duel total.

✘ **Suffocate:** After damaging, the target gains the **Suffocating** Condition until this character is killed.

### (1) Spread Decay (Necromancy/Tenacity)

AV: 6✘ (11✘) == TN: 11✘ == Rg: ♣ 10 == Resist: Wp

Target suffers 1/2♣/3♣♣ damage. Undead characters affected by this attack instead heal 2 damage.

✘ **Epidemic:** After succeeding, all characters damaged by this attack gain the **Poison +1** Condition a number of times equal to the number of ✘ in the final duel total.

### (2) Shafted (Athletics)

The ground in a five yard long cone, five yards wide at the end, cracks open to reveal a pit (or the level below, as appropriate). Characters standing in the affected area must succeed at TN 11 Evade duels to leap aside and move outside the area. On a failure, the character falls into the pit, suffers 2/3/5 falling damage, and becomes **Prone**. Characters may climb out of the pit with 2 AP and a TN 11 Athletics Challenge.

## JACK DAW, THE HANGED MAN

Master (13), Living, Tormented

Might 2	Grace 3	Speed 2	Resilience 4
Charm 2	Intellect 1	Cunning 2	Tenacity 5
Defense 4 (17)	Walk 5	Height 2	Initiative 6 (19)
Willpower 7 (20)	Charge 6	Wounds 10	

**Skills:** Convince 2, Flexible 3✘, Intimidate 3, Necromancy 4✘, Notice 4, Scrutiny 4, Toughness 4, Track 1.

**Betrayer:** During any scene involving this character, other characters treat every Ace card as if it were the Black Joker.

**Incorporeal:** This character ignores, and is ignored by, other characters and terrain during any movement. Reduce all damage this character suffers from Ranged and Close Combat attack actions by half.

**Terrifying (All) 13:** Enemy characters must pass a TN 13 Horror Duel when they end their turn within this character's engagement range or target this character with a harmful action.

**Swift:** This character generates an additional General AP on his turn.

### (1) Noose (Flexible)

AV: 6✘ (14✘) ===== Rg: ♣ 2 ===== Resist: Df

Target suffers 2/3/4 damage.

✘ **Final Fate:** After damaging, the target gains the following Condition: "**Doomed +10:** At the end of this character's turn, lower the value of this Condition by exactly 1. If the value of this Condition reaches zero in this manner, this character dies. Any character within 1 yard of this character (including this character) may end this Condition by spending 2 AP and making a successful TN 13 Counter-Spelling Challenge."

♣ **Remember Injustice:** After succeeding, if the target has the **Doomed** Condition, lower its value by 2.

### (1) Suppressed Memories (Necromancy/Charm)

AV: 6✘ (19✘) ===== Rg: 8 yards ===== Resist: Wp

Target suffers 1/2/3 damage. If this attack deals Moderate or Severe damage and the target is Fated, the target permanently replaces the top card of its Twist Deck with a Black Joker card (potentially resulting in a Twist Deck with multiple Black Jokers).

✘ **"What Did I Do?!"**: After succeeding, the target becomes **Slow**.

### (0) Betrayal

This character names a 1 AP Action and targets a character within 8 yards that has the **Doomed** Condition. If the target chooses to perform the Action, the target is treated as an Enforcer (9) for its duration. If the target does not perform the Action, it lowers the value of its **Doomed** Condition by 3.

# APPENDIX

## TAROT TIE-INS

Below is a list of possible Tarot Tie-Ins for each Act. Use these as ideas to help fuel your players' Destiny Steps or to inspire ideas for Destiny Steps that aren't listed here.

The first two letters of a Tie-In stand for the Tarot used. In this case, CR stands for Cross Roads Tarot (from the *Core Rules*), AL stands for the Assembly Line Tarot (from *Into the Steam*), LL stands for the Lifeline Tarot (from *Under Quarantine*), and WW stands for the Waterways Tarot (*Into the Bayou*).

The next two letters indicate the card's position. EC is Endeavor Card, MC is Mind Card, RC is Root Card, and BC is Body Card.

Finally, the two values - the number and suit - indicate the specific card tied to that destiny step.

## ACT I

CREC 12♠: "As the bell tolls for judgment" is an easy step to work into this session. When the character arrives at the rail yard to investigate the disappearance of Thomas Beasley, have a distant bell toll out the hour just before (or while) the character runs into the escaped Ursula Dabney.

