

# D Penny dreadful

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A NIGHT IN  
ROTTENBURG

THROUGH THE BREACH

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The Fated Almanac  
The Fatemaster's Almanac  
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In Defense of Innocence  
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A NIGHT IN

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**ROTTENBURG**

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**D**Penny  
Dreadful

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# INTRODUCTION

*A Night in Rottenburg* is a Penny Dreadful adventure supplement for the *Through the Breach* RPG. 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.

Each session, referred to as an Act, is broken down into individual Scenes, each with all the information a Fatemaster will need to run that part of the adventure. If the players need a bit more of a challenge, we've also provided a "Complications" chapter that comes with a few interesting wrenches you can throw at their characters to make things more interesting.

This entire adventure takes place within Malifaux City, much of it in the Quarantine Zone. It serves as an introduction to the new options and locations presented in *Under Quarantine*. In addition to taking advantage of some of the new mechanics and creatures introduced in that book, *A Night in Rottenburg* introduces players to the Quarantine Zone community of Rottenburg.

Although *A Night in Rottenburg* is intended as a companion piece, it is possible to run the adventure without *Under Quarantine*. The rules and stats you need to run this adventure are included in this book, so although this adventure builds on concepts presented in *Under Quarantine*, the only book you truly need to use this supplement is the *Fated Almanac*.

*A Night in Rottenburg* offers a more in-depth look at the community of Rottenburg, its people, and its ruler, Asura Roten, all while weaving a story of supernatural ambition and horror that focuses on life within the Quarantine Zone.

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 ruin the surprise!

# CONTENTS

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

## CHAPTER 1: INTRODUCTION

This is the current chapter. It provides some information on this supplement, how to best use it, and an overall summary of the adventure.

## CHAPTER 2: ADVENTURE

The adventure makes up the bulk of *A Night in Rottenburg*. It is broken up into four Acts, each with multiple Scenes. Each Act is intended to be played over a single game session (though some Acts can easily be broken into multiple sessions if the Fatemaster wishes).

## CHAPTER 3: PEOPLE

This chapter details the various people the Fated will meet over the course of their journey. It contains descriptions and backgrounds for every such character as well as stat blocks for those characters the Fated might face in combat.

## CHAPTER 4: COMPLICATIONS

Sometimes, an adventure takes so long that it makes more sense to split it into 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, the "Complications" chapter provides alternative plot hooks that can be used to present additional challenges to the players or to add a bit more action or political intrigue to the session.

## APPENDICES

These appendix provides Tarot Tie-ins to help a Fatemaster tailor the games to the Fated's destinies.

### 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."



# HISTORY

Once upon a time, Pietro Barone was a man of science, learning, and no small amount of vanity. He came to Malifaux within a year of the Breach's reopening to take a design position at the newly-created Geissel Metalworks. His earliest creations were well-received, and he was brought in to work on the Guild's Peacekeeper project. Unfortunately, his innovative ideas ran contrary to the Guild's much more conservative design goals, and rather than risk losing their contract with the Guild, Geissel chose to instead fire the handsome young engineer.

When Barone attempted to gather funding to open up his own factory, Geissel realized that they would have to deal with him sooner or later. They choose sooner and sent a gang of hired thugs to Barone's home to make him disappear. It might have worked had Pietro not been storing the prototype construct designs for his new factory at his home. He activated the machines and sent them after the thugs, then fled amidst the confusion.

With nowhere else to go, Barone fled to Cold Street, a district of the Quarantine Zone that was rumored to be a refuge for those who had been slighted by the Guild and its allies. Cold Street had not yet succumbed to the spiraling abyss of anarchy that would eventually consume it, but even then Barone realized that the consumption was so widespread among its residents that it was on the verge of becoming an epidemic.

Barone kept moving south through the Quarantine Zone until he finally came across Asura Roten, who had discovered the Grave Dynamo beneath the Quarantine Zone but could not repair the machinery. Working together, they combined their engineering and necromantic skills to jump-start the ancient machinery. Rottenburg grew up around them as Asura used the power of the Grave Dynamo to carve out a safe place within Cold Street, becoming the town's leader, while Barone became more and more engrossed in the inner workings of the Dynamo itself.

Barone eventually realized that the Grave Dynamo was far more powerful than either he or Asura had initially realized and attempted to restore it to full functionality. The earth shook as the ancient machine

began to awaken, and Asura confronted Barone in one of its chambers, demanding an explanation. The argument came to blows, and Asura triumphed. Barone was banished from Rottenburg, but not before he was able to swipe one of the strange Soulstones that had been powering the machine.

Soulstone in hand, he traveled north to Ridley, intending to sell it off to fund the creation of his factory in the northern boomtown. Unfortunately, a chance encounter with James Avers in a tavern left him shot and dead on the dirty floor as his soul was trapped by his stolen Soulstone.

The Grave Dynamo had supercharged Barone's Soulstone with necromantic energy before he stole it, however, and he found that he was able to influence anyone who came into contact with the valuable gemstone. With practice, this influence transitioned into full possession, allowing Barone a limited form of immortality.

While this might have been an amazing reprieve from death for many, to Barone it was poisoned by his vanity. Even if he held on to a body forever, he could never claim its accomplishments as his own, and the various faces staring back at him in mirrors only made him long for his own familiar visage. All hope was not lost to him, however, for he remembered the Grave Dynamo beneath Rottenburg.

Asura Roten believed that the machine was a necromantic battery, but Barone had discovered the truth before his banishment: the machine was built to harness necromantic energy, true, but only so that this energy could be used to animate a powerful, immortal creature that the machine's engravings called a Rigveda. More importantly, the Rigveda was mutable in appearance; were Barone to possess it, he could remake his former body and live out the rest of eternity as a handsome, brilliant scientist.

That meant returning to Rottenburg, but Barone was fine with that, as he intended to get a bit of revenge along the way...

# SUMMARY

The adventure begins in the Southern Slums, along the southern walls of Malifaux City. The Fated have been asked to help locate Harrison Smythe, an undercover Guild agent who has infiltrated a local group of cutthroats known as the Cauldron Gang. The Guild brings in a mercenary group to root the Cauldron Gang out, and in the conflict, Smythe is possessed by Pietro Barone.

Using Smythe's body, Barone leads the Fated into the Quarantine Zone where he uses them to enter the walled community of Rottenburg. In Rottenburg, the undead exist peacefully alongside the living, all under the watchful eye of the town's leader, Asura Roten. As the Fated adjust to the strange community, Barone sets off explosives and shatters the town's gates, allowing murderers and predators from the Quarantine Zone into Rottenburg to serve as a distraction as he attempts to enter the Grave Dynamo.

In the aftermath of the explosions, Asura realizes that a formidable spirit is moving among Rottenburg's citizens and asks the Fated to help her prepare a powerful ritual to banish every spirit within Rottenburg. Barone, meanwhile, has discovered that the Grave Dynamo has been locked down by Asura, and he sets the constructs from his former workshop loose upon the city as he works to manufacture a key that will let him access the Grave Dynamo.

If the ritual cannot stop Barone, the Fated will have to pursue him into the Grave Dynamo itself, which stretches down into the Necropolis beneath Rottenburg. There they will learn the full extent of his plan: Barone intends to possess a mindless proto-body from the days of Old Malifaux, making him functionally immortal as the towering creature pulls itself free of the ancient machines keeping it alive. If the Fated are unable to stop the lumbering creature, there is no telling how much destruction Barone could cause.

# A GUIDE

If you are new to Fatemastering or new to adventure supplements, you may be intimidated by the amount of information contained 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 the adventure that don't work for you, just skip them and pick the adventure up 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. Or, if your players seem to be moving too quickly through the action, you can use the "Complications" chapter to throw a wrench in their plans. This isn't cheating; your job as Fatemaster is to keep the adventure entertaining, and sometimes that means throwing an unexpected plot twist at the players to keep them from getting bored.

After the adventure is the People section. Nothing makes a game come alive more than complex Fatemaster characters, and you can find them here. While there is plenty of information contained in this chapter, feel free to change the backgrounds and stats of each character to suit the needs of your story.

The appendix provides some additional information for the Fatemaster. It includes information that may come up for some groups but isn't likely to come up for most.



# A NIGHT IN ROTTENBURG

*A Night in Rottenburg* is comprised of four Acts, each divided out into its own section. Each Act is designed as a single session but can be lengthened to create a longer campaign in the Quarantine Zone.

Fatemasters are encouraged to read the “Adventure” and “Complications” chapters in advance to get the feel of the adventure. In this way, they’ll be better able to adapt the story if the Fated are having an easier or harder time of things (or if they start taking actions that are not anticipated by the adventure, which always seems to happen sooner or later).

Keep in mind that all the information provided here is a guide, and Fatemasters are encouraged to change whatever facts, details, and values they wish in order to create the most compelling story.

## TAROT TIE INS

There are different Tarot Tie-In options for the Fatemaster in the Appendix (pg. 118). These can be used (or not) at your discretion and are provided mainly as inspiration for tying the destiny steps of the Fated into the story.

Each Tarot option provided is linked to a specific Act and references the events that unfold during that part of the adventure.

Because this adventure is linked to *Under Quarantine*, it provides Tarot Tie Ins for the Lifeline Tarot in addition to the Cross Roads Tarot.

# ACT I

Act I begins in the Southern Slums district of Malifaux City. The Southern Slums are a slapdash pocket of civilization that is at once very close to and yet also far removed from the rest of Malifaux City. They're also home to Theodosia Palmer, a wastrel who is something of a cross between a spy, an information broker, a snitch, and a self-interested manipulator. Theodosia is responsible for getting the Fated involved in the adventure, and that likely involves bringing the Fated to the Southern Slums.

Since this is the first Act, it is important for the Fated to begin the game connected to the storyline. We've provided some quick and easy tie-ins on page 10 that can help get the players involved in the adventure from the very start.

## ACT I, PROLOGUE:

### A CAULDRON OF MISERY

*A Night in Rottenburg* begins with the Fated being contacted by Theodosia Palmer, who is concerned about the safety of a Guild agent, Harrison Smythe. While they're not truly friends, Palmer is fond of Smythe, and she's concerned that he's gotten himself into a situation that he can't handle.

Under orders from the Guild, Smythe has gone undercover and infiltrated the Cauldron Gang, a group of cutpurses and cutthroats who have recently come into power in the Southern Slums. What Palmer has just learned - and what Smythe doesn't suspect - is that the Guild has contracted a mercenary group known as the Brass Irregulars to wipe out the Cauldron Gang. Palmer doesn't know why the Guild would deliberately put one of its own agents at risk in such a reckless manner, but she's worried that they've betrayed Smythe and are trying to ensure that he perishes in the fighting.



## THAT PERSONAL CONNECTION

To really hook the Fated in this adventure, you should try to give them some personal stakes in the events that are unfolding.

### FOR FATED WITH GUILD CONNECTIONS

Fated with close ties to the Guild might know of Harrison Smythe by reputation. He's created some minor troubles for his superiors by breaking cover in order to protect the town's citizens, and the word around the Guild Enclave is that they're not too happy with his behavior. Despite this, he's popular among his peers, and many of the new recruits consider him to be a role model and all-around upstanding guy.

In this case, the desire to see Smythe warned about the Brass Irregulars might not come from Palmer at all, but rather Angela Kruse, one of his fellow Guild agents. It's clear to Kruse that someone in the Guild wants Smythe removed from the picture, and it's safer to approach people outside the direct chain of command (i.e., the Fated) with her concerns than to report it to a superior and risk them being involved in the plot.

### FOR FATED WITH RESURRECTIONIST CONNECTIONS OR THE NECROMANCER OR GHOUL PURSUITS

If the Fated have ties with the Resurrectionists, then they might be approached by Jennifer Simonsson, one of their fellow necromancers, rather than Palmer. Simonsson has made an arrangement with the Cauldron Gang to provide her with the corpses of those they murder; she gets a steady supply of fresh bodies to work with, and the Cauldrons get a steady source of income in exchange for letting someone else dispose of their victims' corpses.

It was a comfortable arrangement, but now Simonsson has learned of Smythe's presence in the Cauldrons. She wants the Fated to root him out and convince him that the gang isn't a threat and that the Guild shouldn't get involved. If they can safely evacuate Smythe - the death of a Guild agent will only draw more unwanted attention to the Cauldrons - and convince him to lie about the influence of the Cauldrons, then she'll cut them in on her deal. Simonsson doesn't know about the Brass Irregulars and their impending attack on the Cauldrons.

### FOR FATED WITH UNION CONNECTIONS OR THE DRUDGE PURSUIT

Working in the mines doesn't pay very well, so the Fated's foreman could set up a meeting between Palmer and the Fated. She's been known to provide opportunities for card-carrying Union members to earn a little moonlighting money, especially if work has been slow.

### FOR FATED WITH THE MEDIUM OR GHOST EATER PURSUITS

Voices from beyond the grave are always reliable (trust us), and now one of the spirits on the other side is trying to convince the Fated that Harrison Smythe is in trouble. The Fated has likely never heard of him, but the spirit claims that he is a good man who arranged for her children to be taken off the streets and placed in an orphanage after she was murdered by a cruel man in a tall hat, and she cannot rest until the debt is repaid.

If this hook is used, it could even turn a bit dark once the Fated discover Remy, Margot, and Ewan in Scene 3, with the spirit manifesting and attempting to protect "its children" as the Fated are trying to evacuate them. This is an excellent opportunity for the Fated to stop the spirit from murdering the children so that it can "protect them for all time." If you choose to go this route, use the stats for an Onryo from *Under Quarantine* (pg. 180) to represent the spirit in question.

### FOR FATED WITH THE CRIMINAL, MERCENARY, OR WASTREL PURSUITS

Palmer can offer 25 scrip and the future use of her information broker services to Fated with a more mercenary bent. She'll offer 10 scrip up front and the other 15 scrip once the Fated have managed to return Smythe to safety. Discretion is important to her, and she'll make it clear that she doesn't want anyone else to know that she's putting up her own money to rescue Smythe; her business depends upon the impartial front that she presents to her customers, and if it looks like she's playing favorites with the Guild, it will most likely frighten away some of her Arcanist and Resurrectionist customers.

### FOR FATED WITH THE BULLY, SCRAPPER, OR GUARD PURSUITS

The Fated might have been members of the Cauldron Gang before Maria el Roto, James Avers, and Reuben Dressler took it over and gave it its new name. In this case, Palmer approaches the Fated because they know the district and the gang, and they've got the best chance of getting Smythe out before it's too late. If this route is taken, consider giving the Fated a **+** on Navigation Challenges within the Southern Slums and on any Social Challenges made with members of the Cauldron Gang. This bonus won't apply to the gang's leaders, however; they won't be very pleased to see the Fated returning to their old stomping grounds.

### FOR FATED WITH THE COLLABORATOR, INFILTRATOR, OR OVERSEER PURSUITS

It's possible that the Fated might be Smythe's point of contact or fellow infiltrator. In this case, it's the Fated that hear rumors about the Guild hiring the Brass Irregulars to wipe out the Cauldrons, apparently uncaring that Smythe is still undercover within the gang. When the matter is brought up to their superiors, they make it clear that "Smythe has had this coming for a long time" and mention that if the Fated "know what's good for them, they'll leave it alone." If the Fated don't take it upon themselves to disobey orders and investigate, they can at least confirm Palmer's suspicions about the Guild wanting Smythe out of the picture.

### FOR FATED WITH AN ESTABLISHED ALLY

If the Fated have an NPC that they're fond of, consider having that character replace Smythe as the undercover agent. Since this adventure requires the Fated to be highly motivated to chase after Smythe into dangerous and unknown territory, any emotional connection they feel toward the undercover agent is good. Smythe's primary goal is to obtain intelligence on the Cauldron Gang, so any character that would be interested in the gang could potentially fill in here.

### FOR FATED CURRENTLY PLAYING IN A CAMPAIGN

Consider adding the following key players to an adventure that will take place before the start of *A Night in Rottenburg*:

**THEODOSIA PALMER (OUTCAST):** Palmer is an impish young woman who is well-informed and well-connected. The Fated might encounter her when they're in need of information or supplies that seem beyond their reach, only for Palmer to step up and help them get what they need. She prefers face-to-face contact and can provide Guild investigators with the right bit of information to lead to a break in their investigation, Arcanists with arcane trinkets looted from the city's ruins, Resurrectionists with fresh corpses, and even help Gremlins sell their pork and moonshine within city limits. Once she's helped the Fated enough to put them in her debt, she'll ask them to help her extract Smythe from the Cauldron Gang.

**HARRISON SMYTHE:** As a career spy, Smythe has infiltrated most of the major factions in Malifaux at one time or another. His strong moral compass frequently gets him into trouble, and the Fated might have benefited from his soft heart at some point in the past. Maybe he revealed himself after they were captured or backed into a corner, suddenly turning on his supposed allies to free the Fated from captivity or to shoot a fearsome opponent in the back to save the Fated from certain death. When the adventure begins, the Fated will know that Smythe is a good man in the wrong profession and ideally will be interested in trying to help him out of his latest predicament, even if only to repay his prior kindness.

**THE CAULDRON GANG:** If the Fated have spent any time in the Southern Slums, they might have run afoul of the Cauldron Gang or any of its three leaders, Maria el Roto, James Avers, or Reuben Dressler. In this case, the adventure hook becomes less about helping Palmer and more about striking back at an established enemy. If this route is taken, Smythe should be portrayed as a man with important information who can bring the gang down once and for all... provided that he survives long enough to return to the Guild and make his report.

## MEETING WITH PALMER

This section assumes that the Fated haven't worked with Palmer before. Read the following text, adjusting as appropriate if the Fated are already familiar with Palmer:



A short, puckish woman in a waistcoat, pinstripe pants, and a brown bowler strolls up to you. She immediately offers an enthusiastic hand to shake with each and every one of you.

"Pleased to meet ya. I've heard wondrous things about you lot. I'm Theodosia Palmer, at your service." She tips her hat. "Friends call me Thee. Good friends call me for drinks."

She barks a quick, practiced laugh. "Enough silliness, let's talk business. I've got a client who needs a little discretion, nimble fingers, some thuggery, and plenty of gumption. Interested?"



Palmer's proposal is simple, but rife with complications. She needs the Fated to contact a gentleman named Harrison Smythe and get him to come back home immediately. The catch is that Smythe is undercover in the Southern Slums where he's infiltrated a local gang calling themselves the Cauldrons.

She'll explain that Smythe is a Guild agent, "but don't hold that against him; he's good people." Palmer wants the Fated to find him and convince him to abandon his mission because she's heard that the Guild are sending in mercenaries to wipe the Cauldrons out, and she's worried that Smythe will get caught in the crossfire.

If the Fated question why she's interested in Smythe's safety, read the following text:



Palmer's smile fades, revealing the concern beneath her friendly façade. "Look, Smythe's a good friend of mine. He's as solid as they come... maybe too solid. He's a Guild reformer, a goodie-goodie man of ethical stature, as it were."

Her shoulders sag. "He shouldn't be going undercover like this. He doesn't have the moral capacity to abandon his moral capacity, if you know what I mean. And he's no good at playing the role of a cutpurse and murderer." She tries to smile again, but it's impossible to fully mask her concern. "Look, I'm just worried about him, you know?"



Palmer can provide some simple support. If the Fated are in need of equipment or gear, she can call in some favors to provide roughly 5 scrip of gear per Fated. She can't combine these favors to provide anything larger, so the Fated can't "pool" this money together.

Before they part, Palmer hands the Fated a brass pin depicting a zeppelin, informing them that it was Smythe's old service pin from the military. She says that he'll recognize it if they're wearing it and realize that she sent them. If the Fated are being recruited by someone other than Palmer to find Smythe, they'll be the one to give the Fated the pin.

Palmer will also add the following:



As you're about to take your leave, Palmer suddenly seems to remember something. "Oh, and hey? Could you try not to run into the slums with guns blazing?" She raises her hands in front of her as if to cut off any protests you might lodge. "Now, I'm not saying that you can't shoot people, just... well, I want to get Smythe out of there before the fighting starts, not to kick the battle off early, you know?"



**PALMER**

## THE SOUTHERN SLUMS

Located on the southwestern edge of the city, the Southern Slums are all but cut off from the rest of Malifaux City. Its residents can still visit the rest of the city by walking along the its outer walls and reentering at the Southgate of the Central Slums, but it's enough of a walk that most people only make the journey once or twice a week. This seclusion works both ways, however, and as a result, the Southern Slums tend to avoid many of the larger problems that are more common in the city proper.

That isn't to say that the Southern Slums are entirely free of strife, however. There are always a handful of gangs fighting over control of the district, and extortion and bribery are ways of life. So long as the conflict between the gangs remains relatively low-key, the Guild is content to let them fight over the district without becoming involved. The one exception is the two blocks surrounding the Aircar pylon that house the Guild Guard assigned to protect this far-flung portion of the Guild's Aircar network. Any gangs attempting to muscle in on this territory invariably find themselves wiped out by Guild retaliation, to the surprise of no one.

The buildings in the Southern Slums are the typical eclectic mix of architectural styles common to Malifaux City, but in general they tend towards large, five-story, Victorian row houses. Many of the buildings have been subdivided out by their inhabitants, though the construction skills used to accomplish this range from "blanket hung over a length of clothesline" to "structurally dubious wooden wall." Very few people have bothered to put much work into fixing up any of the buildings, because it's likely that as soon as they finish, some gang will come along and claim it for their own.

Despite this, there are still plenty of people who live in the Southern Slums. Housing is theoretically free but often involves paying protection money to one or more gangs to ensure that one's possessions, spouse, and/or children are still there after returning home from work. There are saloons, grocery stores, doctors' offices, and other necessary businesses scattered throughout the district, providing the trappings of civilization, but most are run-down and a bit on the grimy side. It's possible to eke out a life in the Southern Slums, but not a classy one.

## ACT I, SCENE 1:

### THE SOUTHERN SLUMS

There are three ways for characters to enter the Southern Slums: walking around the city walls to enter at the district's outer gate, taking one of the Guild's Aircars from the Howling Slums, or traversing the sewers.

The first option is the most common. The southern walls of Malifaux City are the least patrolled, but it's generally fairly safe to travel along them during daylight hours, and there's usually a steady trickle of travelers making their way between the Southern Slum's exterior gate - known as the Raven Gate due to the large weathered bird statues which flank its doors - and the much larger Southgate to the east.

The second option is far safer no matter the hour of the day, but it tends to be restricted to those people with significant financial resources or Guild contacts. If the Fated are employed by the Guild (whether as their normal jobs or as favored mercenaries), then this option gets them to the Southern Slums in style. Independent Fated can still purchase a ticket for 2 scrip each.

The third option - trekking through the sewers - is the least direct and most dangerous route. If the Fated have Resurrectionist leanings, this method of moving through the sewers might be appealing, but it most likely involves crossing beneath the Quarantine Zone (which could even be an adventure in itself).

#### *Sewer Sweepers*

Malifaux City's sewer system connects the various districts of the city together in a crisscrossing maze of subterranean passages. This makes it an attractive choice for traveling unseen throughout Malifaux City, though this clandestine movement is by no means safe.

#### *The Raven Gate*

If the Fated don't have the connections or scrip to take the Aircar - or if they just want to save their money - they can travel to the Southgate in the Central Slums and work their way around to the Southern Slums. Read the following text to the players:



The walk along the outer edge of the city walls is uneventful. There's a worn path in the thin grass here, and as you travel, you pass a handful of others heading in the opposite direction. Many of them carry wickerwork baskets, no doubt on their way to do some shopping in the city proper. The soaring, gray stone wall prevents you from seeing anything that might be happening on its other side, but given that you're passing the Quarantine Zone, that's probably for the best.

The Raven Gate soon comes into view, marking the entrance to the Southern Slums. The large double doors are currently propped open, and the portal is flanked by two towering statues of sinister ravens and four significantly less sinister members of the Guild Guard. They tip their hats at you and bid you a friendly "good afternoon" as you pass through the gate and into the Slums.



### *Arrival by Aircar*

If the Fated arrive in the Southern Slums via Aircar, read the following text to the players:



The Aircar is little more than a large box attached to an even larger balloon, that runs along zip lines to keep it on course. The cabin is just large enough to comfortably hold a dozen people, and as the captain guides the Aircar from the small room at the cabin's front, you're afforded a view down into the Quarantine Zone below.

The Guild's official stand on the Quarantine Zone is that it's filled with Resurrectionists and outlaws, but looking down, you're surprised at the number of people moving around within the supposedly forbidden zone. They scurry out of sight as the Aircar moves overhead, but at least one tiny person raises his arm and makes a rude gesture back up at you.