CRMC A♠: "You will make dust of the ram's horns" could easily describe how the character is destined to bring to light the kidnapping efforts of the Guild, which causes outrage among Ridley's population. The following riots blunt the Guild's influence in the hub town, thus lessening its "horns." To emphasize this, the Fatemaster might even play up the anti-Guild sentiment in the town by giving them -2 Public Opinion and mentioning multiple instances of anti-Guild graffiti scrawled on walls and the sides of buildings.

## ACT II

CRMC 4♠ / UQRC 4♠: "You will wait when you should act" could come into play when the Ascending Patients attack the crowd or run amok in the hospital. It could also reference the end of the Act, when the Fated must choose between saving the Guild's offices or the Steamfitter's Hall.

ALBC 10♠: "You will don the robe of fire" most likely references the character catching fire, particularly if Sonmia Criid is Blank's patron. Even if she's not, the Fatemaster can add more fire to the adventure by giving the various Seditonist Mobs access to Flaming Bottles (Thrown Weapons that deal 1/1♣♣/1♣♣♣ damage and give **Burning +2** to every damaged character).

UQRC 2♣: "The fruit will turn rancid in the beating sun" could describe the corpses of those who perish in the Seditonist riot. If this is the case, the Fatemaster should play up the blistering heat of the day (which increases the TN of any attempt to calm the crowd by +1). After the battle is over, the morgue fails to arrive to gather up the corpses (Dr. Baldasar is too caught up in perfecting the Malformed), so they just lay in the street, rotting away in the oppressive heat.

WWEC 10♠: "Amidst the accusations and hurled stones" could describe any of the riots in this Act. If this is the case, the Fatemaster can give Throw Cobblestones (Thrown Weapons, 1/2♣/2♣ damage) to the Seditonist Mobs in this Act.

## ACT III

CRBC 12☞: "The light fades as the final feast begins" references food, which makes it particularly relevant to an Act that deals with concerns of hunger and starvation. One way to emphasize this is to have a storm reach Ridley just as the crowds gather outside the Farmer's Union warehouse. As the sun disappears beneath the clouds, the people start surging forward, intent upon filling their empty bodies with the last of Ridley's stockpiled food.

ALBC A☛: "The masquerade will reveal its true colors" might describe the conversation the character has with the Patron's guardian at the switching station. During this conversation, the character comes to realize the true nature of the force attempting to destroy Ridley. If this is the case, the guardian can reveal a bit more information about the Patron's true role in the adventure and how much the Patron has been pulling Blank's strings.

UQMC 7☞: "But the spirit lingers where flesh has failed" easily describes the horde of Wrathful Onryo that wander the hills outside Ridley. To make the most of this Destiny Step, the Fatemaster should play up the number and terrifying nature of the spirits, increase the TN of the Ongoing Challenge to avoid them by +1, and add an additional Wrathful Onryo to the start of the battle.

WWMC 4✕: "You will dance with a doll made in his image" has the potential for a whole lot of weirdness if Pandora is Blank's Patron. When the character arrives at the switching station, Candy is there with her Teddy, but instead of looking like a bear, the Teddy is a terrifying, crudely stitched doll fashioned to look like George Blank. If the Fated have previously encountered George Blank in *Northern Aggression*, they will be able to recognize the huge doll as having been crafted in his image (embroidered hand tattoos and everything).

## ACT IV

CRBC 7☞: "He tightens the strings and tugs at the rivets" could very well be a reference to George Blank himself. If either Marcus or Pandora is his Patron, have him pull the strings of their Wrath Fetishes taut as he absorbs their power. If Jack Daw is his Patron, then make note of the "string" of rope around his neck pulling tight after his transformation. In all such cases, the "tugging at the rivets" refers to his attempts to seize control of the Rail Golems; perhaps the enchanting process causes the rivets of the towering constructs to push outward from their places, as if the boilers of the machines were under great internal pressure.

ALRC 11✕: "But there is no mercy from the hanging judge" is particularly appropriate if Jack Daw is Blank's Patron. If this is the case, when Jack Daw appears above the crowd, his nooses repeatedly appear above the character and try to snake around her neck and drag her upwards. Treat these attacks as if they were Noose attacks from *The Hanged* (pg. 153), at the same Acting Value.