The only other person on the Aircar besides the Fated and the pilot is a single Guild Guard; Guild policy dictates that every Aircar trip be accompanied by at least one member of the Guard, primarily to ensure the safety of the Aircar and its captain (in that order). Read the following text to the players:



"They call it Cold Street," the attending Guild Guard says from his position near the door. "Back at the Enclave, we call it Consumption Street, on account of most of 'em down there having the consumption. We used to shoot at them, but that got nixed once they started shooting back. Higher-ups got worried it might damage the Aircar, I guess." He shrugs as if he couldn't care one way or another.



The Aircar comes to a stop at the Guild pylon, a stone and steel construction resembling a tapering needle jutting up towards the sky. The pylon is surrounded by sturdy, fortified buildings that serve the Guild as their barracks and command center in the Southern Slums.



## FINDING THE CAULDRONS

Before the Fated can find Smythe, they have to find the Cauldron Gang. Fated who wish to do some investigation can ask the slum's residents about the gang, though asking too many questions is certain to draw the unfavorable attention of the Cauldrons. Gathering information about the Cauldrons is handled via an Ongoing Challenge.

### PEERING INTO THE CAULDRON

- **SKILLS ALLOWED:** Bewitch, Intimidate, Scrutiny
- **TARGET NUMBER:** 11
- **DURATION:** 10 minutes
- **SUCCESS REQUIREMENT:** 9
- **FAILURE REQUIREMENT:** 3

At the end of each Duration, the Fated learn one Useful Information from the list below for each Success they achieved. For every Failure, they learn one Misleading Lie from the list below. Each of these bits of information comes from one of the district's residents, so feel free to give them quick descriptions of the people they're questioning for each result.

If the Fated manage to successfully complete the Ongoing Challenge, they learn the location of the Cauldrons' lair and can travel there at any time (which takes them to Scene 2).

If the Fated catastrophically fail the Ongoing Challenge, however, then their questions draw the attention of the Cauldron Gang, who ambush the Fated in an attempt to teach them to mind their own business. See the Ambush! Cauldron Surprise! section on page 17 for more details.

#### *Useful Information (in no specific order)*

- The Cauldrons have only been around for about a year, but they've already scattered or absorbed most of the other gangs in the Southern Slums.
- The Cauldrons are kept together by three dangerous leaders: Maria el Roto, James Avers, and Reuben Dressler.

- The gang's got a big safe in their stronghold that they use to store all their stolen scrip. With as much money as the Cauldrons have shaken out of the residents in the past year, there's probably enough scrip in there to set a man up for life.
- Maria el Roto handles most of the gang's recruitment, which mostly involves beating potential recruits to see if they're worth her time.
- Plenty of people have tried to complain about the Cauldrons to the Guild, but they always say the same thing: they're "aware of the problem" and to avoid taking matters into one's own hands.
- James Avers started the Cauldrons. He's a hothead and a bully and is prone to fits of self-destructive rage. It's rumored that he once shot a man in Ridley just to watch him die.
- While Avers and el Roto are loud-mouthed firebrands, Reuben Dressler is cold and calculating. He's educated where they're a bit on the slow side, and it's pretty clear to the district's residents who's actually leading the gang.
- There have been a bunch of new arrivals in the slums over the past few days... and most of them have been dressed in brown longcoats with bright brass buttons.

#### *Misleading Lies (in no specific order)*

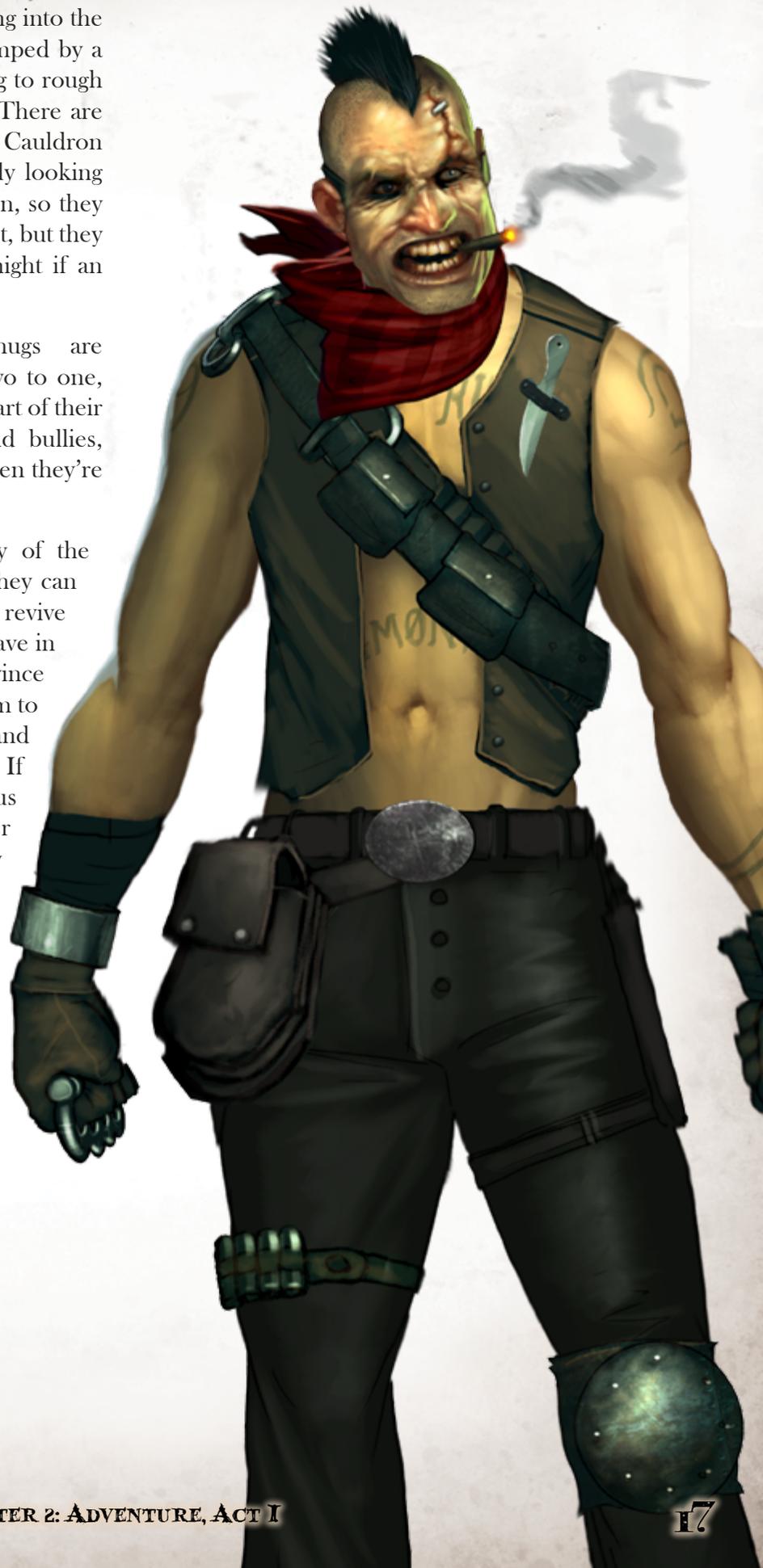
- The Cauldrons have done some terrible things to people in the name of expanding their territory, but even the other gang members have turned pale after watching Dressler deal with enemies. He isn't human! (Dressler is, in fact, human; he's just a sociopath with no concern for human life.)
- Maria el Roto is an Arcanist; it's rumored that the Guild broke her on the wheel (a medieval torture device) but that she escaped and healed herself with magic. The Cauldron Gang is just a cover for her Soulstone smuggling operation. (Maria was beaten in prison and her bones healed poorly; she has nothing to do with the Arcanists.)
- The Cauldrons have been taking prisoners from the slum's residents and holding them hostage to prevent anyone from acting against them. They've got at least twenty kids locked up in their fortress, including the local Guild Sergeant's niece. (There are some children living alongside the Cauldrons, but none of them are prisoners.)

*Ambush! Cauldron Surprise!*

If the Fated catastrophically fail the Peering into the Cauldron Ongoing Challenge, they're jumped by a group of Cauldron Thugs (pg. 92) looking to rough them up for asking too many questions. There are three Cauldron Thugs plus one additional Cauldron Thug per Fated character. They're mostly looking to break a few bones and cause some pain, so they won't attempt to kill anyone that passes out, but they won't be crying themselves to sleep at night if an accident happens.

Once the remaining Cauldron Thugs are outnumbered by the Fated by at least two to one, those capable of fleeing will do so at the start of their next turn. The Cauldrons are thugs and bullies, and they're unwilling to risk their lives when they're clearly outnumbered.

If the Fated attempt to interrogate any of the unconscious Cauldrons after the battle, they can attempt a TN 10 Doctor Challenge to revive one. The Cauldrons aren't particularly brave in situations such as this, and a TN 8 Convince or Intimidate Challenge will convince them to give up the location of their stronghold (and thus allow the Fated to move to Scene 2). If the Fated exhibit prove that they're serious (such as with torture or by executing other Cauldron Thugs to prove a point), they gain a + to their flip.



## ACT I, SCENE 2:

### THE CAULDRONS' LAIR

The Cauldrons' lair includes a stronghold, barracks, and a common square. This scene revolves around the Fated entering the Cauldrons' stronghold, finding Harrison Smythe, and trying to avoid running afoul of the gang's leaders. The Fated have three options for getting inside: sneaking in, fighting through, or joining the gang.

#### SNEAKING IN

The Cauldrons have carved out a healthy chunk of the western portion of the Southern Slums for themselves, and any Fated wandering into their territory is going to attract attention. The Fated can avoid detection and reach the gang's stronghold with TN 10 Stealth Challenges. If a Fated is capable of becoming invisible for at least ten minutes, they can do so to immediately pass this Challenge without having to make a Stealth duel. If all the Fated succeed, they pass through Cauldron territory without incident; see The Common Square on page 24 for more information.

If any of the Fated fail this Challenge - or if they simply do not think to move stealthily through Cauldron territory - then they are quickly spotted by a Cauldron patrol. The patrol approaches the Fated from a position of strength and tries to intimidate them into giving over their money without fighting. Read the following text to the players:



As you make your way towards the Cauldrons' stronghold, you come across a group of young men and women, all of them wearing worn clothing and bad attitudes. They're standing in a group, some slouching against a pock-marked building as they smoke thin cigarettes, others laughing over some private joke.

When they see you in the street, they put out their cigarettes and push off from the wall, approaching you almost like a pack of wolves trying to feel out another group of predators. "Hey there," the man in front calls out as he pushes up his battered hat with one finger. He flashes you a grin filled with blackened teeth. "This here's Cauldron territory, and it doesn't look like you got a pass. Lucky for you, we're in the pass-selling business."



There are five Cauldron Thugs (pg. 92) here, plus one Cauldron Thug per Fated.

The Cauldrons are hoping to get 1 scrip per person out of the Fated, but a TN 9 Barter Challenge will convince them to accept 0.5 scrip per person. Alternatively, the Fated can attempt TN 12 Bewitch or Intimidate Challenges to bypass the shakedown entirely. Failing any of these flips only annoys the Cauldrons and causes the "traveling pass" to increase by half a scrip per person per failure.

If the Fated claim that they're interested in the Cauldron Gang - perhaps to join their ranks or speak with one of their leaders - the Cauldron Thugs offer to take them to Maria el Roto for initiation. The thugs seem amused by the idea and tag along after the Fated; a TN 8 Scrutiny Challenge reveals that the thugs are expecting a fight of some sort but are being honest about their intent to bring the Fated to their leader. None of the Cauldrons know anyone by the name of Harrison Smythe (he's using an alias), but they suggest that Maria el Roto might know him.

The thugs don't care if the Fated are being sincere or not in their request to see el Roto; if it's a trick, the Cauldrons will at least have Maria el Roto and a few more thugs on their side when the Fated make their move. See The Initiation on page 20 for more details.

## FIGHT OUR WAY IN!

If the Fated can't afford to pay the gang's bribe - or just decide to be defiant - the Cauldrons will attack them in the hopes of knocking the Fated out and going through their pockets. They're not interested in killing anyone, but they will loot unconscious Fated of anything that looks valuable. Similarly, if the Fated attack the Cauldrons, they'll fight back to defend themselves.

The Cauldrons fight until they're outnumbered, at which point they attempt to flee back to their stronghold at the start of their next turn. If the Fated choose to pursue the fleeing Cauldrons, the thugs will lead them right back to their stronghold, where Maria el Roto (pg. 92) is waiting with a group of alerted Cauldron Thugs. Read the following text, paraphrasing if the Fated remain behind and force Maria to come to them:



The fleeing hoodlums rush past another group of Cauldron thugs, earning a few mocking laughs and jeers from their companions. The leader of the group - a woman wearing a cowboy hat, jeans, collared shirt, and long coat - steps forward, moving not with grace but like a puppet that has been incorrectly assembled, as if her bones do not quite point in the right directions. Even her nose is slightly crooked, possibly from being broken and reset.

Rather than looking upset at her fellow gang members' defeat, however, she's got a wide grin plastered across her face. "Hey there!" she shouts, waving her hand in the air. "Looks like you folks are some mighty tough sons of bitches! Name's Maria el Roto. What do you say we stop trying to kill each other and instead talk about you joining up with the Cauldrons?"



Maria el Roto is being serious with her offer here, and a TN 10 Scrutiny Challenge will confirm this. She's been picking through the trash of the slums to find the best fighters she can, and the appearance of a group of tough fighters right on her doorstep is an opportunity that she can't overlook.

She's willing to let the Fated join the Cauldrons as senior members, which means that they'll get a better cut of the loot and plenty of respect from the rest of the gang. They'll still have to pass an initiation, but Maria makes this sound like a formality, since the Fated were clearly capable of dealing with at least one group of her thugs. If the Fated agree to go through with the initiation, she'll hold it right there in the street.

In this scenario, Maria's opinion of the Fated during the Initiation is much more favorable. Replace the text box on page 20 with the following text:



"We Cauldrons don't deal with softs," she states as she motions to some of her thugs, who approach you fearfully, like misbehaving dogs expecting to be punished.

"Initiation is fists only," Maria says. "Toss your guns to the ground and you'll get 'em back afterwards. Losers get carried out. Winners do the carrying."

A faint grin tugs at the corner of her mouth. "Don't disappoint me, now."



The Initiation otherwise plays out as described in The Initiation on page 20.

## THE INITIATION

If the Fated express an interest in meeting with the leaders of the Cauldrons or in joining their gang, they'll be escorted into an alleyway to meet with Maria el Roto (pg. 92). The woman and her thugs have just finished a previous initiation, and some people are dragging the bodies (a few conscious, most not, and one dead) away from the alleyway while the others watch with mild amusement. The uneven cobblestones are smeared with blood, vomit, and sweat, but Maria appears bored and is practicing her knife throwing skills against a busted wagon wheel.

However the Fated get introduced to el Roto, read or paraphrase the following text:



Sporting a cowboy hat, boots, jeans, collared shirt, and long coat, Maria el Roto moves not with grace but like a puppet that has been incorrectly assembled, as if her bones do not quite point in the right directions. Even her nose is slightly crooked, possibly from being broken and reset.

"We Cauldrons don't deal with softs," she states, not even looking in your direction. "You think you're tough enough, then show it."

With a dagger, she points to several of her gang members, one for each of you. They all hop off from their perches, tighten their hands into fists, and advance.

"Fists only," Maria says. "Toss your guns to the ground, and you'll get 'em back afterwards. Losers get carried out. Winners do the carrying."



Each of the Fated will face one Cauldron Thug (pg. 92); they will not "gang up" on the Fated unless the Fated do so first. Despite her "fists only" rule, the Cauldron Thugs intend to cheat and will draw knives as soon as the fight starts. Maria doesn't care, and she doesn't care if the Fated cheat either, so long as they're showy or clever about it. If they don't toss their guns to the ground, however, she'll have them escorted out; she has no time for people who won't do as they're told. The Fated only need to knock their opponents unconscious to pass the Initiation.

The Cauldron Thugs who aren't fighting will gather the Fated's guns and place them near her. She knives anyone who gets too close to the guns, Fated or Scrapper, and will express amusement if the Fated start deliberately pushing people towards her knife. She keeps her word, though; the Fated will get their guns back, even if they lose. The losers won't be allowed to join the Cauldron Gang, and Maria will warn them that if any of her people catch the losers in the Southern Slums, their lives will be forfeit.

Any Fated that pas the Initiation can attempt to reason with Maria on behalf of a losing Fated. This requires a TN 10 Convince Challenge, and on a success, Maria agrees to allow the loser to join the gang. She notes that the loser is the winning Fated's responsibility, however, and that if there are any problems with the loser, she'll be having a talk with the winner about it. This is mostly just bluster; Maria can't be bothered to learn the names of her thugs, let alone keep track of who is in charge of whom.



## FAST TALKING

Despite el Roto's insistence on a fistfight, the Fated can circumvent the fighting if they convince her that they have other skills; the Cauldrons desperately need competent people, even cooks. The Fated should state what they can contribute to the gang, at which point Maria will test their abilities with the mentioned skill.

This takes the form of a Skill Challenge against a TN of 12. If the chosen Skill is difficult to showcase with the tools on hand, the character suffers a  $\square$  to the Challenge, but el Roto will try to create a favorable situation if possible. For instance, if one of the Fated claims to be able to patch up the wounded, she'll shoot one of her thugs and tell the Fated to get to work.

If the Fated succeeds, Maria takes an obsessive interest in that character. She excuses that character from the Initiation process and chats with them about their skills as the other Fated fight with the Cauldron Thugs. If the Fated fails in this Challenge, however, el Roto will mock them and then motion for the Initiation process to continue.

## MONEY TALKS

Maria el Roto isn't adverse to a bit of bribery. For the low cost of 3 scrip, she'll allow a Fated to pass the Initiation with flying colors, without having to risk being stabbed by her thugs. She pockets the money and then allows the Fated to stand by and watch the less fortunate Fated undergo their Initiations.

## I CAN DO THE MAGIC!

If any of the Fated claim to be able to use magic, Maria will immediately become interested in just what they can bring to the table. All the Fated needs to do is to demonstrate a single spell, most likely upon an unfortunate Cauldron Thug. Maria's not entirely sure just how magic works, so the Fated has three opportunities to cast any spell of their choosing. The spell in question has to have some effect that Maria can discern, whether that's tossing a fireball at someone, creating an illusion, or raising the dead (she's perfectly willing to shoot one of her thugs to provide the Fated with a suitable corpse).

If the spell is cast, Maria will excuse that character from the Initiation process and will specifically mention the Fated to Avers and Dressler when she gets back to the stronghold. If the Fated is unable to cast a spell - or cannot cast a spell with some noticeable effect - el Roto just mocks the character and then motions for the Initiation process to continue.



## THE STRONGHOLD

The Cauldron Gang operates out of an abandoned tavern. Its windows have been boarded up and reinforced, and at least one Cauldron Thug with a rifle is stationed on the roof at all hours of the day. Inside, the three leaders have rough sketches of the surrounding buildings and the Southern Slums district pinned up to the walls. A TN 10 Geography Challenge reveals that from the look of the maps, the Cauldrons have been aggressively expanding their boundaries throughout the slums.

If they are not busy elsewhere, the leaders of the Cauldrons - James Avers (pg. 93), Maria el Roto (pg. 92), and Reuben Dressler (pg. 93) - can usually be found in the Stronghold, either passing the time with light conversation and heated arguments or sleeping on the cots in the back. There are usually five Cauldron Thugs here, cooking, eating, or chatting with one or more of the three leaders.

If Maria is with the Fated when they arrive at the Stronghold, she'll introduce the Fated to the other leaders. Read the following text:



Maria el Roto leads you into the dingy ex-tavern. "We've got some more fresh meat!" she announces in a cheerful voice. Three of the gang's thugs are seated at a table, playing cards, while another two are standing in the back, cooking an unpleasant-smelling stew in a tall iron pot.

"Are they trustworthy?" The question comes from a man in a fashionable, button-up shirt and waistcoat. He sits in the back, reading a book, and doesn't look up as you enter.

Maria shrugs. "As trustworthy as any of us are."

The fashionable man snorts softly and turns the page of his book. "So not very, then."



Reuben Dressler makes no effort to introduce himself or care about the Fated. The book he's reading - *The Brothers Karamazov*, by Fyodor Dostoyevsky - is far more interesting than anything the Fated could say to him. The other Cauldron Thugs briefly glance at the Fated but quickly lose interest and return to their previous activities. Continue with the following text:



A man with unkempt hair and a wild beard leaps from his chair and points a finger in your faces. "The rules here are simple. You listen to us. When one of us says 'jump,' you jump. When we say 'shoot that guy,' you shoot them. When we tell you to take a bullet... well, that's when we find out how brave you are."

"Or stupid," the reading man adds.

The unkempt man glares at him, then looks back to you. "I'm Avers, and the bookworm back there is Dressler. You've met el Roto. If you're not dead in a few weeks, I might even bother to learn your names." He waves you away as if you were flies.



At this point, Maria will take the Fated back outside and point out the rest of the buildings under the gang's direct control. The Barracks is a tall, four-story Victorian townhouse that serves as general living quarters for the gang, and in front of it is the Common Square, an open area where the Cauldrons congregate when not busy elsewhere.

### EAVESDROPPING

If the Fated decide to linger in the Stronghold, they'll be able to listen in on the leaders of the Cauldrons as they discuss their plans for the gang. Read any of the following texts to the players in any order, moving on to the next whenever it seems appropriate:

## COLD STREET PLANS



Avers and el Roto seem to be in the middle of an argument. “Look, you’re not understanding,” Avers says, frustration mounting in his voice. “All those people up in Cold Street have the consumption, so they’re an easy target. It’d be like taking candy from a coughing baby.”

El Roto sighs and rubs the bridge of her crooked nose with slim fingers. “The Guild would shoot us dead before we even got close to the gate. You do know that there’s a giant wall between us and the Quarantine Zone, don’t you? It’s sort of hard to miss.”

Avers makes a sweeping gesture with his hand as his cheeks turn pink with anger. “The gate ain’t the only way into the QZ. I know a way through the sewers...”

“Oh heeeeeell no,” Maria interrupts, throwing her hands up in the air. “Are you trying to get us killed? Dressler, are you hearing this insanity?!”

The man in the back of the tavern doesn’t even look up from his book. “Even if we did go through the sewers, which is a stupid idea, we would be exposing the entire gang to tuberculosis once we reached Cold Street. It’s not worth the risk.”

Maria turns back to Avers, smirking victoriously as the bearded man just glares at her in hatred.



## GUILD PLANS



Maria has pulled one of the maps down from the wall and is gesturing to it as Avers and Dressler stand nearby. “See, if we come up from here, we can capture the pylon.” She looks up, grinning from ear to ear. “Then we just wait for the Aircar to arrive, break down the door, and take the strongbox for ourselves.”

Dressler looks skeptical. “I am concerned that you believe that antagonizing the Guild is an appropriate course of action, Maria. If this strongbox contains as much scrip as you claim, there won’t just be a single guard in that Aircar. The Guild is not known for...”

“Screw the Guild!” Maria interrupts, her grin changing to a snarl. “They think they can lord over us from their little compound without getting their hands dirty like us... no!” She slams her fist into the table. “They don’t have that right!”

Dressler starts to speak again, but he’s interrupted by Avers, who is looking at the map. “I think it’s doable. We’ll need... fifteen, twenty people, but I think we can do it.” He looks up at Maria, a grin on his lips and greed in his eyes. “I say we do it.”

The only response from Dressler is a shake of his head as he turns and walks away from them. El Roto and Avers watch him for a moment, then huddle together over the map to begin planning their heist.



## THE BRASS IRREGULARS



Dressler is speaking quietly with el Roto near one of the stronghold’s boarded windows. “...all of them wearing longcoats with brass buttons,” he says. “I think we’ve got some trouble brewing here.”

Maria barks out some derisive laughter. “So they’re wearing some fancy coats. We’ve run other gangs out of the slums before, we can do it again. You’re just being paranoid.”

There’s no response from Dressler, save for an emotionless stare and a few moments of loaded silence. “Very well,” he finally says, turning and walking away from her as Maria rolls her eyes.



## COMMON SQUARE

The Common Square is an open area adjoining the Barracks and abandoned tavern that make up the core of the Cauldron Gang's holdings. When not running raids or shaking down the district's residents, the members of the Cauldron Gang (about thirty people) hang out here, gambling, drinking, and wasting time. It's here that the bulk of the gang's cooking happens, in large pots that hang over entrenched fire pits. The gang mostly survives on stew made from whatever ingredients they can steal or buy cheaply from the district's grocers, though it's not uncommon for a rat, pigeon, or dog to find its way into the pots from time to time. A moonshine still is propped up against one wall atop another small fire. The booze produced by the still tastes terrible and is mildly poisonous, but it's still strong enough to get the Cauldrons drunk without much effort.

If the Fated snuck past the patrols, the Cauldron Thugs here will just assume they're new recruits and won't question their presence. If the Fated encounter any of the gang leaders, however, they will notice that the Fated didn't go through Initiation, which leads to accusations of being spies and a fight involving that leader and any nearby Cauldron Thugs.

The Common Square is most likely where the Fated will encounter Harrison Smythe (pg. 90). He's been serving as a cook for the gang, and if one of the Fated is wearing his brass zeppelin pin, he'll notice it and pull them aside to talk. Read the following:



The members of the Cauldron mill about this area, smoking cigarettes and drinking moonshine as the gang's cooks chop up vegetables and toss them into large stew pots. As you watch them, one of the cooks, a trim man with short hair and a square jaw, shouts at you.

“Hey! Idiots!” He motions to you, then to the sack of potatoes beside his stew pot. “You think these potatoes are going to peel themselves? Get over here!”



Smythe hands the Fated knives and sits them down with an imposing pile of potatoes. Once the other gang members have stopped paying attention to the Fated, Smythe breaks cover to speak with them. Read the following text, adjusting as appropriate if the Fated were sent on their mission by someone other than Theodosia Palmer:



After a few minutes of fussing with his stew, the cook speaks in a low voice, not looking up from the iron pot. “From that pin, I’m guessing that Palmer sent you?” He casts a sideways glance in your direction. “Why are you here?”



Smythe is using the false name of Charles Lowry, and he’ll tell the Fated to call him that while he’s undercover. He listens to anything they have to say, asking questions about Palmer and why she would send people down to the slums to find him until he has the gist of the situation (that he’s in danger and needs to leave).

If the Fated mention rumors that the Guild may be trying to eliminate him in the crossfire between the Cauldrons and the Brass Irregulars, Smythe isn’t surprised; it’s a very Guild way to solve a problem, and he knows that he’s been causing some problems lately.

Unfortunately, Smythe can’t leave just quite yet. Read the following text to the players when they try to convince Smythe to leave the gang:



Smythe shakes his head. “I’m sorry, I can’t leave. Not yet.”

He stares down into the pot of stew, his features hardening in determination. “Most of the people down here in these slums are innocents, just trying to get by as best they can. The Cauldrons have been pushing them around for months, feeding on all the misery and terror to grow stronger and stronger. You see all these kids here? Most of ‘em are deluded, just trying to get on the winning side before they become victims. And that’s the problem: the Cauldrons are the winning side, at least down here in the slums.”

Smythe pauses as if considering his options. Eventually he looks up at you. “Look, these hoodlums, they made their choice, I can accept that. We can’t save everyone, and most of them are too enthralled by Avers, el Roto, or that psychopath Dressler to leave even if we warned them. Hell, the mercenaries wiping these thugs out would probably do the district good.” He gestures to the building behind him. “We’ve got three little kids living here who need to be evacuated before I leave, though. I can’t leave them behind if this whole place is about to become a war zone.”



Smythe says that the children are probably in the Barracks but that they’ll likely be down to beg for food once the stew gets cooking. Unfortunately, events are in motion and the Brass Irregulars are about to launch their attack on the Cauldron Gang, which is covered in Scene 3: The Brass Barrage.

## THE BARRACKS

The Barracks is a tall, four-story Victorian townhouse that houses the gang's members (save for the leaders, who sleep in the Stronghold's cots). The interior was obviously designed to be a spacious building with large studies, bedrooms, and even a ballroom, but the Cauldrons have knocked down walls, propped up others, and generally turned the interior into a maze of sleeping areas. A TN 7 Engineering Challenge reveals that this amateur carpentry has made the building structurally unsound; walls and floors sag noticeably in places, jagged cracks run down the walls, and the doors stick in their frames.

In addition to the Cauldron Gang, three children - Remy, Margot, and Ewan - have carved out a small home here, having shoved some planks of wood together into a makeshift shelter. A few of the gang members have given them a little bit of food and clothing, but for the most part, they have been fending for themselves. Ewan desperately wants to join the Cauldrons and has been running errands for them (which is the only reason the gang hasn't driven the trio away). Remy and Margot, siblings, haven't yet decided if they want to be part of the gang. Margot is stricken with Maria el Roto and has a bit of a crush on her, but Maria doesn't care and hasn't been kind to the girl.



## ACT I, SCENE 3:

### THE BRASS BARRAGE

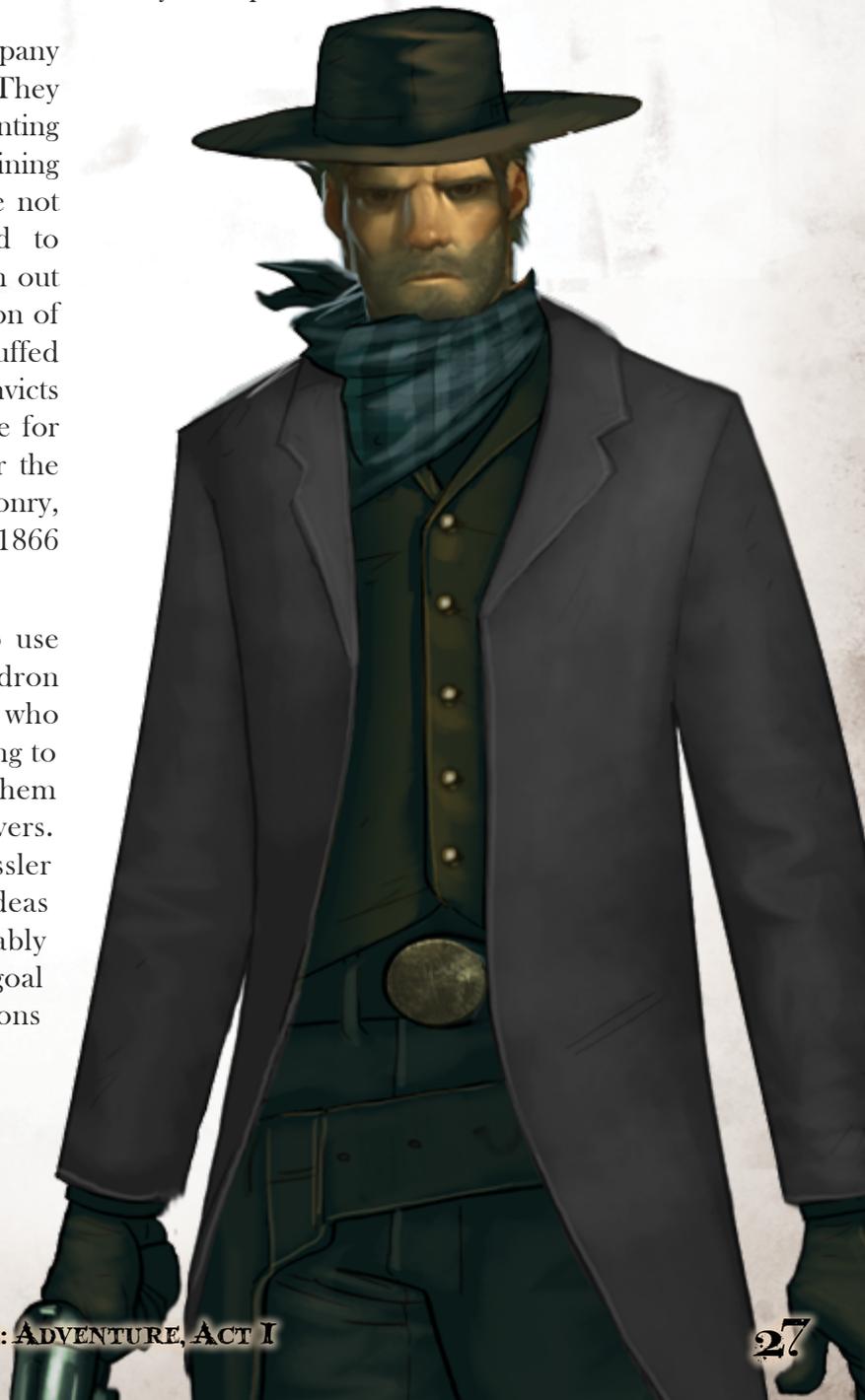
This scene details the arrival of the Brass Irregulars and their attack on the Cauldron Gang. In the chaos, the Fated will also meet the antagonist of this adventure, Pietro Barone. Or rather, they'll encounter Barone's current host, a young officer in the Brass Irregular mercenary group. Barone is a spirit without a body, but he's figured out how to possess the bodies of others. During the battle, he takes control of Smythe and tries to reach his stash of valuables in the heart of Cauldron territory.

#### THE BRASS IRREGULARS

The Brass Irregulars are a mercenary company that has had limited success in Malifaux. They have primarily concerned themselves with hunting escaped convict laborers or breaking up mining strikes in the Northern Hills, so while they're not inexperienced, they're also not accustomed to combat on a larger scale such as this. To flesh out their numbers, the Guild - under the suggestion of a Corporal being possessed by Barone - has stuffed the mercenary group with a dozen minor convicts that have been promised freedom in exchange for their exemplary service. He also arranged for the group to be given special access to heavy weaponry, most notably their carriage-mounted Model 1866 Six Pounder cannon.

Barone's plan here is simple; he intends to use the Brass Irregulars to wipe out the Cauldron Gang to get revenge on James Avers, the man who killed him. Avers considers the Cauldron Gang to be "his" gang, and Barone intends to wipe them from the face of Malifaux before killing Avers. Barone doesn't know about el Roto or Dressler and how they've helped to focus Avers' ideas into a competent group, and frankly, he probably wouldn't care if he did know about them. The goal is to hurt Avers, and destroying the Cauldrons will do that, one way or another.

The Brass Irregulars all dress in gray longcoats with large brass buttons, which is how the group earned its name. Their leader is Dinah Taylor, a mercenary who has been possessed by Barone. She leads from the front; if Taylor is injured, Barone will simply jump into another body and keep fighting. Before Barone-as-Taylor left, one of the Guild's agents gave her Smythe's description and informed her that there would be a tidy bonus in her pay envelope if he did not survive the attack, but Barone doesn't care about Smythe and doesn't plan to return to the Guild Enclave to pick up Taylor's payment anyways. That Barone will end up shooting Smythe and possessing him before the end of the Act is a bit of irony that is utterly lost upon him.



## THE ATTACK BEGINS

As soon as Smythe mentions the children to the Fated, the Brass Irregulars begin their assault on the Cauldron Gang. Read the following text:



Suddenly, a warning shout goes up from the guards posted on the roof of the old tavern. “Incoming!” One raises a rifle to his shoulder and fires a shot into the distance. “We’ve got incoming from the east!” The other Cauldrons grab their weapons and rush towards the former tavern, only for a thundering boom to sound as – a split second later – the Cauldron stronghold explodes in a shower of shrapnel and debris.

The color drains from Smythe’s face as he stares at the destruction in horror. “That’s a cannon...” he murmurs, his eyes wide. “They have a cannon!” He turns towards [nearest Fated] and grabs [his/her] shoulders. “Get the kids and meet me by the well four blocks north of here. If they’re inside the barracks when that cannon gets into range, they’re goners!”

Then Smythe is in motion, his weapon drawn as he tries to take command of the Cauldrons and issue a fighting retreat.



If any Fated are in the Stronghold when it’s shelled, they suffer 5/7/9 damage. If the Fated passes a TN 10 Evade or Toughness Challenge, this damage flip suffers a  $\square$ . If this damage would kill the character, the Fatemaster could take this opportunity to offer the character the chance to return as a Revenant (*Under Quarantine*, pg. 116). This would tie in well with the rest of the adventure, as it would give the character a reason to pursue Barone as their murderer (even if the character doesn’t quite realize this yet).

If the Fated choose to remain in the Common Square, they’ll likely come under attack by the Brass Irregulars as they advance forward and fire upon the Cauldron Gang. See the Armed Resistance section on page 29 for more details.

## RESCUING THE CHILDREN

The barracks was originally designed to be a spacious building with large studies, bedrooms, and even a ballroom, but the Cauldrons have knocked down walls, propped up others, and generally turned the interior into a maze of sleeping areas. This amateur carpentry has made the building structurally unsound; walls and floors sag noticeably in places, jagged cracks run down the walls, and the doors stick in their frames.

Remy, Margot, and Ewan are hiding within their small shelter inside the building. They know that people are fighting each other and are trying to stay out of sight, a tactic that would be wise under any other circumstance. The Fated only have so much time before the Brass Irregulars finish reloading their cannon and wheel it into range of the Barracks, so it’s a race against time to evacuate the children before the building is blown to pieces.

Read the following text as the Fated enter the Barracks:



You rush into the four-story townhouse, only to find yourself confronted with a carpenter’s worst nightmare. The once spacious building has been torn apart and partitioned into dozens of smaller rooms, with little care to planning or basic architecture. Walls have been knocked down and rebuilt with warped wood and cinder blocks, shack-like structures have sprung up throughout the townhouse like toadstools inside a rotten log, and the air smells of mold and human sweat.

You’re just starting to realize what a daunting task it will be to search all four floors of the building when the sound of gunfire carries through the door from the battle raging outside. There’s no way that the Cauldrons will be able to hold the mercenaries off for very long. You can almost feel the seconds slipping away from you as you try to work out how to find the children.



Searching for the children in the maze-like Barracks is handled with an Ongoing Challenge.

## RESCUE THE CHILDREN!

- **SKILLS ALLOWED:** Acrobatics, Athletics, Labor, Navigation, Notice.
- **TARGET NUMBER:** 11
- **DURATION:** 1 minute
- **SUCCESS REQUIREMENT:** 10
- **FAILURE REQUIREMENT:** 4

The Fated only have three minutes until the Brass Irregulars deal with the last of the Cauldron Gang and turn the cannon on the Barracks. Starting at the beginning of the fourth Duration and every two rounds thereafter, if the participating Fated have not successfully completed or catastrophically failed this Ongoing Challenge, each participating character must pass a TN 10 Evade or Toughness Challenge or suffer 1/2/3 damage as the Brass Irregulars fire upon the building, sending shrapnel flying in every direction. On the plus side, this causes the children to begin screaming and gives the participating Fated a **+** on their Skill Challenges for the remainder of the Ongoing Challenge.

If the Fated manage to successfully complete the Ongoing Challenge, they find the three children huddling in their makeshift shelter and can escape with them. A few shouts warn the rest of the participating Fated, and everyone can escape out a back entrance as the Brass Irregulars continue to shell the crumbling building.

If the Fated catastrophically fail the Ongoing Challenge, however, then they're still inside the building when it begins to collapse from the shelling. Everyone inside the building suffers 3/4/5 damage as the building collapses in on itself, releasing a great cloud of dust and drawing cheers of victory from the Brass Irregulars.

## ARMED RESISTANCE

It's possible that some of the Fated will remain outside the Barracks to help the Cauldron Gang fight back against the Brass Irregulars (pg. 94). It's an uphill fight as there are only about ten Cauldron Thugs facing off against three times as many Brass Irregulars, who are better trained and better armed than the street gang.

While it's possible to run this fight as an epic battlefield combat, it might be better to break it into small skirmishes of the participating Fated and one or two Cauldron Thugs against seven to eight Brass Irregulars. This presents a daunting challenge for the Fated, and if they realize that they're outmanned and try to fall back, they should generally be allowed to succeed; the Brass Irregulars are more concerned with shooting active combatants than deserters.

If the Fated had a connection with Maria el Roto, consider having her stagger out of the smoking ruins of the former tavern, gun raised as she recklessly advances on the Brass Irregulars, picking them off one by one. She will have suffered 5 damage from the shelling, but if the Fated jump in to help out, they might be able to defeat the Irregulars and save Maria from being cut down by the mercenaries. Otherwise, Maria will get mowed down by the return fire, but the scene will at least provide her with a better death (and a bit more closure for the Fated).

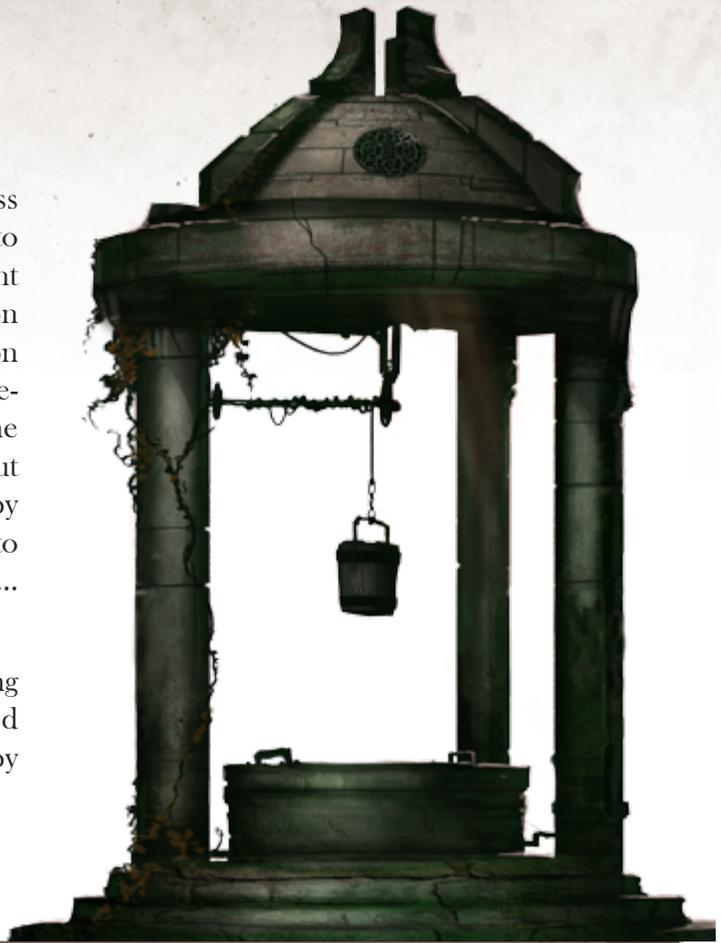
If one of the Fated becomes unconscious during the fighting, consider having Smythe show up and drag them to safety. He'll bring the wounded Fated to an old well a few blocks north of the Stronghold where they can regroup and make plans to leave the Southern Slums. See The Well Rendezvous on page 30 for more information.

## THE WELL RENDEZVOUS

Regardless of what the Fated do during the Brass Irregulars' attack, Smythe attempts to get them to meet up at the gang's designated meet-up point (an old well a few blocks west of the Cauldron stronghold). As the Brass Irregulars break formation to start hunting down Cauldron survivors, a Barone-possessed Dinah Taylor (pg. 95) slips away from the fighting, having destroyed James Avers' gang and put a bullet into his head. Barone is on his way to a nearby physician's office, where he intends to descend into the sewers and cross into the Quarantine Zone... and, eventually, Rottenburg.

Unfortunately, Barone makes the mistake of passing the fountain where Smythe, Dressler, and the Fated are gathering. This results in him getting shot by Dressler and having to find a new body to possess.

Read the following text to the players:



The old well lives up to its name; the hand pump is covered with rust, and sickly vines have grown up to encircle its sides. There's not much else of importance near the well, but the open courtyard that surrounds it makes it easy to find. Reuben Dressler, one of the gang's leaders, is already there, cleaning his gun. He looks up at Smythe as he appears. "Looks like I'm not the only one to make it out of that slaughter."

Just as Smythe begins to feign relief at Dressler's survival, one of the gray-coated mercenaries steps out from an alley ten yards to the south of you. There's a flintlock musket in her hand, but she doesn't seem to have noticed you yet.

Dressler smirks as he notices the woman and raises his pistol. "At least the day's not a total loss," he murmurs before pulling the trigger. His gun barks and the woman cries out in pain, blood jetting from her leg where the bullet struck her thigh. She tries to stand, collapses back to the ground, and swears under her breath.

"Goddammit!" Smythe stares at Dressler in shock. "What the hell are you doing?!"

Before he can reply, however, there's a shout from the south as five more of the gray-coated mercenaries rush towards their fallen companion to save her.



The Brass Irregulars (pg. 94) spend their first action rushing towards Dinah and forming a defensive line between her and the Fated. Starting on their second turn, they unload as many shots as possible into Dressler and then the Fated (in that order). Unless the Fated go out of their way to protect or heal Dressler, it's assumed that he's cut down by the concentrated fire of the Brass Irregulars in this round of firing (in which case, the Fated aren't targeted until round 3). If the Fated think to take cover behind the well, there's enough room for two Ht 2 character or one Ht 3 character to benefit from hard cover.

The assistance of the other Brass Irregulars annoys Barone, but instead of letting it show, he plays the part of the wounded young woman who isn't capable of being a threat to anyone. For the most part, he doesn't have to pretend too much to accomplish this; Taylor's wound is pretty severe, and though it's in no immediate threat of killing her, it does mean that she's not going to be walking anywhere anytime soon.

This, of course, means that Barone needs to find a new body to get around in, and as the battle begins to wind down, he'll shoot his Soulstone into Smythe as if it were a bullet. Read the following text at the end of any combat round where the Brass Irregulars seem to be in danger of being wiped out:



The wounded woman pushes herself up onto one knee, her teeth gritted against the pain as she shoulders her flintlock musket. She takes aim and pulls the trigger, and the boom that follows sounds almost as loud as a cannon. The shot strikes Smythe in the chest, knocking him back off his feet.

A look of horror appears on the woman's face and she drops the musket in surprise. She turns and tries to stand, only to cry out in pain and collapse back to the ground.



Barone snatched his Soulstone from the Grave Dynamo, a necromantic device buried beneath the Cold Street district of the Quarantine Zone. The Dynamo super-charged the Soulstone, making it a necromantic focus, and when Barone was killed, it absorbed his soul and trapped it.

The Soulstone allows Barone to possess the body of anyone that comes into contact with it. He's had some time to get used to this strange quirk of his afterlife, and he's learned to take advantage of this property by loading it into a flintlock musket and firing it into people's chests. Once Barone has possessed someone, he can retain control of them so long as his Soulstone is nearby (within about 2 yards or so). Once they move beyond that range, his soul snaps back to his Soulstone, and he loses control.

### THAT CAULDRON CONNECTION

If the Fated are feeling a stronger connection to Reuben Dressler or Maria el Roto (if she lived) than to Smythe, consider having that gang leader be shot with Barone's Soulstone bullet instead of Smythe. This allows the gang leader to remain in the story and ensures that the Fated are invested in trying to save whichever character Barone eventually possesses. If this happens, Smythe can either tag along with the Fated as he remains undercover or flee to safety (presumably with the rescued children, if the Fated saved them).

Alternatively, you could have Smythe still get shot by the Soulstone bullet and just have the gang leader join up with the Fated as an NPC ally. With the Cauldron Gang shattered, the leader will be looking for any opportunity to accomplish their goals - Maria will want to strike back at the Guild (who she assumes is behind the attack) and Dressler will stick with the Fated until it seems profitable to betray them for his own personal gain.

## A NEW MAN

As soon as the Soulstone strikes Smythe, Barone leaves Dinah Taylor's body and possesses Smythe. He doesn't have access to Smythe's memories, however, so it is up to Barone's acting skills to maintain the illusion that he is Harrison Smythe.

Barone/Smythe does what he can to keep the Fated from examining the wound in his chest. Flintlock weapons are notoriously deadly, and the crater in Barone's chest is nearly an inch in diameter. Smythe's shirt quickly becomes soaked with blood, and he keeps his hand pressed against the wound to keep from losing any further blood... and to keep the Fated from looking at the "bullet."

If the Fated talk Barone/Smythe into letting them inspect the wound (requiring a TN 12 Convince or Doctor Challenge), the bullet looks like a Soulstone, and glows pale green in the dark. The wound looks serious; if Barone doesn't get immediate medical attention, it's likely to become very infected. Furthermore, the tissue surrounding the Soulstone bullet is already becoming necrotic, which is definitely unusual. A TN 12 Necromancy Challenge reveals that the Soulstone is enchanted with the Forget and Mind Control Magia.

### THE FALSE SMYTHE

When Barone possesses Smythe's body, he doesn't know anyone's names or the circumstances that brought the Fated to Smythe. He assumes that they're associates on good terms with one another and tries to avoid raising their suspicions by wandering off on his own. He avoids the usage of proper names until he hears them spoken aloud.

Barone is a practiced liar and amateur actor, but a TN 15 Scrutiny Challenge is enough to realize one of his lies for what it is. If he slips up or is found out, he shakes his head, apologizes, and claims that he must be in shock, which is understandable, given Smythe's critical injury.

If any Fated rush to Barone's side, read the following:



Smythe regains consciousness with a start, his eyes wide in terror and shock. "What's happening? What's going on? Where am I?!"

He tries to sit up, only for his face to contort in pain as he presses a hand against the wound in his chest. "This is bad," he groans. "I can feel the bullet still in there. We gotta... we gotta get it out."