CRRC 4☛ / UQMC 4☛: "For new enemies are made from old allies" could describe one of the character's allies who perished during the Ridley Massacre and has since been transformed into a Malformed. This is particularly effective if the character played through *Northern Aggression*.

WWMC 5☛: "The beast will stand unbroken" could hint at a much deadlier fight with Blank. As soon as he catches sight of the Fated, Blank uses his Wrath Fetishes to become an Ascended and leaps into battle with them, intending to deal with the Rail Golems after the Fated have been dispatched. Instead of dying when he is killed, however, Blank pulls himself to his feet as the strength of his rage heals his Wounds and Critical Effects. The Fated will have to kill Blank a second time (at which point he dies for real).

# RAMPAGER

The Rampager is an Advanced Pursuit available to anyone who gains the **Enraged** Condition from the Fetish Talent. First printed in *Northern Aggression*, it has been updated here for greater balance with the *Core Rules*.

Malifaux is a place where extreme emotions can produce dark manifestations, and the Rampager is a prime example of this process at work. The Rampager draws upon the simmering anger within her, becoming stronger and faster as her anger grows, but at the cost of her reason and self-control.

Most Rampagers have lived with their anger for years, allowing it to guide their actions and chase away friends and loved ones. All it takes is a bit of a magical push to send them over the edge and into an endless ocean of violence and brutality.

Some Rampagers fight against the anger within them, using the focus and drive it provides to push themselves to greater accomplishments and achievements. Others revel in their newfound power, becoming bullies and thugs who only feel truly alive when they are in the middle of a melee, bashing in skulls and screaming at the world around them.

While the power granted to a Rampager is great, the magic within them is raw and unchained, a perfect complement to their anger. As the Rampager succumbs to her temper, the two grow and entwine, like two fires burning from the same fuel, until they eventually become one and the same.

Rampagers pay a high price for their supernatural strength. Each time they lose control, each time they dip into that unending well of pure fury, they lose a little bit of whatever makes them who they are, until finally, there's nothing left but an embodiment of pure rage.

Most Rampagers are the result of the Wrath Fetishes created by George Blank and Ester Ambrose, who used the magical trinkets to spread chaos throughout the Northern Hills. However, there have been others who have succumbed to their anger in a critical moment, only to find that their fury never quite went away...

# REQUIREMENTS

To become a Rampager, the character must become corrupted by a Wrath Fetish, which typically means either gaining the **Enraged** Condition from another character's Fetish Talent or drawing upon the power of multiple Wrath Fetishes at once. The twisted energies of the Fetish settle in the character's bones like a sleeping dragon, waiting for the opportunity to rise up and force her to lash out at those around her.

Alternatively, a character might be offered an opportunity to take up this Advanced Pursuit after succumbing to her rage in a gloriously stupid moment of pure roleplaying. In general, this should be an act that goes beyond general anger and into the realm of truly self-destructive behavior (for the character; this Advanced Pursuit isn't intended to be a reward for disruptive players).

# ADVANCEMENT

At each rank, a Rampager gains the Talent listed below:

STEP	TALENT
1	Driven by Rage, Rage Unleashed
2	Past the Point of Reason
3	Seeing Red
4	Blood in the Water
5	Reckless Assault

“ANGER MOTIVATES US ALL. I’VE JUST  
LEARNED TO EMBRACE IT.”

- GABRIEL KANTOR

## DRIVEN BY RAGE

As the character first succumbs to her rage, she finds herself gaining great power at the cost of her self-control.

Whenever this character suffers damage or becomes particularly frustrated in social situations, she gains the following Condition:

**"Fuming +1:** This character suffers a penalty on all Social Skills and Intellect-based Skills equal to this Condition's current value. This penalty instead applies as a bonus to the Intimidate Skill. Reduce this Condition's value by exactly 1 at the end of every round in which this character did not suffer damage."

## RAGE UNLEASHED

As the character becomes more accustomed to a life of anger and rage, she starts learning how to focus her anger into more productive endeavors. Most likely, those endeavors involve slamming someone's face into a brick wall, granted, but that's still more productive than just screaming in impotent rage.

The character gains the following Tactical Action:

(0) **Rage Unleashed:** This character may lower the value of her **Fuming** Condition by any amount up to the number of steps she has completed in this Advanced Pursuit to gain the appropriate bonus listed below. She may not lower the value of her **Fuming** Condition below 0 in this way.