Smythe painfully pulls himself to his feet, then leans against the overgrown well as he tries to regain his breath. "There's... a physician's office... a few blocks from here. If we can make it there... the doctor can... dig it out..." Each breath the man takes seems to cause him pain; from his labored breathing, it's likely that the bullet struck a lung. "Can you... give me a hand? Not sure I can... make it alone..."

Almost as an afterthought, he looks back to where the mercenary woman dropped her musket. "Maybe grab... the musket... for me?" He tries to smile, but it's ruined by a wince of pain. "When I live... through this... I want to hang it... over my fireplace. Prove that death... ain't got nothing on me."



Barone doesn't think that Smythe's body will last him much longer, and he wants to get at least one of the Fated to accompany him to the nearby physician's office so that he can trick them into removing the Soulstone. As soon as they touch it, he'll possess their unharmed body, slip away from the others, and continue along his way to the Quarantine Zone and Rottenburg. He wants the musket retrieved because it's one of his few personal possessions that he still has some attachment to... and it's pretty good at letting him shoot his Soulstone into potential hosts.



### BARONE AS SMYTHE

If the Fated offer to remove the bullet right there in the street, Barone/Smythe will point out that it's too dangerous with the Brass Irregulars moving around; he's going to need to rest after the operation, and all it takes is one mercenary coming to check on her companions to ruin everything. In truth, Barone is more concerned with the lack of ether to dull his pain; he knows from experience that the process of digging out the Soulstone hurts like crazy, and he's not fond of going through the operation without something to take the edge off.

If the Fated insist upon going through with the operation in the street, Barone will eventually capitulate, provided that they at least have a bottle of strong alcohol for him to drink. In this case, the possession of the Fated performing the operation occurs here instead of in the physician's office. Barone still attempts to slip away from the other Fated once he's taken control of his new body, at which point he makes his way towards the physician's office in order to access the sewers.

Having one of the Fated become possessed by Barone could make for a very tense cliffhanger, but make certain that the player of the possessed character knows that the possession is only temporary (even if the other players are kept in the dark about this fact). The player shouldn't feel like they've had their character "stolen" from them... just borrowed for a little while!

Traveling to the Physician's Office brings the Fated to Act II of the adventure.

## CAPTURING DINAH TAYLOR

If the Fated approach Dinah Taylor, she immediately surrenders. Read the following text:

Before you can get too close to the woman, she holds up her hands and says in a rapid panic, "I'm Dinah Taylor of the Brass Irregulars. Under the Guild Mercenary Charter, paragraph 15, you can take me prisoner and expect my commanding officer to offer compensation for my safe return."

Taylor will be very forthcoming about everything except the military complements and strengths of the Irregulars. She's not entirely certain how she got in the Southern Slums, doesn't know anything about the Cauldron Gang, and doesn't remember anything that happened over the past several weeks, save for a few disjointed meetings with Guild officers and her superior officers.

If Taylor is returned to the Brass Irregulars or the Guild, they'll pay the Fated 5 scrip for her safe return. What the Fated do with Taylor is up to them; she poses no threat and simply wants to survive to rejoin the Irregulars.

## THINK OF THE CHILDREN

If the Fated rescued the children, Barone/Smythe will feign gratefulness and will instruct them to "run all the way to the Aircar pylon," where the Guild will presumably keep them safe. The Guild will, in fact, protect the kids, but anyone checking up on them after the adventure has finished will learn that all three kids have been placed in an orphanage (quite against their will).

# ACT II

Act II begins with the Fated arriving at the Physician's Office with a wounded and possessed Smythe in tow. Barone-as-Smythe tries to get one of the Fated to remove the Soulstone in his chest so that he can possess that Fated's body. Once he is able to move freely without the crippling pain of Smythe's chest wound, Barone mixes up a batch of poisonous chemicals to knock out the other Fated, then flees into the sewers with his new body.

The wounded Smythe warns the Fated about Barone's ability to possess others, encouraging them to descend into the sewers after their possessed comrade. Barone's trail weaves through the sewers, taking them beneath the Quarantine Zone, but eventually the Fated come across their comrade as Barone squeezes through a wide crack in a stone wall. When the Fated seem poised to catch him, Barone draws his musket and fires at a distant zombie, lodging the Soulstone in its chest and leaving the shooter confused as Barone's spirit leaves her and possesses the zombie.

The gunshot draws the attention of a Rottenburg patrol, and the Fated are quickly placed under arrest for assault and trespassing. They soon find themselves face-to-face with the community's self-appointed mayor, Asura Roten, a powerful necromancer who has forced the undead in Rottenburg to coexist peacefully alongside the living. She questions the Fated but eventually releases them when she realizes the shooter was under some form of mind control.

Meanwhile, Barone is searching for a way to access the Grave Dynamo beneath Rottenburg. To draw Asura and the other residents away from the entrance and keep them distracted, he sets off an explosive to blow open Rottenburg's gates, attracting the attention of Cold Street's ruthless raiders and dealing a great wound to the survival of the community (and, thus, to Asura herself).

With the threat of Cold Street's raiders keeping Asura and her guards distracted, Barone enters the Grave Dynamo undetected... only to learn that Asura has locked the machine to prevent others from entering it.

## ACT II, PROLOGUE: SAVING SMYTHE

Barone/Smythe leads the Fated through the Southern Slums and toward the Physician's Office. Smythe's body is fading fast from blood loss and the necrotizing effects of the Soulstone lodged in his chest, and Barone intends to have the Fated remove the gem so that he can take possession of a better body and continue onward to Rottenburg.

Read the following text to the players:



Though wounded, Smythe is still able to lead you north through the twisting streets of the slums and to the physician's office. He's limping and trying to put on a brave face, but you notice that his condition deteriorates rapidly during the trek across the slums.

Unfortunately, the guardsman just can't seem to catch a break. The physician's office is a two-story brownstone building built right up next to the barricade separating the Southern Slums from the Quarantine Zone, but it looks deserted. A wooden sign bearing the caduceus symbol hangs over the door, and the windows have been boarded up. It doesn't look like it's been used in some time.

"That's it," Smythe mumbles, slumping forward as he coughs up a gout of bright red blood. "Have to... dig the bullet... out ourselves. Hope... they got... whiskey...."



## ACT II, SCENE I:

### THE DOCTOR IS OUT

The door to the physician's office is locked, and the windows are boarded up. The Fated can open the door with a TN 9 Lockpicking Challenge, provided they have the appropriate tools, or force it open with a TN 10 Athletics Challenge. Alternatively, the Fated can pull boards from the windows with a TN 8 Athletics Challenge, which allows them to climb inside and unlock the door from the other side.

If the Fated aren't able to get inside, Smythe will suggest that they shoot the lock off the door. The attempt is automatically successful, but the noise will attract the attention of one Brass Irregular (pg. 94) per Fated who arrive five minutes later to investigate the gunshot. Unless the Fated have made some attempt to disguise the blown-away lock and the door that won't fully close, the Irregulars will enter the building and confront the Fated, most likely while the Fated are preparing for Smythe's operation.

The first of the building's rooms is a dusty waiting room containing a few wooden chairs and some moldy newspapers dating back a few years. The room beyond is furnished like an operating room and contains an exam table, more chairs, and some old, rusted medical equipment. Attached to that is a small closet containing dusty medical supplies like bandages, sutures, and chemicals. A grate in the closet's floor provides access to the sewer. An old flintlock musket rests near the grate (which provides Barone with a weapon for his escape if the Fated did not retrieve his musket from Act I).

A stairway leads up from the waiting room to the second floor, which contains three bedrooms of increasing squalor. The beds here are stained with blood and covered in a thick layer of dust.

With no physician present, the Fated will have to perform surgery to remove the Soulstone bullet lodged in Smythe's chest.

## SURGERY

Surgery requires the proper doctor tools, which the physician's office has on hand. Before the operation can begin, however, there are a few things the Fated can do to improve Smythe's chances of surviving. Unless the Fated have healed Smythe since he was shot, he begins this scene with one Wound remaining.

**Painkillers:** Smythe demands some form of painkiller, preferably ether, though he's willing to down some whiskey if nothing else is available. The bottles in the closet are labeled in faded pencil markings that require a TN 10 Literacy Challenge to decipher. On a success, the Fated find a bottle of ether. On a failure, they can't make out any labels.

If the Fated grab a bottle at random, flip a card for Smythe: On a ♠, the Fated are lucky and chose a bottle of ether. On a ♣ or ♥, the chemical proves to be relatively harmless but doesn't do anything to dull Smythe's pain. On a ♠, however, the chemical proves to be toxic, and Smythe becomes poisoned. This won't have an immediate effect upon Smythe, but it will hamper his long term recovery (see Smythe's Condition, pg. 38).

If the Fated do not sedate Smythe with ether, alcohol, or some other form of painkiller, his screams during the operation will impose a □ penalty on the operating character's Doctor Challenge.

**Sterilization:** The medical instruments in the physician's office aren't particularly clean and are likely to cause an infection if the Fated operate without first sterilizing them. If the players do not think of this on their own, they can realize that the instruments require sterilization with a TN 8 Doctor Challenge. They can be sterilized with either alcohol (if the Fated have any) or with boiling water... which likely requires a trip back to the old well from the end of Act I to retrieve some water (there are plenty of serviceable containers in the physician's office). Any Fated that returns to the well must pass a TN 9 Stealth Challenge or attract the attention of the two Brass Irregulars who are patrolling the area.

While failing to sterilize their instruments won't have an immediate effect, it will hamper Smythe's long-term recovery (see Smythe's Condition, pg. 38).

## THE OPERATION

Once the Fated are ready for the operation, the character performing the operation must make a TN 10 Doctor Challenge. If the Fated don't yet know that the "bullet" that struck Smythe was a Soulstone, they'll be in for a surprise when it's discovered. In the low light of the operating room, the Soulstone glows with a pale green light.

On a success, the character removes the Soulstone from Smythe's chest without causing further harm to Smythe. On a failure, the operating character still gets the Soulstone out, but Smythe dies on the operating table. Regardless of success or failure, the surgery takes five hours from start to finish (which means that the Fated likely finish in the evening).

### THE BODY-HOPPING BLUES

If you suspect that your Fated will be upset with the idea of being possessed by Barone in this scene, it's probably best to have him retain possession of Smythe. This is a perfectly acceptable choice, as the Fated are being paid to escort him back to Downtown and are presumably invested in his survival. Now that his wound is bandaged, Barone reasons that he should be able to make it to Rottenburg without further problems.

If you do decide to possess a Fated and the reaction from the players is negative, consider having Barone catch a deep breath of the poisonous gas. Coughing and choking, he pushes the Soulstone into Smythe's hands, allowing Smythe to stand up and hurry away while the Fated choke on his handiwork.

## A NEW HOST

Barone continues to possess Smythe throughout the surgery, but he knows that Smythe's body isn't in any shape to let him get to Rottenburg. At some point after the surgery - ideally after the other Fated have left the room - a groggy and exhausted Smythe will motion for the character who performed his operation to approach him. Read the following text:



Smythe motions to the glowing green Soulstone that was pulled out of his chest. "Listen," he wheezes, fighting to stay conscious. "You could have left me back there, but you didn't. I can't repay that debt, but that Soulstone has got to be worth a small fortune." He winces in pain. "Way I see it... you earned it, doc."



If the Soulstone is accepted, Barone leaves Smythe and possesses the Fated as Smythe gasps in pain and passes out. Of course, the Fated might also snatch up the Soulstone the moment it's out of Smythe's chest, which plays right into Barone's plans.

It's possible that none of the Fated will touch Barone's Soulstone or that they'll handle it while wearing gloves or other forms of protection. In this case, Barone will continue to possess Smythe and will take whatever means he can to get one of the Fated to come into contact with the gem. The Fated can sense that Smythe is acting strangely and attempting to deceive them with a TN 15 Scrutiny Challenge.



- If any of the other Fated are wounded, Barone will claim that he felt the gem siphon part of his life essence away while it was inside him. He suggests using that energy to heal the wounded Fated, which, of course, requires touching the gem to exposed flesh.
- Barone will share his concerns that the gem might be enchanted with any Fated who has cast spells in his presence. He claims that it felt warm to the touch when it was in his chest and suggests that the Fated examine it more closely.
- If the Fated are proving resistant to touching the gem, Barone will suggest that they rest for the night and then head out in the morning. That night, he'll hobble to his feet and try touch the gem to any Fated that are on guard duty (even if it's just walking up behind them and touching the gem to the back of their neck). Alternatively, he might touch the gem to a sleeping Fated.
- If all else fails, Barone will find some reason to start an argument with a Fated and throw the Soulstone at them as he reaches the height of his anger. Once the gem strikes the Fated, he will possess them, snatch up the Soulstone in anger, and storm off as Smythe passes out from the exertion.

Once Barone has claimed a new body, he'll wait for the Fated to lower their guard and then stroll into the supply closet to retrieve some chemicals. When he returns, Barone ties a scarf or handkerchief around his nose and mouth and then pours the chemicals together in a surgical tray, causing a reaction that produces a cloying cloud of poisonous yellow gas that billows out to fill the waiting room. All Living Fated on the bottom floor must pass TN 13 Unconsciousness Challenges or pass out from inhaling the poisonous gas. If the character's mouth is covered with a bandana or handkerchief, they gain a **+** to this Challenge. Unconscious characters will regain consciousness in around two minutes.

If this knocks out all of the Fated, Barone will go through their pockets for valuables like Soulstones, Grimoires, high-quality weapons, ammunition, and anything else of notable worth. Once he's done looting - or if any Fated remain conscious following his attempt to gas them - Barone will flee into the closet and down into the sewers below, taking his Soulstone and flintlock musket (if possible) and leaving the grate open behind him. Since Barone is likely possessing one of the Fated, this should seem quite out of character to the other players and will hopefully motivate them to chase after him, even if he wasn't able to loot them beforehand.

### HOW TO STEAL A BODY

If Barone is unable to get any of the Fated to touch his Soulstone, he'll bide his time and pretend to be Smythe until an opportunity presents itself. If the Fated have the gem, he'll suggest that they travel to the Quarantine Zone and attempt to sell it off at the black market. While Barone doesn't know the exact location of the black market, he's heard that it can be found in Cold Street, which is right on the other side of the barricade.

He suggests that they cross the wall through the sewers, most likely through the grate in the supply closet floor (which is how he originally entered the Quarantine Zone many years ago). He pretends not to know about the grate and suggests that the Fated look around the building for some sort of access point. If they agree to go to the Quarantine Zone, Scene 2 progresses more or less as written, save that the Fated aren't pursuing Barone and will have to help Smythe through the sewers.

Otherwise, Barone just lingers near the Fated until someone touches the gem, at which point he possesses them, attempts to neutralize the Fated, and flees into the sewer. If things go this route, it's recommended that Barone possess someone that the Fated will care about retrieving, such as an ally, significant other, or even a careless Fated. When the Fated pursue Barone into the sewers, just pick up with Scene 2.

## ACT II, SCENE 2: SEWER CHASE

This scene finds the Fated pursuing Barone as he moves through the sewers and toward Rottenburg. The sewers of Malifaux are filled with horrors and hazards, and the Fated are likely to encounter some of them in this scene. Read the following text as the Fated enter the sewer:



The sewer is dank and humid, but there's just enough light streaming in from grates overhead to distinguish between open space and grime-streaked walls. Ancient pipes the size of a man's torso run along the floor and ceiling, and you can hear the faint sounds of water flowing through them. The unpleasant stench of raw sewage hangs heavy in the air.



The sewers are relatively dark, so the Fated will need a light source to navigate with any sort of effectiveness. There are a few lanterns and oil in the physician's office, or the Fated can construct a crude torch out of a chair leg and medical supplies. While in the gloom, all characters are considered to have the benefits of soft cover, and any creatures the Fated encounter should be described in vague terms, such as "man-shaped shadows" or "tiny things skittering past in the darkness."

Chasing Barone through the sewers is handled with an Ongoing Challenge:

### CHASING BARONE!

- **SKILLS ALLOWED:** Navigation, Stealth, Track
- **TARGET NUMBER:** 9
- **DURATION:** 5 minutes
- **SUCCESS REQUIREMENT:** 7
- **FAILURE REQUIREMENT:** 4

After each Duration, the Fated encounter one of the listed Sewer Events. If Barone is possessing a Fated character, it's recommended that you choose events that are less combat focused, as it allows the Fated to catch up with their possessed companion faster and thus gets the possessed character back under her own control sooner.

### SMYTHE'S CONDITION

Smythe isn't really in great shape following his operation, which makes travel difficult for him. He knows this and will offer to stay behind in the physician's office while the Fated pursue their companion into the sewers. As far as he's concerned, so long as they prop him up so that he can see the door, he'll be able to defend himself just fine.

If the Fated insist on staying behind, Smythe will just come with them into the sewers, claiming that he's too young to be confined to a bed. Part of this is just macho bluster, but he's suspects that he might have been possessed by a spirit due to his strange behavior and lack of memory. He doesn't feel right about letting the same thing happen to the possessed Fated, and he wouldn't mind getting some revenge on the spirit, truth be told. He's not particularly comfortable with the idea of Rottenburg and will inform the Death Marshals of its presence in the Quarantine Zone if he makes it back to civilization.

If Smythe was poisoned or treated with unsterile instruments during the operation, he's essentially a dead man walking at this point. Sometime during Act III – whenever it feels dramatically appropriate – he'll collapse, fall into a brief coma, and die. If he's in Rottenburg at the time, Asura will claim his body and reanimate Smythe as a zombie.

*Sewer Events (in no particular order)*

- The Fated come across a section of wet, slippery stone requiring TN 8 Acrobatics duels to make it across to the other side. Characters who fail slip and fall into the thick, sludgy sewage and must pass TN 10 Toughness duels to avoid gaining the **Infection +1** Condition (pg. 40).
- The Fated pass through a room containing the rat-chewed corpse of a fallen Death Marshal. The woman is wearing a Duster and has a Peacebringer and six bullets, should the Fated feel like scavenging her corpse. There's a weathered coffin resting a few feet away, and if any of the Fated touch it, the lid snaps open and tries to suck them inside. The Fated must pass a TN 10 Willpower Challenge or be removed from reality as the coffin slams shut on them with a loud thud. Opening the coffin once it's trapped someone is tricky, requiring a TN 12 Necromancy Challenge or the destruction of the coffin (which requires only a weapon). If the coffin is destroyed, the trapped character is freed... as are three very aggressive Void Wretches (pg. 96).
- The Fated come to a circular room about fifteen feet across with a narrow stone walkway crossing the center. To either side of the walkway are two pools of brackish water. Characters crossing the walkway must pass TN 6 Acrobatics duels to avoid falling into the water, followed by TN 8 Stealth duels to avoid attracting the attention of six Mindless Zombies (*Fatemaster's Almanac*, pg. 193) lurking beneath the brackish water. If any of the Fated fail their Stealth duels - or fall into the water - the Mindless Zombies will surface and attack the Fated. Characters standing on the stone walkway suffer a  $\square$  to their Defense duels, and when they suffer damage, they must immediately pass an Acrobatics duel with a TN equal to twice the damage suffered or fall into the brackish water. Characters who fall into the water gain the **Infection +1** Condition (pg. 40).

- The Fated arrive at a weakened section where one of the surface buildings has collapsed into the sewers. There's a noticeable path leading through the wreckage, but it's unstable, requiring TN 8 Evade Challenges to slip through without dislodging anything. Characters who fail knock some stones loose and suffer 1/2/3 damage as the structure shifts slightly.
- The Fated find a crumpled mass of steel and pneumatic gears. If they investigate closer, the junk is revealed to be a battered and inactive Hunter (*Fatemaster's Almanac*, pg. 147). The machine is damaged but can be repaired with five minutes of work and a TN 10 Artefacting Challenge; if the Fated do not have a source of light, they suffer a  $\square$  to this Challenge. Once repaired, the Hunter can be reactivated with the Animate Construct Magia or the Mechanical Animation Tactical Action.
- The Fated stumble across a rat lair containing a few chewed bones and some discarded pieces of old clothing. As the Fated enter the room, they're swarmed by one Malifaux Rat (pg. 98) per Fated. If your players are particularly skilled at combat, you can choose to have a Rat King (pg. 99) appear as additional rats swarm into the discarded clothing and tangle together into a vaguely humanoid form.

On a success, the Fated catch up to Barone as he squeezes through a cracked sewer wall and into a Rottenburg basement. See the Rock and a Hard Place section on page 40 for more details.

On a catastrophic failure, the Fated find the way ahead blocked by two shuffling Drowned (pg. 97) that catch sight of the Fated and float towards them to seek their listless revenge. The Fated begin the fight only five yards away from the bloated undead. Once the Drowned are defeated, the Fated can continue forward to find Barone as noted above.



## ROCK AND A HARD PLACE

As the Fated catch up to Barone, read the following text to players:



Through the gloom, you catch sight of someone struggling to squeeze through a narrow gap in a damaged brick wall - it's [Fated being possessed by Barone]! [He/She] glances back at you, lip upcurled in an uncharacteristic sneer, and then disappears into the room beyond. The two-handed hammer resting near the makeshift hole betrays the fact that the wall was likely intact before [Fated] got to it.



The rail hammer originally belonged to the fallen Death Marshal that the Fated might have come across in the **CHASING BARONE!** Ongoing Challenge. When he found that his passage into Rottenburg had been sealed up, Barone backtracked to the marshal, picked up the hammer, and returned to the wall to make a way through.



### BARONE AS ZOMBIE

Squeezing through the gap in the wall leaves the Fated in a basement containing a few boxes of dry goods, some bolts of drab cloth, and two barrels of collected rain water. After their trek through the sewers, it should seem oddly civilized for the players, should they stop to question it.

A single staircase leads upstairs to an open cellar door. If the Fated hurry, they burst out onto the street just in time to see their possessed friend take aim with her flintlock musket and fire a booming shot at a distant zombie. If the Fated somehow prevented Barone from getting ahold of his flintlock musket, he instead just shouts out a curse and throws his Soulstone at the zombie.

As soon as the Soulstone strikes the zombie, Barone shifts his spirit into its undead corpse and starts shuffling away, which releases the possessed Fated back to her own control.

### THE INFECTION CONDITION

The Infection Condition is described in greater detail in *Under Quarantine* (pg. 150). If you do not have access to that book, the Infection Condition has the following effect:

**“Infection +1:** At the end of the day, this character suffers +1 damage.”

The Infection Condition can be treated with a TN 10 Doctor Challenge. This requires one hour of examination and the proper tools for the Doctor skill. A success lowers the value of the Condition by 1, plus 1 per Margin of Success (to a minimum of 0, at which point the Condition ends).



## ACT II, SCENE 3:

### ROTTENBURG

Having arrived in Rottenburg, the Fated find themselves stopped by a patrol and introduced to the strange little settlement.

Read the following text to the Fated, adjusting as appropriate if the Fated arrive during daylight hours:



As you take a moment to look around, you at first think that you might have doubled back to the Southern Slums. The streets here are clean, however, and the buildings seem to be in much better repair than you remember from your time in the slums.

What draws your attention the most are the streetlights, which glow with a pale green light. There's a whole string of them running along the street, casting everything in an eerie glow. The buildings to either side of the street are lit up as well, although the light coming from behind the curtains of these homes is a much more wholesome golden hue.

You're not sure what you were expecting, but... could this really be the Quarantine Zone?



#### NECROMANCY IN ROTTENBURG

Whenever a Fated character casts a Necromancy Spell or uses a Necromancy Manifested Power within Rottenburg, she gains a  $\uparrow$  to the casting die. This bonus is due to the Grave Dynamo buried beneath the community, which has "super-charged" Rottenburg with excess Necromantic energy. Fated who attempt to cast Necromantic Spells or Manifested Powers will immediately notice this excess energy.

The Fated have a few moments to reconnect with their recently-possessed colleague before the Junkyard Dogs arrive to investigate the commotion. Read the following text:



What looks to be some sort of patrol half-shambles down the street toward you. You recognize the steady but clumsy gait of the walking dead among their number, but they're being led by three living people wearing cobbled-together clothing. They carry an assortment of pistols, shovels, and pickaxes instead of sabers, while the zombies behind them carry crude clubs.

The man leading the group raises his hand and calls out to you. "Hail, new arrivals! Lower your weapons, or we shall be forced to assume that you are hostile!"



This group consists of three Junkyard Dogs (pg. 102) and six Rottenburg Zombies (pg. 102). Their leader is a squat, bearded man by the name of Howard Kale. Kale doesn't want to start any trouble, but the Fated are outsiders who have fired a gun (or made a scene) within the borders of his closed community, and he wants answers.

The Junkyard Dogs serve as Rottenburg's militia, and the zombies have been instructed to obey Kale's commands. If the Fated are eager for a fight, Kale will give them one, but he'd rather avoid confrontation with the Fated if possible. See the Junkyard Scrap section on page 44 for more details.