- **Speed of Rage (1 Fuming):** Before lowering the value of your **Fuming** Condition, move a number of yards equal to the value of your **Fuming** Condition.
- **Intense Focus (2 Fuming):** Gain the **Focused +1** Condition.
- **Enraged Fate (3 Fuming):** Draw a card.
- **Relentless Swing (4 Fuming):** Make a single Close Combat attack against a character within range.
- **Endless Rage (5 Fuming):** Heal 2/3/4 damage and gain **Reactivate**.

## PAST THE POINT OF REASON

The character has become so lost within the deep wells of her anger that it is difficult to focus on anything other than her rage.

While this character has the **Fuming** Condition, she gains a **+** on her Willpower duels.

## SEEING RED

The unnatural rage within the character grows stronger until even the smallest slights and annoyances are enough to throw her into a violent rage.

Whenever this character misses with a Close Combat attack, she gains the **Fuming +1** Condition.

## BLOOD IN THE WATER

Eventually, the character's rage overtakes her, and she becomes a seething whirlpool of barely constrained violence. It becomes difficult to think of things other than lashing out at everyone and everything around her, but this same focus on violence makes the character a true terror on the battlefield.

When the character declares a Charge Action, she may discard a Twist Card. If she does so, she may make one additional **///** attack with an AP cost of 1 against the target of her Charge.

## RECKLESS ASSAULT

There is no longer anything separating the character from her anger. When in combat, she grows increasingly reckless as her bloodlust forces her to abandon any pretense of self-preservation in the interest of destroying her enemies.

When this character deals damage with a Close Combat attack, she gains the following Condition until the end of Dramatic Time:

**"Total Attack +1:** This character deals +1 damage with her Close Combat attacks and receives a **□** to her Defense duels. Lower this Condition's value by exactly 1 at the start of this character's turn."

## ROCKFURY

Rockfury is George Blank's Grimoire. It is a deep red rock worn perfectly smooth from being carried in many different hands, all of them clenched in anger. Despite its smoothness, a casual inspection of the stone will reveal letters that seem to be etched just beneath its surface.

The unfortunate thing about this Grimoire is that studying it, unlike most other Grimoires, is a waste of time. The letters that can be seen beneath its surface are entirely indecipherable no matter what the character does.

Furthermore, the stone almost seems to taunt those trying to unlock its secrets: anything the possessor does to make the letters clearer almost seems to work. It responds to every stimulus in a way that seems at first promising... however, nothing anyone tries will ever make the letters clear enough to make out.

It is only after the possessor of the stone gives up in anger and frustration that the letters flare to life and reveal their knowledge. The arcane lore stored within Rockfury hits them in a wave of comprehension, and they are able to immediately access the Grimoire and all its contents.

Because of the unique way in which characters must attune to this Grimoire, anyone who has felt the frustration necessary to unlock Rockfury is unlikely to share its secrets with others. In fact, being told the Grimoire's secret actually makes it almost impossible to access; it's difficult to become frustrated at the rock once you know it works.

*Magia:* Unnatural Shifting (Enchanting), Physical Enhancement (Enchanting), and Mind Control (Necromancy).

*Immuto:* Focus Object (Rockfury, -4 TN), Combined Spell, Alter Range, and Pulse.

**Special:** Accessing this Grimoire grants the character access to the Ritual of Bile (and they can freely teach the Ritual to others after learning it). The Ritual of Bile is described in more detail in *Northern Aggression* (pg. 104).

**Special:** This Grimoire can be used as a weapon with the Melee skill. If used in this manner, it deals 1/3/4 damage.



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# RIDLEY IS IN CHAOS

...

In the wake of the Ridley Massacre, a new faction has arisen in Ridley: the Seditonists. These men and women seek to free the northern town from the shackles of the Guild and the manipulations of the Union, in the hopes that Ridley can stand on its own as a free, independent settlement.

The Fated are brought in to help deal with the chaos the Seditonists are causing throughout the town, but are the riots really the result of unruly and entitled workers? Or is a hidden threat using the Seditonists to mask their own sinister plot?

...

*Northern Sediton* is the second in a three-part series of adventures for the *Through the Breach* roleplaying game. It can be played either on its own or as the sequel to *Northern Aggression*. It requires the *Core Rules* to play.



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