Kale will ask the Fated why they're in Rottenburg and how they got there; if the hole in the basement wall is mentioned, Kale will swear and mumble something about getting some "Runners down there to plug it back up."

If the Fated ask about Rottenburg, read the following:



Kale gestures to the buildings around you. “This here, all around you, is Rottenburg. We’ve carved out a life for ourselves here, free from the chaos of Cold Street, free from the tyranny of the Guild, and free from anyone who would try to keep us from living our lives as we want. There are a few quirks, sure,” he jerks his thumb in the direction of the zombies, “but all in all, we’re good people here.”



So long as the Fated don’t attack him, Kale will inform the Fated that they should speak with the town’s mayor, Asura Roten, before they do anything else. If they bring up Barone’s body-hopping Soulstone, it only reinforces Kale’s belief that the Fated should speak with Roten. “She’s the expert on magic here in Rottenburg.”

When the Fated are ready, Kale will bring them to Roten, who is presiding over a “funeral.” The funeral is described in the Sky Burial section on page 46.

## COLD STREET

Rottenburg is located in Cold Street, a district within the Quarantine Zone that is known for its brutal violence and lack of laws. The district is also hotbed of contagion, and most of the unfortunate residents of Cold Street are infected with Tuberculosis. Rottenburg is a notable exception, primarily due to its undead guards, high walls, and Asura Roten’s magic and diligence. For the most part, the people of Cold Street assume that Rottenburg is a Resurrectionist stronghold and avoid it. Blood in the water is blood in the water, however, and if Rottenburg shows signs of weakness – such as having its gates blown open with an explosive – they’re inevitably descended upon by anxious raiders looking to get their hands on the necromantic magics and Soulstone caches they assume are hidden within.

## RUNNING AMOK

If the Fated take a more aggressive approach when they first enter Rottenburg or escape from the Clock Tower Gaol, they will likely find themselves fugitives within Rottenburg. If they keep a low profile, a TN 8 Stealth Challenge will allow them to sneak through the streets without drawing attention to themselves. On a failure, the Fated are sighted by a patrol of three Junkyard Dogs and six Rottenburg Zombies, who call for the Fated to surrender before attacking.

If the Fated are captured by a patrol, they are placed in the Clock Tower Gaol as noted on page 44. If they’ve already escaped from the Gaol, it’s recommended that you instead choose this moment for Barone to blow up the town’s gates, which will allow the Fated a chance to redeem themselves by coming to Rottenburg’s defense (or, failing that, an easy way to escape town).

The Fated can still experience the Sky Burial while hiding, either from afar or by sneaking into the crowd (which requires a TN 8 Deceive Challenge to avoid drawing attention to themselves).

## JUNKYARD SCRAP

If the Fated start a fight with the Junkyard Dogs, they will quickly be overwhelmed by Rottenburg's defenses. Another patrol of three Junkyard Dogs and six Rottenburg Zombies arrives at the end of every sixth round of combat, fifteen yards from the fight. When it looks like the Fated are starting to get overwhelmed, one of the Junkyard Dogs will demand their surrender. If the Fated capitulate, their hands are bound, their weapons are confiscated, and they are brought to the Clock Tower Gaol (see the adjacent column).

If the Fated attempt to flee from the Junkyard Dogs, they will have to pass TN 10 Stealth Challenges to evade the patrols; on a failure, they're in for another fight. On a success, however, the Fated can lay low long enough to shake their pursuit. In this case, it's best to proceed directly to the Running Amok section on page 43.



## CLOCK TOWER GAOL

If the Fated are captured by the Junkyard Dogs, they are taken to the large clock tower in the middle of Rottenburg. The three hands of the clock don't move, and it has odd symbols on its clock face instead of numbers. Fated who succeed on a TN 12 Engineering Challenge realize that the clock is actually a gauge for what has to be a titanic machine, likely buried beneath the settlement, while a TN 14 Necromancy Challenge allows a character to recognize the symbols as arcane runes designating the accumulation of necromantic energy. Judging from the current position of the hands, the clock is indicating a great deal of stored necromantic energy.

The Fated are locked in the top floor of the clock tower and placed under the guard of two Junkyard Dogs. The Junkyard Dogs treat the assignment seriously, but it's still a bit of a vacation for them as they don't have to walk around all night with zombies on their heels. They'll reassure the Fated that Asura won't treat them badly unless they've murdered someone.

If the Fated have the appropriate lockpick tools, they can try to escape from the cell with a successful TN 10 Lockpicking Challenge. Alternatively, the Fated can bash the door down with a TN 10 Athletics Challenge, though this will automatically alert the guards to their escape attempt. The two Junkyard Dogs guarding them will draw their weapons and attack the Fated if they notice them trying to escape, but a TN 10 Stealth Challenge will allow a Fated to sneak out without the guards noticing.

If the Fated escape their prison, see the Running Amok section on page 43.

In the morning, Asura (pg. 100) arrives alongside the next shift of guards. Her attitude differs depending on whether the Fated have seriously harmed or killed anyone. If they haven't, then she's calm and reasonable. If they have, then she's surly and gives serious consideration to keeping them locked up in the clock tower.

Read the following text as Asura arrives:



With a clatter of keys, the door to your makeshift prison creaks open to reveal two women. The first one is Korean and wears a checkered shirt and fingerless leather gloves. A shotgun is slung over her shoulder, and her expression can only be described as “surly.”

The second woman is black and wears simple clothing accentuated by a long scarf. Her hair sticks out behind her like a small bush, and it's she who addresses you. “Welcome to Rottenburg,” she says, crossing her arms over her chest. “You are not citizens here, and you have not been invited. I am Asura Roten, the mayor, and Lily here will shoot you dead if you give her any reason to do so.”

She looks between you, her expression unchanging. “Who wants to volunteer to be interrogated first?”



Asura casts an Interrogate spell upon the Fated that requires them to pass a TN 16 Willpower duel to resist. If a Fated fails this duel, they are compelled to truthfully answer one of Asura's questions with yes, no, or “I don't know” to the best of the character's ability. Every Margin of Failure allows Asura to ask an additional question. On a success, the Fated resists Asura's magic and can answer her questions as they like. Her list, in order, is as follows:

- Do you intend to do harm to anyone here in Rottenburg?
- Have you harmed anyone here in Rottenburg?
- Do you intend to tell the Guild of our existence?

If the Fated answer “yes” to any of the above questions, Asura has little incentive to let them go. This won't end the adventure; the Fated can still break out as noted earlier.

The Fated can attempt to clarify their answers if they wish; for instance, if they answer “yes” to Asura's first question but claim that the only person they wish to harm is Barone, Asura is more amenable to freeing them from captivity. This requires either a TN 9 Convince or Deceive Challenge, depending upon how truthful the Fated are being in their claims.

If the Fated don't answer “yes” to any of Asura's questions, she releases them and has their confiscated equipment returned to them. She will inform the Fated that they may remain within the boundaries of Rottenburg, so long as they adhere to its three rules:

- Nobody shall harm a living person
- Nobody shall practice Necromancy without Asura's permission
- Anyone who dies in Rottenburg forfeits their corpse to Asura.

Asura will invite the Fated to attend a “Sky Burial” with her in the village square. If any Fated ask for permission to use Necromancy within Rottenburg, Asura will ask them to refrain from doing so until after the Sky Burial, at which point she will discuss the matter with them in private (see the Necromantic Permissions section on page 47 for more details).

If the Fated inform Asura about the body-hopping Barone and his ability to possess others, she assumes that he is a malevolent spirit and instructs Lily (pg. 101) to have the Junkyard Dogs keep an eye out for anyone acting strangely but otherwise isn't too concerned about the spirit's presence. That will change.

Once she has finished speaking with the Fated, Asura will then lead all of them that haven't been tossed back into the Clock Tower Gaol to the village square; see the Sky Burial section on page 46 for more details.

## SKY BURIAL

The village square is a large, open section of cobbled street that holds a large wooden platform. A few dozen people have already gathered around the platform, and there is a mild hum of conversation. Atop the platform lies a woman's body in repose, and next to her, a mournful man holds his three weeping children as the rest of the townsfolk come to pay their respects.

This scene could occur either during the day or in the evening, depending upon when the Fated arrive in Rottenburg and when they travel to meet Roten. Feel free to toss in a reference to the lit streetlights and their eerie green glow or the hazy sunlight to help "ground" the scene in a particular time of day. Read the following text:



A man with a massive, scraggly, reddish-brown beard - the sort that would not look out of place on a wild mountain man - raises his hands and smiles. He wears simple trousers, a shirt, suspenders, and a slightly battered bowler hat. The moment people see his hands, they quiet down immediately. Someone next to you leans over and explains that he is Francis Duffey, the Speaker of Rottenburg.

"Welcome, everyone. We're here to bid farewell to Clara Walters and to hand our love to her family. Clara may have died from heart sickness, but her heart was not weak, oh no. Each one of us has had our lives touched by her powerful heart."

As Duffey speaks, you can see people in the crowd silently nodding their agreement with his words. "We all came to Rottenburg for our own reasons: to nurture our own hearts, to live free from the tyranny of the Guild, to find a place to raise our young ones in safety. Some of us found it hard to reckon, walking arm and arm with the dead, but we stayed, and we agreed to Asura Roten's laws."

He pauses, looking around at the gathered crowd. "As did Clara Walters."



The crowd parts, revealing a black woman with big, swept-back hair and simple clothing that has been accentuated with a long scarf. She steps up onto the platform and exchanges a few words with the man there before continuing on to the corpse of Clara Walters.

The woman - no doubt the previously mentioned Asura Roten - raises her hands above the dead woman and mutters a few arcane words of power. Necromantic energy pulses through her body and down into the corpse, which spasms with sudden motion before slowly sitting up and staring out at the crowd with dead eyes. Asura lowers her hands and turns to the crowd. "This body is now mine," she announces, her voice lacking any semblance of compassion or remorse. "It will serve Rottenburg in death as it did in life."

The crowd murmurs their own personal prayers as Clara's husband holds his children close to prevent them from running to their resurrected mother. Francis Duffey then hands the cap full of cash to the children and announces that the wake will be held at the Empty Barrel, which is apparently a tavern of some sort.





ASURA ROTEN

After the ceremony, Francis Duffey (pg. 103) approaches the Fated and speaks with them about the rules of Rottenburg and the evils of the world that seek to destroy their community, from the Guild (“Tyrants, the whole lot of them!”) to the anarchists of the surrounding Cold Street (“Murderers and psychopaths who wouldn’t think twice about killing a man for the shoes on his feet”). He talks about how every citizen must contribute to the community and how even the dead must serve, as without Asura and her zombies, Rottenburg wouldn’t be able to stand on its own as it currently does.

The townsfolk will escort the grieving Walters family to the Empty Barrel, which is Rottenburg’s only tavern (and the only moonshine still in town). Duffey and Roten remain behind with the zombified Clara Walters.

## NECROMANTIC PERMISSIONS

If any of the Fated had expressed a desire to use Necromantic magic within the borders of Rottenburg, Asura will pull them aside at this point and reveal the reason why Necromantic magic is restricted. Read the following text:



Asura lowers her voice to keep the others from overhearing your conversation. “You may have felt it already, or perhaps not, but Rottenburg is highly charged with the energies of death. If you try to cast a necromantic spell, the energy will come to you like a raw lightning bolt, and you have to be ready for it.”

She taps her foot on the ground. “I won’t get into specifics, but there’s a piece of Old Malifaux beneath our feet, and it functions like a giant soulstone, soaking up the souls of those who die here and storing that energy like a battery. The machine is damaged, though, and some of that energy rises back up to the surface, making necromantic energies more potent than they would otherwise be. There have been a few... accidents... in the past.”

“I have no problem with granting you permission to use your magic,” she continues, holding up a finger to mark her next words, “but take care not to harm any of the living among my people. You do not wish to make an enemy of me, and I have no desire to put you down should you slip your leash and become a threat to Rottenburg.”



Asura is deliberately evasive when it comes to the machinery underneath Rottenburg (which she calls the Grave Dynamo) as her encounter with Barone shortly after Rottenburg’s founding revealed to her just how much of a temptation that much stored necromantic energy can be to an aspiring necromancer. She doesn’t fully trust the Fated yet, but she now knows (or thinks she knows) which of them are fellow necromancers and, thus, which ones she needs to keep a closer eye upon.

## ACT II, SCENE 4:

### CHAOS

While the Fated have been dealing with Asura and the residents of Rottenburg, Barone has been carrying out his plan to gain access to the Grave Dynamo. Barone hates Asura for banishing him from Rottenburg and (in his mind, at least) getting him killed, but he's also more than a little afraid of her and what she is capable of doing to his untethered spirit. An endless existence pretending to be other people is distasteful, but becoming one of Asura's undead slaves would be even worse.

The entrance to the Grave Dynamo is located beneath the town's clock tower, which makes it likely that anyone attempting to access the Dynamo will be noticed by a passing citizen, a patrol of Junkyard Dogs, or even Asura herself. In order to avoid having Asura catch on to his plans, Barone needs to ensure that everyone is too distracted to pay any attention to his attempts to access the Dynamo. If he can hurt Rottenburg (and, by extension, Asura) in the process, then so much the better.

Barone returns to his lab, uses the last of the alchemical supplies stored there to mix up some nitroglycerine, and carries it to the town's gates. He detonates the bomb before the guards realize what is happening, blowing the gates apart and attracting the attention of the anarchists and raiders of Cold Street.

With Asura distracted by the chaos and a mortal blow dealt to Rottenburg's survival, Barone returns to the clock tower, opens the passage, and descends into the Grave Dynamo while whistling a jaunty tune.

### THE EXPLOSION

Whenever it feels appropriate - after the Fated have finished speaking with Asura at the Sky Burial or when they're hiding and planning their next moves, for instance - Barone will set off the explosive and shatter Rottenburg's gates.

Read the text on the following page:



Suddenly, you are surprised by a titanic booming sound as the ground shakes beneath you, and every window in sight explodes in a shower of glass. To the west, you can see a massive ball of flame rising up into the sky - whatever just exploded must have been huge.



If the Fated are with Asura or any other residents of Rottenburg, they will immediately assume that something happened to the gates that keep the community protected from the rest of Cold Street. Asura will curse the "madmen beyond our walls" and race towards the site of the explosion.

If the Fated investigate, read the following text:



When you reach the site of the explosion, you find the ground littered with jagged fragments of stone, splintered wood, and the occasional dismembered limb. A stone wall stretches out in front of you, and the massive fifteen-foot wide hole in its length leaves little doubt as to the site of the explosion.

Nearby, a man in tattered clothing stumbles towards you, his eyes wide with shock. "It winked at me," the man murmurs in disbelief. "It winked at me." He turns to you, his face screwing up in confusion. "It winked at me..."



The man is Hector Underwood, one of the Junkyard Dogs who had been on duty when Barone detonated the explosive. He's in shock from the explosion, but the Fated can help bring him back to coherency with a successful TN 9 Bewitch, Convince, Doctor, Intimidate, or Leadership Challenge. On a failure, Hector just keeps repeating the phrase "It winked at me" over and over again until Asura eventually arrives and has him escorted away to be looked at by the community's physicians.

If the Fated are able to get Hector talking, he'll tell the Fated about what happened. Read the following:



The man reaches into his back pocket and pulls out a handkerchief with a shaking hand. "I was on guard duty," he says, dabbing at his forehead. "Tina McClarren came up to the wall carrying two of these big jugs... it was so strange to see her at the wall. Never comes by since her husband passed a few months ago. Even had a zombie with her, holding some sort of green stone..."

He shakes his head. "Not sure how I lived. Must not have been close enough. Tina just grinned in this weird way and slammed the jugs together, and they... they just exploded. Sam, Jacob, Brett... they just disappeared in a roar of fury and death."

The man gives you a desperate look. "I fell from the wall, but that weren't the worst part. When I looked up, I saw the zombie walking away, grinning the same grin as Tina had been, and... it winked at me. It winked at me."



Barone possessed Tina McClarren and instructed the zombie to hold his Soulstone, which allowed him to possess it once he had blown himself (and the wall) into pieces. The possessed zombie then shuffled its way towards the clock tower to enter the Grave Dynamo. The zombie's path can be tracked to the clock tower with a TN 10 Track Challenge, but the Fated will likely have more pressing matters to attend to with the arrival of Lily Yi.

If the Fated attempt to determine the cause of the explosion, a TN 11 Explosives Challenge reveals that it was probably caused by a truly excessive amount of nitroglycerine. If the Fated heard Hector's explanation of the events leading up to the explosion, they gain a **+** **+** to this flip. Traveling with that much nitroglycerine is tantamount to suicide as it is a very volatile substance that has mostly been replaced by (the much more stable) dynamite.

## IN DEFENSE OF ROTTENBURG

At this point, the Fated are approached by Lily Yi (pg. 101) and a group of Junkyard Dogs (pg. 102). If the Fated chose to investigate the explosion, they will encounter her as she approaches the shattered gates. If the Fated chose not to run towards the explosion, then Lily encounters the Fated while she is hurrying towards the gate; she already suspects that the gates have been blown apart.

If Lily has already met the Fated or seen them speaking with Asura, she attempts to convince them to help defend the town. Read the following text:



A Korean woman in a checkered shirt - you recognize her as one of Asura's underlings - approaches you, leading a group of seven men and women, all of them armed with knives and guns. She's holding a shotgun in front of her as if expecting trouble at any moment.

"Looks like the Cold Street bastards blew open our gates," she says, approaching you. "An explosion that big is going to attract the killers and predators like moths to a flame." She looks each of you up and down in an appraising manner. "We're going to need all the able fighters we can manage. We've got women and children that need protecting, and those bastards aren't going to give us any mercy. Can we count on your help?"



If the Fated haven't met with Asura or Lily yet, or if they've been antagonistic towards Rottenburg, then this is their chance to get in Lily's good graces by helping to defend the community.

Read the following text to the players instead:



“You there! Halt!” The shout comes from a Korean woman in a checkered shirt who has a shotgun drawn and trained on you. She’s leading a group of four tough men and women, all of them armed with guns that are pointing in your direction. “Who are you, and what are you doing in Rottenburg?”

There are some gunshots from the west, and she swears as she glances in that direction. “Look, it doesn’t matter, alright? You don’t look like Cold Street, and those bastards are going to be here any minute. If you pitch in and put as many of those sons of bitches down as possible, I’ll put in a good word for you when Asura raises them back up as zombies. What do you say?”



If the Fated pitch in and help defend Rottenburg, Lily is true to her word and will stick up for the Fated when they’re introduced to Asura after the fight (which is enough to convince Asura to temporarily forget about any crimes the Fated have committed in her town... at least until the adventure is over).

If the Fated decide not to help Lily in the defense of Rottenburg, she calls them cowards (and a few other colorful words) and leads her Junkyard Dogs up onto the walls to prepare for the coming attack. If the Fated linger in the area, they’re likely drawn into the battle regardless of their wishes.

## **COLD STREET ATTACKS!**

Lily and her four Junkyard Dogs climb up onto the walkways atop the wall to shoot the attacking Cold Street opportunists. If the Fated remain at the shattered gates (either to help defend Rottenburg or just to see what happens), the opportunists will assume that they’re Rottenburg residents and will attack them as well. The opportunists attack in two waves, each consisting of eight Cold Street Thugs (pg. 105) and two Cold Street Gunmen (pg. 105).

The amount of time between waves is left purposefully vague to allow the Fated time to talk or receive first aid, but they should generally come in close succession to each other.

The Fated can choose to begin the combat either in the courtyard or on one of the walkways atop the wall. Fated who are on a walkway gain  to their attack flips on enemies below them, but this leaves them exposed to the opportunists’ gunfire. Climbing up to the walkway from the courtyard requires 2 AP and a TN 8 Athletics Challenge, but dropping down only requires 1 AP, with no Athletics Challenge required.

Each wave of opportunists comes into sight about 40 yards from the wall, and they advance forward, taking double Walk actions until they’re within range of the Fated, at which point they split their AP between moving closer to the shattered gates and attacking any characters within range.

The Cold Street Thugs and Junkyard Dogs can attack each other on their turns; they automatically hit their target and inflict moderate damage, which means that it only takes two attacks for the Cold Street Thugs and Junkyard Dogs to kill each other.

Lily saves her bullets for Cold Street Gunmen; her attacks automatically hit and deal moderate damage, so every two hits will drop one of the Gunmen. The Gunmen, in turn, focus their attacks on any Fated on the walls, attacking Lily only if there are no Fated in range. After two hits, Lily is wounded and only generates 1 AP on her turn; the fourth hit kills her.

If the Fated are defeated or flee, the Cold Street opportunists flood into Rottenburg and start looting houses, abducting citizens, and generally lowering the property value in whatever way they can imagine. This will make it much more likely that Rottenburg will fall at the adventure’s end (see Rituals and Chaos, pg. 52).

If the Fated manage to defeat the opportunists, Lily will thank them for their assistance (if she’s still alive) as more Junkyard Dogs arrive to help defend the gates. If she’s dead, the Junkyard Dogs will arrive, relieve the Fated, and offer their thanks for helping to protect their community; Lily’s corpse will show up as a reanimated zombie under Asura’s control at some point in Act III.

## CONCLUSION

With the Cold Street opportunists either repelled or running loose in the city, the Fated will be approached by Asura and a mob of her zombies, either to thank them for their assistance or to berate them for bringing all this chaos to Rottenburg. She doesn't necessarily believe that the Fated are responsible for causing all this chaos, but it all started when they arrived, and she doesn't believe in coincidences.

If the Fated have mentioned their own experiences with a body-snatching spirit to Asura (or decide to do so now), it's the final piece she needs to connect the dots and figure out the cause of all the chaos in her community. Read the following text:



"A malevolent spirit must be to blame," she murmurs, her expression thoughtful. "It's difficult to pin down a creature with no physical body, but not impossible..."

Asura considers the matter in silence for a few moments longer, then nods her head as if mentally agreeing with herself. "No, not impossible at all. It will be difficult, however." She looks back to you. "Please, accompany me to my home. I believe that I have a ritual that will bind this spirit, but I will need help gathering the necessary components. Time is of the essence; we have already seen that this spirit is exceedingly dangerous."



Unless the Fated have been very open and helpful, Asura probably still doesn't trust the Fated, but she needs people to help her with the ritual, and her Junkyard Dogs are all preoccupied trying to keep the Cold Street opportunists from storming through the breached wall. If the Fated accompany Asura to her home, continue to Act III.

If they refuse to help, then Asura banishes them from her home. Read the following text:



Asura jabs a finger in the direction of the Rottenburg's shattered gates. "If you will not raise a hand to stop the evil that you have brought to my people, then you are unwelcome within this community. Leave. Now."



If the Fated apologize and agree to assist Asura, she is still willing to accept their help. Otherwise, the Fated can peacefully leave Rottenburg (and likely face a number of unpleasant adventures within Cold Street), but if they return or refuse to leave, they will have to confront Asura and a dozen Rottenburg Zombies. It won't be an easy fight.



# ACT III

At the start of the Act, Barone has entered Rottenburg's clock tower in an attempt to access the Grave Dynamo. Since his exile, however, Asura has learned how to lock the Grave Dynamo to prevent murderous psychopaths (such as Barone) from accessing it. Barone is annoyed at this unexpected delay as he had, in his arrogance, assumed that he was the only one capable of comprehending how the locking mechanisms of the Dynamo worked.

Despite his frustration at finding the locks engaged, he's still confident in his ability to open the lock; all he needs are a few spare parts to build a special key, and the immortal body of the Rigveda will be his. He returns to his workshop to gather the parts he needs. While there, he activates the constructs left over from his time in Rottenburg and sends them into the streets to keep Asura and her Junkyard Dogs distracted.

Meanwhile, Asura asks the Fated to help her prepare a ritual that will lock down the spirits in Rottenburg to prevent Barone from leaping from body to body, and the opportunists of Cold Street take advantage of the confusion to tear Rottenburg down, once and for all.



## RITUALS AND CHAOS

Throughout this Act, the Fated will be presented with opportunities to help (or hinder) the goals of Asura, Barone, and the opportunists of Cold Street. The choices the Fated make here will have a direct impact upon the success of Asura's ritual and the survival of Rottenburg.

Each of the encounters in this Act includes a Results value that indicates how many points to add to the Ritual and Chaos totals, depending upon the actions of the Fated. The Ritual total tracks the effectiveness of Asura's ritual at the end of this Act and determines how difficult the final encounter with Barone will be in Act IV (or if there is an Act IV). The Chaos total, meanwhile, tracks how close Rottenburg has come to being destroyed. Chaos points can be gained in Acts III and IV and are calculated at the end of the adventure in *The Fate of Rottenburg* (pg. 87). At the start of this Act, the Ritual and Chaos totals both have 0 points. If the Cold Street opportunists escaped into Rottenburg at the end of Act II, however, the Chaos total instead starts at 20 points.

It's recommended that you don't share the exact points of these totals; if you keep the exact numbers vague but show the relative progress of each one through the behavior and actions of the NPCs, it allows the Fated to become more invested in the story, rather than the numbers and math behind it. Just make sure to describe any Margins of Success that the Fated score as having increased effects over normal successes so that the Fated know they're important.

Using these numbers and sharing them with the players after the adventure is complete can show just how important a part the decisions of the Fated played in the adventure.



## ACT III, PROLOGUE: PREPARATIONS

Asura leads the Fated to her home, a relatively small, single-story house near the eastern side of Rottenburg. If the Fated are on good terms with Asura, she speaks matter-of-factly and allows some of her concern for the wellbeing of her community to show through her words. If she's had problems with the Fated, her tone is more severe (and possibly accusatory). Read the following text:



Asura's small home is surprisingly spartan, though she seems to have collected a fair number of tomes and arcane knickknacks during her time in Malifaux, most of which are carefully organized across two large shelves in her home's common room. She offers you a mismatched chair at her scratched and gouged table, but rather than seat herself beside you, she paces anxiously through the room.

"This spirit must be after something... and I fear that it might be the Grave Dynamo. If you are sensitive to necromantic magic, you may have noticed that the aether surrounding Rottenburg is infused with such energies. This is due to the ancient machinery beneath our neighborhood. It serves as a sort of aetheric battery that traps the spirit of anyone who dies in Cold Street and stores it away for future use. It's like a giant, artificial Soulstone."

Asura picks up a book, flips through the pages, and then walks back to the table while holding it. "I believe that the spirit is attempting to bring the Grave Dynamo under his control, and I believe that I know the spirit's identity. If I'm right, all of Malifaux is in danger, not just us cast-offs here in Rottenburg."



**PIETRO BARONE**

If the Fated inquire as to the identity of the spirit, Asura will reveal that she suspects it to be the spirit of Pietro Barone, a vain and arrogant engineer who helped her found Rottenburg. She explains that they used their combined mechanical and magical skills to jump-start the ancient machinery, which gave Asura the necromantic power she needed to raise the dead and carve out a safe place around the Grave Dynamo.

Asura goes on to talk about how Barone grew more and more distant as Rottenburg expanded, often secluding himself in his workshop for days as he fiddled with his constructs or researched the Grave Dynamo.

Read the following text to the players:



Asura sighs as she stares off into the distance. "I'm not sure what happened to him, really. We had agreed to be careful in our exploration of the Dynamo, but one evening he attempted to bring the entire machine to life. The ground started shaking, collapsing buildings and sending gouts of foul, blood-red mist spraying up from the ground... at first, I thought the world was ending."

She shakes her head, coming back to the present. "I confronted Barone in the halls of the Dynamo, but whatever fever had gripped his mind was too strong, and he attacked me. After I defeated him, I banished him from Rottenburg upon pain of death." She absently taps the spine of the book in her hand with one finger. "I heard a few months later that he had been shot and killed by someone named Avers in the Northern Hills. It's a pity that they didn't do a better job of it."



If the Fated have any questions about Barone, she'll state that he was a skilled engineer who was a bit too caught up with his own appearance and talent to fit in with the Guild's assembly line approach to manufacturing. He often talked about opening a factory of his own up north, and she thinks that he probably would have had a good run at it; he was charming, personable, and manipulative. After he left, Asura created the Runners, a group charged with investigating the Grave Dynamo and learning its secrets, but their progress has been glacial compared to what Barone could figure out just by looking at some component of the machine.

Should the Fated ask about the Grave Dynamo itself, Asura's response depends upon how much she trusts the Fated. If they have been acting in a suspicious manner or seem uninterested in helping her people, she's evasive on the specifics and tries to bring the conversation back to Barone. If the Fated have proven themselves trustworthy and helpful, however, she will go into a bit more detail, telling them that the clock tower is the primary access point that leads down into the Dynamo. She notes that the passage has been tightly locked with both magic and machinery to prevent anyone from accessing it but that there might be another way in, and if there is, Barone is the most likely person to know where it is.

When the Fated have finished asking questions, read the following text:



Asura lays the book out in front of you and taps the cramped words within with a finger. "This ritual should allow me to purge Rottenburg of roaming spirits, but it will take a great deal of preparation and more necromantic energy than I've drawn upon in the past. If you're willing to help me, we can tap into the stored energy of the Grave Dynamo and banish Barone and every other spirit within Rottenburg back to the realm of the dead."

Her expression turns grim, and the look of determination in Asura's eyes is chilling. "He deserves no less for trying to destroy what I've created."



## ACT III, SCENE I:

### PREPARING THE RITUAL

Asura needs time to study and prepare her ritual, but she will need a great deal more necromantic energy for the ritual to function. She sends the Fated out into Rottenburg to open the Grave Dynamo's control valves and vent necromantic energy into the town, but Barone's constructs and the opportunists from Cold Street both work to push the settlement toward further chaos.

Read the following text:



"The ritual will take a great deal of necromantic energy," Asura explains as she unrolls a crude map of Rottenburg onto the table. "I can pull that energy from the Grave Dynamo, but you'll have to open the control valves first. You've probably seen them throughout town; they look like lamp posts but glow with a green light."

Using a pencil, she makes a few quick marks on the map. "If you open the valves here, here... and here, that should release enough energy to power the ritual." Asura steps back from the map. "We have to be careful about opening too many of the valves in the same area. If that necromantic energy becomes too concentrated in one place, it will start transforming people into zombies. Don't open more than we need, in other words."



Asura sends the map with the Fated so that they don't get lost and start opening random control valves. She gives them a few brief instructions on how to open the control valves, which mostly consists of climbing up to the "lamp" portion of the lamp post, reaching inside, and turning the valve counterclockwise until it's loose.

She also gives the Fated a pair of thick gloves and warns them about the necromantic energy necrotizing flesh if the person opening the valve doesn't move their hand away fast enough after the valve is open.

There are three locations listed on Asura's map, and the Fated will have to visit each to open the valves if they want Asura's ritual to have enough power to trap Barone. The valves that need to be opened are found in three locations: Western Rottenburg, Eastern Rottenburg, and Southern Rottenburg. The Fated can travel to these locations (and experience the events of Scenes 2 - 4) in whatever order they wish.

Keep track of the time of day as the Fated move through Rottenburg; if it's evening or night, make sure to describe the eerie green light produced by the town's lamp posts to help set the tone and reinforce that the control valves are present within the entire district.



## ACT III, SCENE 2:

### EASTERN ROTTENBURG

In order to stall Asura and her Junkyard Dogs while he constructs the key that will allow him to enter the Grave Dynamo, Barone returns to his workshop and activates the constructs there. He instructs them to go forth into the city and attack anyone they come across, and the obedient machines clomp out into the streets to cause as much panic as possible.

When the Fated arrive, they come across the constructs as they're battling some surprised and overwhelmed Junkyard Dogs. Read the following text to the players:



Just as you find the control valves that regulate the necrotic energy of the Grave Dynamo, there's a scream from a few blocks away, followed by a rapidly intensifying hum that ends in a cracking snap and a bright flash of light.



If the Fated choose to investigate the sounds and lights, read the following text:



You come to an intersection and glance down the adjoining street to find a strange sight. Three large mechanical spiders - each about the size of a horse - are clattering down the cobblestone street towards you. Their thin, steel legs gracefully step over the twitching, burned corpses of two Rottenburg residents as if unconcerned with them.

All at once, their rounded steel heads turn in your direction, and their thick bodies change direction as they start clattering toward you. Diodes arrayed along their bulbous abdomens begin to spark and crackle with electricity, and in a sudden flash of insight, you realize that some madman has armed these machines with lightning cannons.



There are three Shock Spiders here, and they begin the fight ten yards from the Fated. They attempt to stay just within range of the Fated and will advance or retreat as necessary to keep distance between them and the Fated. Stats for the Shock Spiders can be found on page 104.

After the Fated have defeated the Shock Spiders (or if they chose to ignore the sounds and lights), they can attempt to open the area's control valves using the mechanics described in the Control Valves section on page 59.

**Results:** Opening the control valves (+10 Ritual, +5 Ritual per Margin of Success), Shock Spiders continue their random acts of electrical violence (+5 Chaos per Shock Spider).



## ACT III, SCENE 3:

### WESTERN ROTTENBURG

Ike Fisher has only been in Rottenburg for two weeks. He arrived at the gates asking for sanctuary and made it through Asura's interrogation without arousing suspicion. In the time since, he's passed himself off as a surly loner with a heart of gold, but Fisher, unbeknownst to the citizens of Rottenburg, is a cold-blooded killer. He has some acting talent thanks to time spent on stage at the Garrick Theatre in Westminster. His gang found a magical trinket at the Thieves' Bazaar, stole it, and hatched a plan to use Ike to bring down the gates of Rottenburg from within.

The explosion of the gate caught him by surprise, and Ike has (incorrectly) assumed that his gang grew impatient and blew open Rottenburg's walls. To help cover their presumed attack, Ike has taken his rifle and a box of ammunition, climbed to the top of the clock tower, and started picking off the panicking citizens below. He's hoping to take down Asura, but in the meantime, he's just causing as much chaos as possible. Read the following text:



You find yourselves walking down a street strewn with corpses. Most of them are former zombies, but a few look like they were living until very recently. All bear the obvious and grisly signs of gunshot wounds to the head or chest.

Just as you're starting to get a bad feeling about whatever you've inadvertently walked into, a woman in a dirty gray dress peeks out from her hiding place behind a tall statue. "What are you doing out in the open?!" she asks, her eyes wide with terror. "Get behind cover bef-" Her voice is silenced by the crack of a rifle, and almost at the same instant, her face explodes outward in a shower of blood and bone as a sniper's bullet catches her in the back of the head. The woman drops to the ground like a marionette with its strings cut.



If it's day, the sniper is using his scope to see his targets. At night, there's enough light from the moons and the street lamps for him to place his shots without significant penalty.

There's plenty of cover for Fated that want to get out of the sniper's line of sight, but any Fated who deliberately lingers out in the open after being given a chance to take cover must make a TN 12 Defense flip; on a failure, the character takes 3/5/7 damage from the sniper's bullet (Fate modifiers to this damage flip apply as normal). On a success, the bullet barely misses striking the character.

The Fated can retreat without drawing any fire from the sniper, but this will leave the control valves in the area closed. In order to open the valves without getting riddled with bullets, the Fated will most likely have to dislodge the sniper from his perch, which is handled with an Ongoing Challenge.

#### FISHER'S TRINKET

This stone ring protects Fisher by anchoring him in place, both physically and mentally. Anyone carrying the ring on their person (whether worn on a finger, on a chain around their neck, or tucked into a pocket) gains  $\oplus$  on attempts to resist teleportation or mind-reading effects. As a drawback, however, if the character ever fails to resist a teleportation or mind-reading effect, she must immediately discard a Twist Card as the ring's anchoring magic leaves her disoriented and confused.

A TN 11 Prestidigitation Challenge will reveal the ring as a magical trinket and allow a character to understand its magical properties.

## CLOCK TOWER SNIPER

- **SKILLS ALLOWED:** Acrobatics, Athletics, Evade, Stealth
- **TARGET NUMBER:** 10
- **DURATION:** 2 minutes
- **SUCCESS REQUIREMENTS:** (3 per Fated)
- **FAILURE REQUIREMENTS:** (1 per Fated)

This Ongoing Challenge represents the Fated darting between cover as they slowly make their way to the clock tower, all while the sniper's bullets strike the ground and buildings behind them. Any character that fails a duel during this Ongoing Challenge suffers 1/3/4 damage, +1 damage if the suit of the card flipped to determine damage was ♠.

Fated who have access to the Teleport Magia (either through a Spell or Manifested Power) may use their Prestidigitation + Intellect as if it were an allowed Skill for this Ongoing Challenge. Alternatively, the Fated can attempt to teleport Fisher down from the clock tower to automatically end this Ongoing Challenge, but the spell must have a range of at least 50 yards, and the Fated suffers a ☐ to the spell's casting flip due to Ike's charm. The Fated may attempt one such casting per Duration.

On a success, all participating characters manage to make it to the top of the clock tower where Ike Fisher is waiting. The Fated come out behind him as he takes aim against a distant Rottenburg citizen, so the Fated can knock him out or kill him as they wish, without flipping for it. By the time the Fated reach Fisher, he has gone through his entire supply of dynamite (and thus, there is none for the Fated to salvage).

On a catastrophic failure, Fisher lights his trump card - a stick of dynamite - and throws it down onto the Fated. Each participating character suffers 3/5/7 damage, +1 damage if the suit of the card flipped to determine damage was ♠.

The dust and smoke kicked up from the explosion is enough to cover the retreat of the Fated (and allow them to retrieve any unconscious or dead companions). The Fated are forced to retreat as Fisher starts firing upon them again, but they may attempt the Ongoing Challenge again from the beginning if they wish.

Alternatively, the Fated can attempt to open the valves while Fisher shoots at them, though this is exceedingly dangerous. The Fated will have to make five Defense flips for being in the open and will suffer damage on a failure as noted above. The Fated can choose to split these flips among them and any of their subordinate characters in whatever manner they wish; Fisher can only aim at one person at a time, so the more characters that are present, the better chance the Fated have of opening the valves while he's distracted. If any character is killed or knocked unconscious by a damage flip, the remaining Defense flips must be assigned to characters that are still open.

Once the characters have made their five Defense flips or dealt with Fisher, they may attempt to open the area's control valves. If the Fated want to retry a failed attempt at opening the control valves and the sniper is still active, they must first face an additional five Defense flips as described above for each additional opening attempt.

## CONTROL VALVES

Opening Rottenburg's control valves requires a TN 8 Engineering or Artefacting Challenge. This check represents the Fated opening multiple valves within an area. On a success, the Fated gain +10 Ritual Points, +5 Ritual Points per Margin of Success. On a failure, nothing happens. The Fated can attempt the flip again with a +2 cumulative increase in TN per previous attempt. If the Fated score a Margin of Failure, however, they snap off or otherwise damage important parts of the control valves in the area and cannot make further attempts to open those valves.

If any Living Fated attempt this Challenge and do not wear thick gloves or otherwise protect their hands, they must pass a TN 10 Speed Challenge. On a failure, the character suffers 1 damage as their hand is repeatedly exposed to concentrated necromantic energy, causing the flesh on their hand to decay and rot away. While this damage can be healed, any regrown flesh will appear gruesome and puckered unless magical healing is involved.

**Results:** Opening the control valves (+10 Ritual, +5 Ritual per Margin of Success), Fated fail to stop the sniper (+10 Chaos).

## ACT III, SCENE 4:

### SOUTHERN ROTTENBURG

As the Fated approach the control valves in this portion of the town, they encounter a band of citizens facing down a few Junkyard Dogs. The citizens suspect that one of the Junkyard Dogs, Stephen Chacon, is in league with the opportunists from Cold Street.

In actuality, Barone-as-a-zombie bumped into Stephen near the clock tower, possessed him, and ordered the zombie to follow him to his former home. He gathered up some of the tools and supplies he required to build the Grave Dynamo key and handed them to the zombie, but on the way out, he was confronted by angry citizens who thought he was looting. Rather than argue with them, he gave his Soulstone to the zombie, re-possessed it, and shuffled off with the loot while the crowd yelled at a confused and disoriented Stephen.

Some patrolling Junkyard Dogs showed up, noticed the commotion, and started defending him. By the time Francis Duffey arrived on the scene a few minutes ahead of the Fated, the argument was approaching blows. Read the following text:

If the Fated intervene, they can calm the crowd with a TN 10 Leadership Challenge. If they take drastic action to draw attention to themselves – such as firing a gun into the air or making an obvious display of magic – they gain a  to this flip.

If the Fated fail the flip or choose not to take action, Stephen gets stabbed and the Junkyard Dogs shoot two citizens dead. This causes the mob to break apart and its members to flee, but results in rising tensions between the Junkyard Dogs and the other citizens of the community. If Stephen is stabbed, a TN 10 Doctor Challenge allows a Fated to perform first aid and save his life; otherwise, he bleeds out and dies as one of the other Junkyard Dogs holds him.

If the Fated speak with Stephen (if he survives) or Duffey, they'll learn about the stress of living in Rottenburg. Being located within Cold Street makes the small district vulnerable to the cutthroats and would-be anarchists around them, and everyone is constantly paranoid that one of the Cold Street thugs will sneak or bluff their way into Rottenburg and try to take the town settlement down from within. With the gate being blown apart, everyone is on edge, and it doesn't look like things will be improving anytime soon.



Ahead, you see a mob of eleven citizens surrounding three of the town's Junkyard Dogs. The citizens are armed with simple tools and knives, while the Junkyard Dogs are wearing gun belts with holstered weapons.

Francis Duffey is standing between the two groups as best he can, his arms held out in an attempt to hold the citizens back. "Now, hold on," he urges, his bowler hat tipped forward on his head. "Stephen probably has a rational explanation for what he was doing."

One of the Junkyard Dogs, a confused man with short hair, runs his temples with the fingers of one hand. "I was... no, wait, I was on patrol by the clock tower..."

"That's a lie!" one of the citizens shouts. "We saw you here, looting stuff from buildings!"

The confused man looks surprised at the accusation. "I was? No, I... I don't remember..."

The response only seems to agitate the mob further. "He abandoned his post to steal from us! He's Cold Street!" The moment the accusation hits the air, the tone of the scene instantly shifts towards violence. The other two Junkyard Dogs reach for their pistols, and the citizens see this and lunge at them.



Duffey will mention that Asura uses her magic to interrogate anyone that wants to become a Junkyard Dog and that Lily runs the militia with an iron fist. This combined approach has left him convinced that none of the Junkyard Dogs are threats to Rottenburg, but in times like these, people can let their paranoia get the better of their common sense.

If the Fated question Stephen, he claims that one moment he was heading to the clock tower to make sure it was secure, and the next he was halfway across town getting yelled at by angry citizens. He doesn't remember anything that happened between those events.

If the citizens are prevented from attacking Stephen, they can be questioned about what happened, at which point they will mention that Stephen was looting the house... along with a zombie that seems to have wandered off with the loot during the argument. The undead are a common sight in Rottenburg, and most citizens don't pay them much attention. Barone is more than happy to use this blind spot to his advantage.

Once the squabble between the citizens and the Junkyard Dogs has been resolved, the Fated can attempt to open the area's control valves using the mechanics described in the Control Valves section on page 59.

**Results:** Opening the control valves (+10 Ritual, +5 Ritual per Margin of Success), the mob attacks Stephen (+10 Chaos), Stephen dies (+10 Chaos).



## ACT III, SCENE 5:

### NECROMANTIC FOCUS

After the Fated have opened (or failed to open) the control valves, they can return to Asura to assist her with the next portion of her ritual. Necromantic energy is building within Rottenburg, but she needs a focus to safely channel so much necromantic energy. Read the following text:



When you return to Asura's home, you find her kneeling, drawing elaborate runes and bisecting circles upon the ground with blood. A zombie stands nearby, watching impassively, and at its feet is the corpse of a bearded man.

"One of the Cold Street marauders," Asura explains, glancing up as you enter. "Contrary to popular opinion, they do have a few uses."



If the Fated have any objections to the dead marauder, Asura will point out that he attacked their community and died within her borders, which - according to her laws - results in his body passing into her possession. If the Fated left any of the Cold Street Opportunists wounded or unconscious at the end of Act II and took the time to search their body, then feel free to have them recognize the mercenary as that person.

Once the Fated have voiced their objections or chosen to remain silent, read the following text:



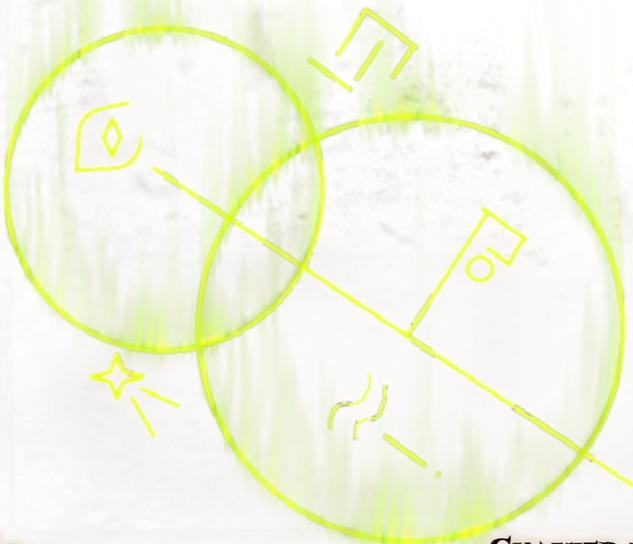
She stands and motions to the zombie, who hands her a towel that she uses to wipe her blood-stained hands. "I have one more task for you before we can begin the ritual. I am concerned that channeling as much necromantic energy as this ritual requires could be detrimental to my health. I will do what I must to protect Rottenburg, but I would prefer to do so while still alive."

Asura hands the towel back to the zombie. "A woman named Etta Longabaugh manages a group that call themselves the Runners. I initially created them to help me uncover the secrets of the Grave Dynamo, but as the need arose, they became scavengers that search Cold Street for food and supplies to bring back to Rottenburg. They also keep an eye out for any rival Resurrectionists who might pose a threat to Rottenburg's safety, any of whom might have a necromantic focus that can be... liberated for a greater cause."

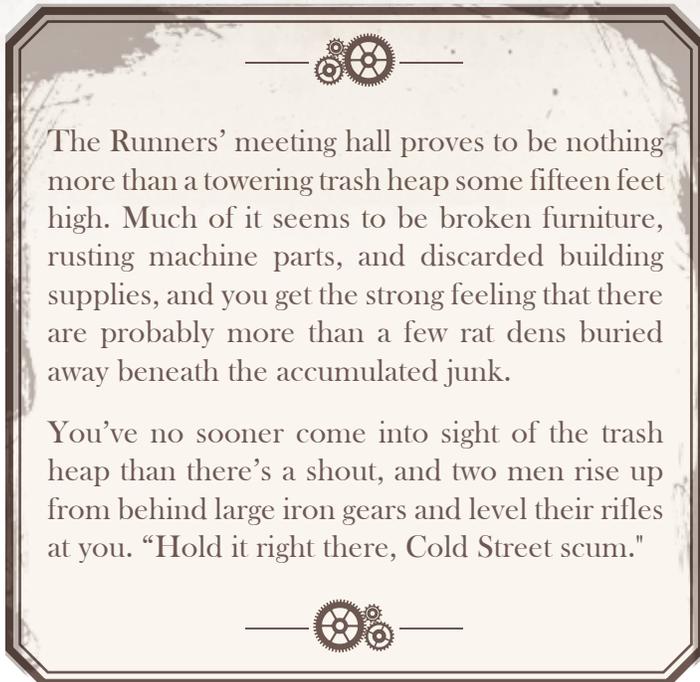


Asura will go on to mention that Etta and her Runners are loyal citizens of Rottenburg and should be treated with a gentle hand but that any Resurrectionists operating outside the walls of Rottenburg are "fair game." Etta and her Runners keep track of most of the Resurrectionists, so the Fated should speak with her if they wish to hunt down a necromantic focus.

With Asura's directions, the Fated can find Etta at the Runners' "meeting hall," which turns out to be a large pile of scavenged junk and broken furniture on the northern side of Rottenburg.



Read the following text:



The Runners' meeting hall proves to be nothing more than a towering trash heap some fifteen feet high. Much of it seems to be broken furniture, rusting machine parts, and discarded building supplies, and you get the strong feeling that there are probably more than a few rat dens buried away beneath the accumulated junk.

You've no sooner come into sight of the trash heap than there's a shout, and two men rise up from behind large iron gears and level their rifles at you. "Hold it right there, Cold Street scum."

The Runners believe that the Fated are marauders from Cold Street and are prepared to shoot them if they make any sudden moves.

If the Fated attempt to convince the Runners that they're not Cold Street, it will require a TN 9 Convince Challenge to do so. On a failure (or if the Fated attempt to Intimidate them), the Runners will attack the Fated. There are a total of four of them here, plus Etta Longabaugh. The Runners use the same stats as Junkyard Dogs (pg. 102), but Etta's stats can be found on page 103. Unless the Fated can end the fight before anyone is harmed (perhaps with further Convince Challenges at a  $\square$  penalty), they are unlikely to learn about Grace Faucher and her glowing stone.

If the Fated succeed on their initial Convince Challenge, the Runners will hesitantly lower their weapons. If the Fated have not yet made it clear what they want, the Runners will ask what they're doing in Rottenburg. They are somewhat comfortable speaking with the Fated, but they've seen more of Cold Street than most of Rottenburg's citizens, and it's left them a bit jumpy.

If the Fated mention that they are searching for Resurrectionists or a necromantic focus, the Runners will send for Etta Longabaugh.

Read the following text:



A short and squat woman with a bright smile approaches you and sticks out her hand to shake your own. "Heya! Name's Etta Longabaugh. You must be new folks, huh? Welcome to Rottenburg!"

She motions for the Runners to return to their guard posts. "Sorry 'bout the warm welcome, but we're in a bit of a pickle lately. Cold Street, from what we've been hearing." Etta claps her hands together and bounces on the balls of her feet. "So! What can I do for you? Looking for something in particular?"

If the Fated ask about weapons or ammunitions, she has a few Refurbished Collier Pistols and thirty rounds of ammunition that she's willing to part with (see the Junkyard Dogs stats, pg. 102). She doesn't ask for any payment as she believes that everyone in Rottenburg should have a good weapon "just in case," but if the Fated are heavily armed, she'd rather save the weapons for someone who can use them (and the Fated are unlikely to be interested in the pistols in any case).



Should the topic come around to necromantic trinkets, Etta will know just the thing to help Asura with her ritual. Read the following text:



“Oh! For Asura, is it?” Etta turns and whistles at one of her fellow Runners, a scarred and overweight man who saunters over to join you. “This here’s Karl Sanders,” she explains with a cheerful grin. “Karl, do you remember where we saw that Resurrectionist last week? The one with the glowing stone?”

“You mean the kidney stone,” he clarifies. “It’s a Neverborn kidney stone.”

Etta rolls her eyes in a friendly manner. “Oh, we don’t know that for sure! But it sure did glow, and right now, Asura needs something magical and glowy. Would you be a dear and make a map for these folks?”

Sanders grumbles as he wanders off to find something to write on, and Etta watches him with the same bright smile. “He’s such a playful fellow...”



Sanders returns a few minutes later with a crude map of Rottenburg and the surrounding area. He’s marked where they last saw the Resurrectionist, and he notes that she’s been squatting in a partially collapsed building while gathering corpses and sewing them together. Etta laughs and comments that “it’s good that people still have hobbies out here in the QZ.”



## THE RESURRECTIONIST LAIR

The map leads the Fated to a crude shack about half an hour's walk from the walls of Rottenburg. The Fated can either go over the walls - Etta and her Runners will use rope to help them and then again when they return - or leave through the destroyed gates. As the Fated approach the shack, they discover that the Resurrectionist is being attacked by an anarchist from Cold Street. Read the following text:



The map leads you to a short, slanted, single-story building of dubious structural integrity. Three corpses lay on the ground in front of the building, one of them a woman in a dirty jumpsuit, the other two with rotted flesh and bullet holes in their foreheads.

As you approach the building, a man in a dirty duster steps out of the building. He's carrying a blood-stained burlap sack, and as he sees you, he draws his gun and jabs it in your direction. "This stuff is mine! Get back or I'll plug ya!"



The man is named Cooke Underton, and he has just finished killing the Resurrectionist and looting her dwelling. He had a partner, Maggy, and hers is the corpse in the jumpsuit; she was the front line against the zombies, and after they started biting her, he let them tear out her throat before putting a bullet in each of their heads. After all, that means that he doesn't have to split the loot with anyone.

Cooke's loot consists of a half-dozen tin cans of containing meats, beans, and lentils, a white cloth shawl embroidered with dozens of cavorting skeletons (see the Grim Shawl callout box), and a stone that resembles a rainbow-colored pearl the size of a man's fist. It glows with a faint green light in the darkness.

If the Fated try to talk Cooke out of his loot, he asks for 30 scrip, but a TN 10 Barter Challenge manages to get him down to 8 scrip. If the Fated attempt to threaten him, a TN 12 Intimidate Challenge gets him to throw the loot towards the Fated as he runs off. If the Fated fail this Challenge, he just throws a can of lentils at them and starts running. Use the Cold Street Thug stats (pg. 105) to represent Cooke.

**Results:** Cooke retains possession of the Grim Shawl (+5 Chaos), Fated recover the glowing stone for Asura (+10 Ritual).

### GRIM SHAWL

The Grim Shawl is a Grimoire containing the Cadaver Mask and Shapeshift Magia, and the Increased Duration, Increase AP, and Focus Object (Grim Shawl, -3 AP) Immuto. When casting the Shapeshift Magia, a character that is attuned to this Grimoire becomes an Undead version of the chosen Beast. This has no further effect upon the Beast's stats.

## ACT III, SCENE 6:

### ASURA'S RITUAL

When the Fated next return to Asura's home (or when they insist they are ready to begin the ceremony), Asura will be prepared to perform her binding ritual. She will ask any of the Fated with necromantic skill if they would be willing to assist her with the ritual, as more participants will strengthen the spellcasting.

Fated who wish to help out in this manner should make TN 10 Necromancy + Intellect Challenges. On a success, they gain +10 Ritual Points, +5 Ritual Points per Margin of Success. If the Fated fail this Challenge, there isn't any noticeable effect unless they score any Margins of Failure, in which case they impose a penalty of -5 Ritual points per Margin of Failure.

If the Fated wish to assist but have no skill with Necromancy, Asura will give them sheets of paper containing a scrawled chant they can read to help with the ritual. Those who help in this manner should make TN 8 Literacy Challenges. On a success, they gain +5 Ritual Points, +5 Ritual Points per Margin of Success. If the Fated fail this Challenge, there isn't any penalty (other than sounding a bit foolish as they stumble over the arcane words).

**Results:** Asura performs the ritual (+10 Ritual), each Fated that assists with Necromancy (+10 Ritual, +5 Ritual per Margin of Success), each Fated that fails at Necromancy (-5 Ritual per Margin of Failure), each Fated that assist with Literacy (+5 Ritual, +5 Ritual per Margin of Success).

## THE RITUAL'S RESULTS

If the Fated found the necromantic focus in Scene 5 and gave it to Asura, read the following text as she begins the ritual (making adjustments as necessary if the Fated are Undead or Constructs and thus don't have beating hearts):



Asura holds the necromantic focus tightly in her hands as she begins chanting the arcane words of her ritual. Almost immediately, you can feel a change in the air, as if it is becoming charged with unseen power. Her words build in cadence and volume as sickly green mist slowly seeps up from the ground and begins to swirl around the room, and Asura raises the rainbow-colored stone above her head to channel the necromantic energies before they overpower her.

The mist swirls up into the necromantic focus as it grows bright and brighter until the light is so intense that it seems as if Asura is holding a green sun in her hands. As she completes the last phrase of the ritual, the stone shatters with an ear-splitting crack, releasing a shockwave of green energy that crashes out from Asura like a tidal wave. You feel your heart skip a beat as the shockwave passes through you and shoots outward across all of Rottenburg.



If the Fated did not give the necromantic focus to Asura, the results are much less pleasant for everyone involved. Read the following text:



Asura raises her arms and begins chanting the arcane words of her ritual. Almost immediately, you can feel a change in the air, as if it is becoming charged with unseen power. Her words build in cadence and volume as sickly green mist slowly seeps up from the ground and begins to swirl around the room. Asura raises her arms to channel the necromantic energies of the ritual, but it's immediately clear that something is wrong: as she gathers the roiling mists into a twisting globe of raw energy, you can see the flesh peeling away from her hands as the ritual's magic begins to consume her.

The volume of Asura's voice increases as she completes the final phrase of the ritual, and with a shout of defiance, she releases the gathered energy. It explodes out from her in a shockwave of green energy, and you feel your heart skip a beat as the necromantic energy passes through you and expands outward across all of Rottenburg.



Without the protection afforded by the necromantic focus, the necromantic energy of the ritual devours Asura's life force, transforming her into an undead creature. She remains sentient and in control of her own actions, but her appearance is now desiccated and haggard, and her eyes are milky and clouded.

Any Living Fated who assisted Asura with the ritual by making Necromancy Challenges (but not Literacy Challenges) are at risk of being consumed by the ritual as well. Each such character should make a TN 10 Counter-Spelling Challenge; on a failure, their life force is snuffed out, and they become a Stitched, an undead Fated. See the Death's Embrace sidebar below for more information.

If there's a silver lining to this necromantic cloud, it's that any Fated that were already Stitched prior to performing Asura's ritual are fully healed by this blast of necromantic energy.

Whether or not Asura became an undead, the results of the ritual depend upon the total number of Ritual Points the Fated have accumulated over the course of this Act.

### DEATH'S EMBRACE

Fated who become Stitched - Fated Undead - as a result of Asura's ritual follow the rules presented in the "So I'm A Zombie... Now What?" callout box on page 63 of *Under Quarantine*. Essentially, the character exchanges the Living Characteristic for the Undead Characteristic and becomes immune to any Condition that references a living anatomy (such as **Bleeding Out** or **Suffocation**); such characters can still be knocked unconscious. All undead created by the ritual are considered to be Standard undead.

## FAILURE

(LESS THAN 50 POINTS)

The ritual fails utterly. Unhampered by the Asura's attempts to banish him from Rottenburg, Barone uses his pneumatic key to unlock the Grave Dynamo and enter it. Unless the Fated can reach him in time to prevent him from possessing the Grave Dynamo, he will claim the Rigveda for his own and unleash untold destruction upon the city of Malifaux.

Read the following text:



Asura waits as if expecting something further to happen, but there is only silence. She frowns and starts to speak but is interrupted as the ground lurches beneath her feet, sending her tumbling to the ground. A terrible grinding sound rises up from the ground as it begins to rumble and shake. "No," Asura murmurs, her composure cracking as fear appears in her eyes. "He's activated the Grave Dynamo. We failed..."

Pulling herself to her feet, Asura staggers to the window and looks out across Rottenburg. "Those Cold Street murderers won't think twice about exploiting this for their own benefit."

Turning back to you, she gives you a pleading look. "Please, you must help stop whatever Barone intends to do with the Grave Dynamo. There's no telling what he might do with that much necromantic power!"



## PARTIAL SUCCESS

(50 - 80 POINTS)

The ritual is partially successful. While not powerful enough to banish Barone, it still traps him inside his current body and prevents him from possessing other bodies while within (or beneath) Rottenburg. Because Barone no longer needs to possess any other bodies before he reaches the Rigveda, however, he remains unaware of this restriction until he attempts to possess the Rigveda in Act IV and finds himself unable to do so. Read the following text:



As Asura recovers from the ritual, you notice a faint, greenish haze hanging in the air like tinted smoke. "...it wasn't a complete success," she says, looking around the room. "However, it might still work for our purposes. The ritual wasn't strong enough to completely sequester Rottenburg from the spirit realm, but it's still created some dissonance. I doubt that Barone will be able to leave his current body to possess anyone while the ritual is in effect."

She begins to say something else but is interrupted as the ground lurches beneath her feet, sending her tumbling to the ground. A terrible grinding sound rises up from the ground as it begins to rumble and shake. "The Grave Dynamo!" she shouts, looking to you. "He's beneath the clock tower! Hurry, he's vulnerable now!"



## COMPLETE SUCCESS

(81+ POINTS)

The ritual is completely successful. Barone is banished from the mortal realm just as he's about to open the Grave Dynamo with his pneumatic key. With their victory, the Fated have prevented him from reactivating the Grave Dynamo, thus defeating Barone before he could bring his plan to its terrible resolution.

Read the following text:



Asura releases a held breath as she looks to you and smiles. "I think that did it. Thank you for helping us deal with this menace before it could become a greater threat to Rottenburg and all of Malifaux City. We shouldn't have any more trouble from Barone now that his spirit's been banished back to the realm of the dead."

She raises her hand and flexes her fingers, wincing a bit from the pain. "I did not expect the ritual to take quite the toll that it did. I must take a few moments to rest before I tend to those anarchists from Cold Street, but please, stay in Rottenburg for as long as you wish. We may not be very welcoming of outsiders, but you have proven yourselves to be trustworthy when it counts, and there is a family here for you if you wish it."



## THE RITUAL'S AFTERMATH

If the Fated achieved a Failure or Partial Success result on the ritual, Asura will ask them to hurry to the clock tower so that they can descend into the Grave Dynamo and stop Barone before he does whatever it is that he's trying to do down there. The Fated's descent into the Grave Dynamo is covered in Act IV.

If the Fated achieved a Complete Success on the ritual, the adventure is essentially over, and the Fated have no need to progress to Act IV. The Junkyard Dogs will eventually find a zombie shuffling around the streets with Barone's pneumatic key strapped to its arm and bring it to Asura. A search of its pockets reveals Barone's Soulstone, which Asura crushes underfoot to prevent Barone from ever returning.

In this scenario, see The Fate of Rottenburg on page 87 for details on how to determine how Rottenburg weathers the chaos left in Barone's wake.



# ACT IV

In this Act, the Fated descend into the Grave Dynamo to stop Barone before he is able to carry out his nefarious plans. The exact nature of these plans is likely a mystery to the Fated, but they will become clearer as the adventure approaches its climax.

The Grave Dynamo is a colossal machine with several layers, like a skyscraper turned on its side. A few of the oldest Runners have explored parts of the machine, but Asura has since limited access to the Grave Dynamo (even she rarely enters the machine) for fear of tampering with something that she does not fully understand.

Whether or not Barone is able to possess the Rigveda and how the Fated deal with him has a direct effect upon the future safety of Rottenburg (and, in turn, upon the Chaos Points total that determines its fate at the end of the adventure; see page 87).

## ACT IV, PROLOGUE: THE DYNAMO

Asura leads the Fated to a door at the base of Rottenburg's clock tower. If Lily Yi is still alive, she meets Asura at the clock tower and remains nearby to protect her from Cold Street attackers as Asura speaks with the Fated. If Lily or Smythe has died within Rottenburg, then she motions for a wandering zombie to join her, and it's one of the two (assuming that Asura has had enough time to reanimate their corpse since their death).

The steel doors at the base of the clock tower are open just enough to allow a person to slip inside, and faint green light – similar in shade to the green light of Rottenburg's street lights – illuminates a steel staircase leading downward. The Fated can also hear the distinctive rumble of a large machine drifting up from the stairwell.

Read the following text:



Asura pulls the steel doors the rest of the way open, then turns to you. “This is the entrance to the Grave Dynamo. It uses spirits and souls as a power source, and this energy is stored in four large necrotic cells. You’ll know them when you see them. Whatever you do, don’t touch them.”

She places a hand on the clock tower and glances upward. “I don’t know what Barone intends to do down there, but it’s imperative that...” Before Asura can finish her sentence, the ground once again begins to shake beneath your feet, forcing her to lean against the towering structure to stabilize herself. “Be careful down there,” she says, concern in her eyes. “The entire Dynamo is a machine, and as it moves, passages open and close according to a schedule that only Barone was ever able to understand.”



## ACT IV, SCENE I:

### CLOCKWORK DESCENT

The Grave Dynamo is a machine comprised of clockwork, pneumatic, electric, and magical components. Parts of the machine have broken in the centuries since it last activated, but many continue to function in some manner or another.

The staircase descends for a hundred feet into the heart of the machine, which continues to rumble and make the occasional metallic grinding sound. Devices that resemble gas lamps line the stairway, casting everything in an eerie green light.

At the end of the stairway, the Fated come to the doorway that had, until very recently, been tightly locked to prevent anyone from entering the Grave Dynamo. This is the doorway that prevented Barone from accessing the Dynamo at the end of Act II. Frustrated to find himself locked out, Barone returned to his laboratory and constructed a pneumatic key to open the doorway, which has allowed him to continue down into the heart of the machine. Read the following text:



The stairway ends at a large circular opening some ten feet in diameter. Judging from the gears and cogs situated within the device, it appears to have been a mechanical door of some sort. However it might have once worked, it's open now, and you can see fresh footprints in the dust and grime leading into the glowing green room beyond.



The first room the Fated encounter within the Grave Dynamo is the Charging Room. Read the following text:



If you did not know that you were within the heart of a colossal machine, this large room would have made it obvious. The room is about thirty feet tall and sixty feet wide in either direction, and each of the four “walls” is comprised of metal sheets and rusted iron gears that slowly turn on their axles. The floor is wrought iron grating suspended above a network of intricate electrical nodes that crackle with green lightning.

In each of the room’s corners is a cylindrical glass tank about fifteen feet in diameter and nearly as tall as the ceiling. All four tanks are filled with clockwork machines and roiling, glowing, green energy. Corroded copper wires, dirty rubber tubes, and rusted gears surround each tank, and the center of the room is dominated by a half dozen giant pistons that pump up and down at a slow but steady rate.



The cylindrical glass tanks in the room's corners are Necrotic Cells (see pg. 72).

If the Fated take the time to investigate the Charging Room, a TN 10 Notice Challenge finds a collection of notes detailing the various paths leading through the Grave Dynamo. The margins are scribbled with calculations of the machine's timing, many of which are scratched out. If the Fated found Barone's Workshop (pg. 115), they will recognize the handwriting as his. From the dust on the notes, they've likely been untouched for years. Taking the notes with them will help the Fated work out the complicated timing of the Grave Dynamo (see Navigating the Grave Dynamo, pg. 73).

The Fated can try to follow after Barone, but due to the shifting nature of the Grave Dynamo, their path might end up being longer (and more dangerous) than the one taken by Barone. Because of this, attempts to track Barone's progress will likely end in failure as the trail leads into seemingly solid walls (that weren't there when Barone passed through). See the Navigating the Grave Dynamo callout box on page 73 for more details.

### NECROTIC CELLS

The large glass tanks are the necrotic cells that Asura warned the Fated about. If the Fated linger near one for more than a minute, ghostly hands and faces will press against the glass before dissolving back into the roiling energy. The wires, tubes, and machinery surrounding the tanks pump necromantic energy up into the "lamp posts" of Rottenburg and throughout the Grave Dynamo. If all of the necrotic cells are destroyed, the Grave Dynamo will slowly (over the course of a few weeks) grind to a halt, leaving Rottenburg without power.

If the Fated have any Soulstones, they can recharge them here by holding the Soulstone, touching a necrotic cell, and passing a Harness Soulstone Challenge against a TN of 5 + the Soulstone's Lade. On a failure, the Soulstone fails to charge and a crack appears in the necrotic cell. A necrotic cell can only crack three to five times before it breaks.

If a Living character touches a necrotic cell, they suffer 1 damage per round as the cell leeches away a portion of their life force. The effect is reversed for undead characters, healing 1 damage for every round the character remains in contact with the cell. Characters who are neither living nor undead are unaffected by contact with the necrotic cells.

When a necrotic cell is broken – either from cracks or from a strong blow with a blunt weapon (or a bullet) – the energy coalesces into pack of angry spirits as the tank shatters, splashing necrotic goo in every direction. The spirits are quite upset at being sealed away within the necrotic cells and attack the nearest living thing once freed (which is most likely the Fated). There are anywhere from six to twelve of these Necrotic Spirits (pg. 106) per broken necrotic cell.

## NAVIGATING THE GRAVE DYNAMO

The interior of the Grave Dynamo is a massive, active machine with parts that are constantly in motion. This means that paths leading through the machine constantly open up and become blocked off, making any sort of navigation through the Dynamo difficult and confusing.

When the Fated are ready to leave the Charging Room and descend further into the Grave Dynamo, have the character in the lead make a Navigation Challenge. The character gains a +2 bonus to this flip for each previous room the party has encountered and an additional +2 bonus if she has Barone's notebook from the Charging Room (pg. 72). The suit and value of the Fated's final duel total determines the next room the Fated encounter, according to the following chart.

*On a Joker, the Fated encounter:*

- Black Joker: "Inner Core"
- Red Joker: Barone's Lounge

*On a total of less than 8, the Fated encounter:*

- Rams: Piston Room
- Tomes: Control Room
- Crows: Ruptured Necrotic Tank
- Masks: Unstable Shaft

*On a total of 9-15, the Fated encounter:*

- Rams: Electro-Dynamic Resistors
- Tomes: Electro-Generator
- Crows: Grinding Gears
- Masks: Heat Sink

*On a total of 16-20, the Fated encounter:*

- Rams: Power Chain
- Tomes: Turbine Room
- Crows: Flesh Vat
- Masks: Observation Window

On a 21 or higher, the Fated reach the True Inner Core (even if they flipped a Joker).

Moving between rooms takes anywhere from one to ten minutes, as determined by the Fatemaster, and might involve walking down a hallway, climbing ladders, or crawling through heating or ventilation ducts. If the Fated get the same result multiple times, they encounter a room with a similar function to one they have already encountered rather than coming across the same room multiple times. The exception to this are the Joker rooms, which are unique.

It's suggested that the Fatemaster keep track of the rooms that make up the Fated's route through the machine, as some of the hazards they bypass while moving forward might remain hazardous for their return trip. If the Fated attempt to backtrack to the Charging Room, they can make a TN 5 Navigation Challenge (+1 per explored room) in place of the Navigation Challenge above to make it back. On a failure, the path has shifted behind them and brings them to a different room instead, as determined above. Once the Fated have made it through this new room, they can attempt to return to the Charging Room once again, this time without any TN increase for previously explored rooms.

## “INNER CORE”

This room is a trap set by Barone. He grew distrustful of Asura and feared that she might kill him once he had unlocked the secrets of the Grave Dynamo. He doubted that he would be able to defeat her and her zombies, so he set up a trap. If she attempted to find the True Inner Core without him, the notes in the Control Room would guide her to this trap.

The room is five feet wide and twenty feet long, with a round alcove about 10 feet in diameter at the far end. The floor of the hallway is rusted iron, but the alcove has no floor, just a platform attached to an oversized gearbox with a protruding lever. A sign next to the lever reads “Pneumatic Lift to Inner Core” in Barone’s handwriting.

A TN 8 Engineering Challenge reveals that the alcove appears to be some sort of a pneumatic lift designed to lower the alcove’s platform down to a lower level. If a Fated achieves a Margin of Success on this flip, they also realize that the pneumatic lift has been tampered with: if the lever is pulled, instead of lowering everyone in the alcove to a lower level, the platform will instead fall away into the darkness below, which eventually ends (after a long drop) in a row of giant, grinding gears.

Years of neglect have left the gears of the machine rusty. When the lever is pulled, the Fated in the alcove will feel the platform drop three inches as the gearbox makes a strained, whining sound. Those Fated can attempt a TN 8 Acrobatics Challenge to leap back into the room before the platform gives way. If a character fails but does not have a Margin of Failure, they manage to grab the edge before they fall completely into the darkness below. A TN 8 Athletics Challenge allows the character to pull herself up to safety. A failure leaves her dangling on the edge and increases the TN of subsequent Athletics Challenges by a cumulative +1 penalty.

If the character fails an Acrobatics or Athletics Challenge with a Margin of Failure, they plummet into the gears below, where they meet their death. Characters in the hallway can use the Assist Action to help the clinging character and give her a **+** to her flip as normal, but if they have a length of rope, this bonus becomes **+** **+** instead.

## BARONE’S LOUNGE

Before he was exiled from Rottenburg, Barone spent a great deal of time in the Grave Dynamo, documenting its movements and attempting to understand its purpose. He eventually set up a small lounge area where he could rest without having to travel all the way back to Rottenburg, and the Fated now stumble across it. It’s been abandoned for years. This is a unique room, so if the Fated (somehow) encounter it again, it will be the same room. Read the following text:



The sounds of a woman’s voice draw you toward this room, but as you cautiously peek around the corner, you find a room that looks completely out of place within the subterranean machine. The voice comes from an aethervox, which is propped up on a table next to a comfortable chair and footstool. A workbench stands a few feet away, its surface littered with various mechanical parts and a few half-full bottles of scotch. Heavy padding bolted to the walls helps to dampen the sounds of the Dynamo and creates a small island of relative silence within the noisy machine.

Everything is covered in a layer of dust; it’s clear that you’re the first person to enter this room in years.



The aethervox is a normal model, but Barone has wired it in to the Grave Dynamo’s power supply to keep it functioning indefinitely. If the Fated listen to the broadcasts, however, they’re sporadically interrupted by unnerving voices and the occasional scream: the aethervox’s transmissions sometimes pick up feedback from the souls being collected and trapped within the Dynamo.

The Fated can find a few days’ worth of canned food here, as well as some bottles of scotch and a few stale cigars. There is an Engineering Skill Toolkit on the workbench.

## PISTON ROOM

The Fated find themselves in a long, smooth corridor. The air is warm and muggy, and condensation clings to every surface. With a mechanical clunk, a wall falls into place behind them and begins moving down the corridor, building up speed as the piston chugs to life.

The Fated must make a TN 15 Athletics Challenge to outrun the piston, but they may add their Walk or Charge Aspect (whichever is higher) to their final duel total. On a success, the Fated manage to reach the end of the chamber and leap aside before it crushes them. On a failure, the character suffers 2/3/4 damage as they're smashed against the wall before the piston pulls back.

## CONTROL ROOM

This crowded room is a labyrinthine mass of levers, switches, buttons, and wires. Several dozen handwritten cards (in Barone's handwriting) have been pasted to different controls listing all of the rooms noted in *Navigating the Grave Dynamo* (pg. 73), save for Barone's Lounge. The writing is old and faded (it dates back to Barone's exploration of the Grave Dynamo prior to his exile).

If the Fated are able to pass a TN 12 Engineering Challenge, they are able to make sense of Barone's ingenious system and can adjust the timing of the Dynamo to open up a route that will lead them to any of the listed rooms (other than Barone's Lounge) without requiring a Navigation Challenge.

Note that the "Inner Core" noted in this room leads to the trap set by Barone, rather than the True Inner Core. It's labeled incorrectly here in an attempt to strike back at Asura from beyond the grave, should she kill him and attempt to claim the Grave Dynamo for herself.

## RUPTURED NECROTIC TANK

This room is dominated by a large steel tank that is suspended above the room. Due to the tank's size, there is only about five feet of headroom here, so characters with a Height greater than 2 will suffer  $\square$  to their Defense flips while in the room.

Whatever the tank once held has rotted away and coalesced into a Grave Goo (pg. 107). As the Fated cross the room, have them make TN 6 Stealth Challenges. If even a single character fails this Challenge, the Grave Goo will ooze down from a massive crack in the bottom of the tank and attack the Fated. The amorphous creature will pursue the Fated through the Dynamo with surprising tenacity if they flee from it and could ooze out of just about any of the machine's openings to surprise them in future rooms.

## UNSTABLE SHAFT

The Fated enter a room, only for something to loudly clunk into place and send the gears along the walls spinning into rapid motion. The room begins to vibrate as the Dynamo shifts, causing the floor to slowly retract beneath the Fated's feet. Fifteen feet below them is another room, but it's a long drop onto a floor of mesh iron gratings.

The Fated can attempt TN 8 Acrobatics Challenges to safely jump or drop down into the room below. If they have rope, they can quickly attach it to an unmoving piece of machinery to provide a  $\blacklozenge$  for up to two characters' flips. On a failure, the character falls and suffers 3/5/7 damage from the fall. Characters who are capable of flight can safely glide down to the floor below and automatically pass this Challenge. If a character achieves a Margin of Failure on this Challenge, they also sprain their ankle and gain the Painful Sprain Critical Effect (the character cannot take Charge Actions until all damage is healed).

## ELECTRO-DYNAMIC RESISTORS

The Fated feel a charge in the air as they approach this room. Inside, they find a dozen tall, mechanical towers that spark with bright electricity that arcs freely between them. There's barely enough space to maneuver between the electrical towers, so if the Fated want to pass through the room, they will have to pass an Evade Challenge (TN 6 + the character's Height) to carefully wind their way through the towers without touching any.

If a character comes into contact with a tower, they suffer 1/2/3 points of damage as the tower shocks them. If a character suffers severe damage from this attack, the latent magic of the resistors burns itself into her body, permanently granting her the Mastered Immuto (Electric) Talent (*Fated Almanac*, pg. 143), even if she's unable to use magic.

## ELECTRO-GENERATOR

The Fated feel a charge in the air as they approach this room. A blocky machine stands near where the Fated enter this room, but it's been damaged. Part of its machinery has fallen out of its casing and has electrified the mesh iron floor, which sparks with electricity.

A TN 12 Engineering Challenge allows a character to shut down the machine and make the floor safe for travel. Destroying the machine accomplishes the same thing, but also releases a built-up electrical pulse. All characters within (X)3 of the machine must succeed on a TN 8 Toughness Challenge or suffer 2 damage. Anyone attempting to walk across the electrified floor suffers 1/2/3 damage and must pass a TN 8 Centering Challenge; on a success, they make it across the room, but on a failure, they lose their nerve and retreat back to the entrance.

## GRINDING GEARS

Dozens of large, wagon-wheel sized gears and smaller cogs crisscross this part of the Dynamo. The gears haven't been oiled in ages and grind against each other with a deafening shriek. A character can shove a piece of metal into the gears to halt their progress with a TN 8 Engineering Challenge. On a success, the gears loudly grind to a halt, but a failure results in the gears just grinding through the item shoved between them, rendering it useless.

Alternatively, the Fated can attempt to carefully move through the grinding gears, but doing so requires a TN 8 Evade Challenge. If a character is wearing particularly long or voluminous clothing (such as a robe or a dress), the TN of this Challenge increases by +2. On a failure, some part of the Fated's clothing gets caught in the gears and pulls them in, causing 1/3/4 damage. If the Fated is wearing armor that grants Protection for the suit of the card flipped for damage, that armor is destroyed.

## HEAT SINK

The Grave Dynamo generates a lot of heat, and rooms such as this help to keep it cool and functioning. The pipes that run through this room carry water from the bottom of the Dynamo through its length to absorb heat from the machine. The water is then pumped back down to the bottom of the machine, where it cools off and is eventually pumped back up into the machine in a perpetual cycle.

The Fated feel an abrupt increase in heat and humidity as they approach this room. The pipes in the room have been damaged, which is causing a cloud of scalding steam to blast out from a broken pipe. Condensed water droplets cling to everything, and the escaping steam hisses like a hot tea kettle.

The Fated can safely jury-rig the pipe with a makeshift patch with a TN 10 Artefacting Challenge, which contains the steam long enough for the Fated to pass. Alternatively, they can try to slip past the blasting steam with a TN 8 Evade Challenge, but a failure results in the character suffering 1/2/3 damage as the steam scalds their flesh.

## POWER CHAIN

The Fated hear a revving sound as they approach this room. Inside, a large iron chain with links the size of a human torso runs the length of the room, appearing from an opening at one end only to disappear into an opening on the opposite side. The chain is taut and races through the room at breakneck speed, making a sound akin to an oversized chainsaw. The chain runs through the length of the Grave Dynamo and is attached to two massive spinning wheels at either side of the machine. So long as the Fated do not interfere with the chain, there is no danger here, save perhaps to the hearing of anyone that lingers in the loud room for too long.

Touching the chain is a bad idea and deals 1 damage to the character. Shoving a full limb into the rapidly moving links is a good way to have it violently torn off and rocketed through the length of the Dynamo (essentially amputating the limb in question and giving the character the **Bleeding Out** Condition) unless the character passes a TN 15 Toughness Challenge. It is recommended that the Fated do not touch the chain.

## TURBINE ROOM

The Fated hear the slow grinding of machinery as they approach this room. The ceiling is roughly sixty feet tall, and the room is filled with a massive vertical turbine that takes up most of its space. Other than a short ledge of mesh iron that runs around the length of the room, the entire floor is sunken and filled with what appears to be gelatinous, rotting flesh. The rotting goo is pushing the blades of the turbine at a steady pace.

The rotting goo is a Grave Goo (pg. 107) that serves the Dynamo as a source of energy. As the Fated cross the room, have them make TN 6 Stealth Challenges with a **+**, as the grinding of the turbine helps to drown out the sounds of their passage. If even a single character fails this Challenge, the piston will grind to a halt as the Grave Goo oozes up onto the grating and attacks the Fated. The amorphous creature will pursue the Fated through the Dynamo with surprising tenacity if they flee from it and could ooze out of just about any of the machine's openings to surprise them in future rooms.

## FLESH VAT

The Fated are struck by the scent of rot as they approach this large room. The floor of the room is iron mesh, but beneath it stretches a roiling pool of liquefied, rotting flesh. As the Fated walk through the room, hands form from the flesh below, reaching up to the Fated before collapsing back into the rotting muck.

Have the Fated each flip a card as they cross the room. The character (or characters, in the case of a tie) with the lowest card step on a loose section of grating and must pass a TN 9 Acrobatics Challenge to leap away in time to keep from falling into the muck below. If a character fails but does not achieve a Margin of Failure, they manage to grab the edge of the grating before they fall completely into the flesh vat below. Multiple hands, claws, and tendrils form from the rotting goo and reach up to wrap around the character's legs and pull them down into the vat, but a TN 8 Athletics Challenge allows the character to pull free of the rotting appendages and retreat up to safety.

If a character fails this Athletics Challenge - or if she achieved a Margin of Failure on her initial Acrobatics Challenge - she falls into the vat of rotting flesh, surfacing a moment later as appendages form in the muck to pull her down. The character can make an Athletics Challenge as noted above to climb to freedom, but she suffers a **□** to the flip.

Each round, a character in the flesh vat gains the **Suffocating +1** Condition until she is either pulled to safety or suffocates and is pulled apart by the fleshy appendages.

Characters that have not fallen through the grating can use the Assist Action to give the fallen character a **+** to her flip as normal, but if they have a length of rope, this bonus becomes **++** instead.

## OBSERVATION WINDOW

The Fated come to a room with a sturdy glass wall that overlooks the entrance to the True Inner Core. The first time the Fated reach this room, read the following text:



About twenty feet below you, you can see a grime-covered zombie standing in front of an elaborately locked circular door. There's some sort of pneumatic device on its hand, and as you watch, it shoves the device into a strangely-shaped depression in the door, triggering a cascade of spinning gears and groaning machinery that slowly forces the door open.

The zombie pulls the pneumatic device off its hand and tosses it aside, only then catching sight of you. It raises a hand to its rotting forehead, giving you an arrogant little salute, then strolls into the unlocked portion of the Dynamo in a distinctly un-zombie-like manner.



The glass in this room is reinforced with steel, but if the Fated are capable of dealing five points of damage in a single attack, they can shatter the glass and open a path down to the True Inner Core. Getting down to the door safely requires teleportation, flight, or a length of rope, and anyone recklessly jumping down to the room below without these preparations suffers 4/6/8 points of falling damage.

Once they have descended to the area below, the characters can progress directly to the True Inner Core without any further need for Navigation Challenges.

If the Fated are able to teleport, Barone is out of sight before the Fated can target him, but they can always teleport down to the True Inner Core's entrance to confront him. In this case, they can take the remainder of any actions they might on the turn they teleport down, but at the end of the round, Barone pulls a lever on the other side of the door, slamming it closed and forcing it to lock behind him.

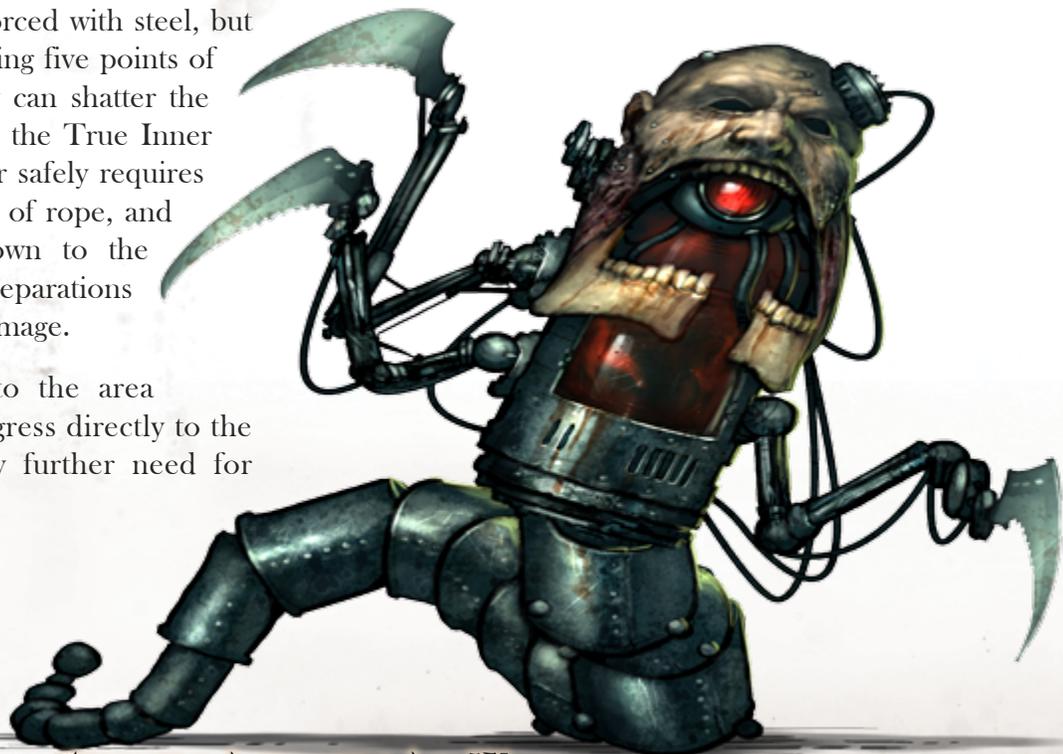
The Fated can unlock the door with Barone's discarded pneumatic key, but by the time they've retrieved it and figured out how it works, Barone will be gone (and on his way to the Rigveda's Tomb).

## THE TRUE INNER CORE

When the Fated arrive at the True Inner Core, they find the opened circular door and discarded pneumatic key described in the Observation Window room. An inspection of the pneumatic key reveals that, unlike the other machines in the Dynamo, it's a very recent construction.

Barone has already come through here, opened the door, and continued into the True Inner Core of the Grave Dynamo. The Fated can follow him, but he has a head start and will almost assuredly reach the Rigveda's Tomb before them.

The Fated can pass through the doorway and into Scene 2 whenever they wish.



## ACT IV, SCENE 2:

### THE DYNAMO CORE

The core of the Grave Dynamo is more stable than the moving parts around it, so from this point forward, the Fated no longer have to make Navigation checks to move through the machine. The Fated will pass through a number of strange rooms as they approach the Rigveda's Tomb, but their final confrontation with Barone is within reach.

Read the following text to the players as the Fated enter the first room:



As you step into the heart of the Grave Dynamo, you find your skin prickling with goosebumps. The walls of this room are etched with runes, pictographs, and the ancient language of the Neverborn, all of it glowing with a faint green hue. You're not entirely sure what it all means, but looking at the words for too long causes a painful feeling of pressure to build up behind your eyes.



If the Fated take the time to study the writing on the walls, have them make TN 13 Literacy Challenges. On a success, they are able to partially translate some of the writing, pictures, and words, which tell a story of a powerful, immortal creature known as a "Rigveda." According to the writing, the creature is immortal and its appearance is moldable like clay, but it lacks a soul, making it little more than a colossal mass of mindless, undying flesh with no will to control it. There seems to have been some sort of plan to place a soul - a powerful soul - within the creature to control it, but for whatever reason that doesn't seem to have happened.

There is a single arched doorway leading forward, and the Fated can freely pass through it to enter the Dissection Room.

### THE DISSECTION ROOM

This room was used by the Rigveda's creators to test the flesh of their creation in a controlled environment. In their absence, the machine has continued to function for centuries, constantly dissecting the same immortal piece of the Rigveda over and over again.

Read the following text as the Fated enter the room:



A giant stone platform, about a yard high and three dozen yards long per side, dominates this chamber. There's only about a yard of space between the platform's edges and the walls, and on the opposite wall, you can see a stone archway leading into the next room.

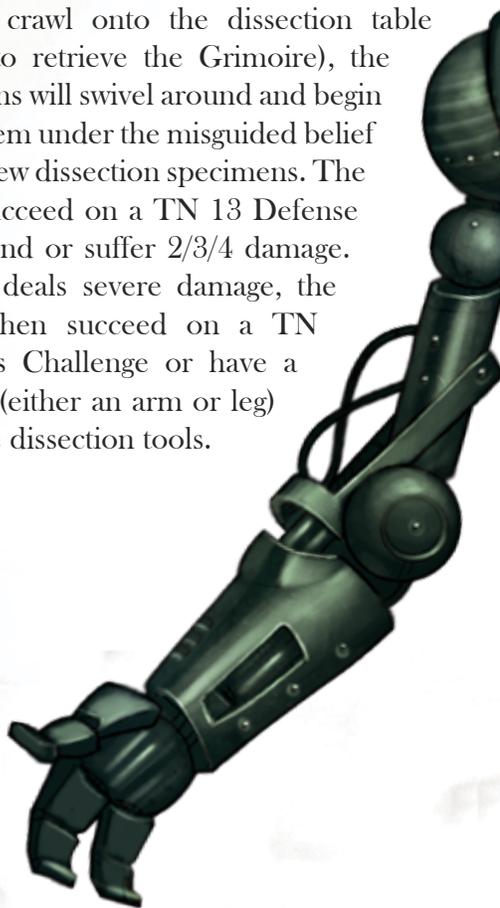
In the middle of the platform lies a blob of decaying flesh that has been pinned down to the stone platform with rusty iron spikes. A dozen articulated mechanical arms hang from a machine on the ceiling, cutting and slicing at the flesh-blob beneath them as their unoiled gears clank and screech. A few hang limp from the ceiling, their gears frozen from rust and neglect.

Whenever the mechanical arms cut a piece of flesh from the blob, the wound immediately seals shut as the severed piece rots and putrefies at an accelerated rate. You can just barely make out a circular stone plate with inscriptions poking out from beneath the twitching blob.



The circular stone plate is a Grimoire containing the Mend Flesh and Physical Enhancement Magia, as well as the Increased Duration, Pulse, and Undead Immuto. It's roughly a foot in diameter and weighs around twenty pounds, making it bulky and a bit awkward to carry. The Grimoire is roughly fifteen feet away from the nearest platform edge, and its removal does not affect the functioning of the machine or the flesh blob's constant healing.

If the Fated crawl onto the dissection table (presumably to retrieve the Grimoire), the automated arms will swivel around and begin cutting into them under the misguided belief that they are new dissection specimens. The Fated must succeed on a TN 13 Defense duel each round or suffer 2/3/4 damage. If this attack deals severe damage, the Fated must then succeed on a TN 13 Toughness Challenge or have a random limb (either an arm or leg) severed by the dissection tools.



The articulated arms do not otherwise fight back and can be destroyed without too much difficulty (there are 9 functioning arms, each with Defense 4 (7), Armor +2, and 4 wounds). When the last articulated arm is destroyed, it is safe to walk on the platform.

The Fated can walk around the edges of the platform and to the next room - the Storage Room - without difficulty.

## STORAGE ROOM

This room is where the Rigveda's creators stored pieces of the creature for dissection and study. The pieces have since pulled their cages down from the walls and into a huddled mass at the room's center. Read the following when the Fated enter the room:



Rusty iron cages of various sizes and shapes - most large enough to hold a human - lie in piles atop each other in the center of this room, as if thrown there by an angry child. The cages contain blobs of decaying flesh like the one in the last room. They all seem to be trying to merge with each other, stretching pseudopods of muscle and skin through the bars of their cages to form a grotesque mound of undulating flesh and rusted steel.

A large archway adorns the opposite wall, leading further into the heart of the Grave Dynamo.



The globs of flesh ignore the Fated unless they're disturbed, at which point they lash out at the Fated with single-minded determination. Treat the globs as a single Grave Goo (pg. 107) with a Rank Value of 9, Armor +2 from the iron cages, and a damage track of 2/3/5 on its Engulfing Mass attack.

Creeping past the flesh globs requires a TN 8 Stealth Challenge; if even a single Fated fails this Challenge, they bump into an empty cage and disturb the flesh globs, which attack. Fated attempting to flee from the Rigveda in Scene 3 do not have to attempt this Stealth Challenge; the flesh globs will be too distracted trying to return to the Rigveda to pay them any attention.

Once the flesh globs have been evaded or defeated, the Fated can proceed forward to the Rigveda's Tomb (pg. 81).

## ACT IV, SCENE 3:

### THE RIGVEDA'S TOMB

The Fated have reached the heart of the Grave Dynamo and can finally confront Barone as he prepares to possess the Rigveda. If Asura failed her ritual in Act III, then the Fated are in for a tough fight against an immortal opponent, but if they achieved a partial success, they have an ace up their sleeve: Barone is unaware that he is trapped within his current body, and when he goes to possess the Rigveda, he will find himself completely unable to do so.

Read the following text as the Fated enter this room:



There is no doubt that this massive room is the heart of the Grave Dynamo. Hundreds of pipes, tubes, and sparking wires run down from the ceiling and into a twenty-foot tall, sixty-foot wide, bowl-like machine at the room's center. The bowl is filled to nearly overflowing with putrid, rotting flesh, and the stench of rot coming from it is overwhelming, as if an entire cemetery had been left in the sun for days.

An iron staircase runs up the side of the machine, and near the top - some thirty feet away and twenty feet above you - a zombie pulls a lever on a control panel and turns to face you, a victorious grin on its decaying face. "You're too late," it shouts down to you as it raises its hand to reveal a glowing green Soulstone. "The immortal body of the Rigveda is mine!"



At this point, Dramatic time begins, and the Fated can attempt to stop Barone before he possesses the Rigveda. The Fated will need an attack with a range of 12 yards or greater to target Barone, but they can always rush into the room to get closer.

Barone's stats in his zombie body are on page 95. He doesn't have his musket with him in the Grave Dynamo and instead fights with his bare hands.

If the Fated attempt to target Barone's Soulstone, the attack against him has its TN increased by +4, but on a successful hit, the attack shatters the Soulstone and Barone's spirit is instantly absorbed by the Grave Dynamo. Read the following text:



The Soulstone shatters in Barone's hand, and for a split-second, his expression is one of equal parts surprise and horror. A green light on the machine behind him flares up as it absorbs his soul and transfers it to the Grave Dynamo's necrotic cells, condemning him to a tortured existence as fuel for Rottenburg's street lights. The zombie's expression turns slack as it hunches forward and hisses with mindless hunger.



The now unpossessed zombie can either attack the Fated or shuffle around aimlessly; treat it as a Mindless Zombie (*Fatemaster's Almanac*, pg. 193). It's not really much of a threat, and the Fated can leave the Grave Dynamo per the Navigating the Grave Dynamo rules (pg. 73) and return to Asura for the Conclusion (pg. 86).

## SOULSTONE POSSESSION

On Barone's turn, if he still has his Soulstone, he drops it into the vat of rotting flesh. If the Fated achieved a partial success on Asura's Ritual in Act III, then this isn't a concern as Barone is trapped in his current body and is unable to possess the Rigveda. Read the following text:



Barone laughs as he drops the Soulstone into the roiling vat of rotten flesh. "Now, witness my ascension into..." He stops, cocking his head as his expression turns to one of puzzlement. "Wait... why can't I possess it?"

He looks around him in confusion, then raises a rotting hand to his face and stares at it in growing horror. "I... I'm trapped in this... corpse?" His gaze turns up as fear flickers across his features, as if he were trying to look upwards toward Rottenburg. "Could Asura have...? But how?"

He looks back to you, his confusion turning to anger, and shouts, "WHAT DID SHE DO?!"



The fight progresses as normal from this point; with Barone's ability to possess others removed, he's not much of a combatant, and he likely dies without truly understanding just why he can't possess the Rigveda and achieve immortality. The Fated can leave the Grave Dynamo at any time per the Navigating the Grave Dynamo rules (pg. 73) and return to Asura for the Conclusion (pg. 86).

If the Fated achieved a Failure on Asura's Ritual, then there is nothing to stop Barone from possessing the Rigveda once his Soulstone contacts the rotting flesh in the vat. Read the following text:



As his Soulstone sinks into the vat of rotting flesh, Barone begins to laugh. "Now, behold my true glory!" All semblance of intelligence leaves the zombie as it hunches over and begins shuffling towards you, hissing with hunger. Before you can worry too much about it, however, the room shakes as something terrible rises from the vat of rotting flesh.

"Flesh. To be molded. To be shaped. By me," says a low, bass voice that fills the room and causes the ground to tremble. The machine attached to the vat sputters and coughs, and the eerie green lights of the room dim noticeably as the wires leading down into the vat of foul flesh spark and crackle with power.

A giant decaying hand reaches up from the vat of foul putrescence and slams into the wall of the chamber, bleeding black ichor everywhere. Whatever terrible nightmare Barone has possessed, he seems intent upon leaving his birthing pool.



The Fated must make a TN 12 Horror Duel as the Rigveda climbs out from its pool of decaying flesh. It takes no further actions until the following turn.

The Rigveda's stats can be found on page 108.

# THE RIGVEDA

The giant, decaying form of the Rigveda regenerates as fast as it dies, but different pockets decay at different rates, so it appears as a massive, vaguely humanoid blob that turns gangrenous, vomits out dead flesh, and then regenerates bone, sinew, muscle, skin, and organs within that dead flesh in a never-ending churn of life and death.

Because the Rigveda constantly regenerates, the Fated have no chance of physically killing it. They can harm it as a distraction - it is not immune to pain - but destroying it forever is beyond their means. Read the following text when the Fated damage the Rigveda, depending upon the severity of the damage inflicted:

At the end of the first round and every two rounds thereafter, have any Fated that are still fighting the Rigveda attempt TN 9 Notice Challenges. On a success, the Fated catches a glimpse of Barone's Soulstone; read the following text:



As a patch of rotting flesh sloughs away from the decaying giant, you catch a glimpse of something small and glowing within its amorphous bulk: Barone's Soulstone! The wound is already beginning to close, but for the moment, at least, you have a clear shot at the glowing gem.



## WEAK DAMAGE



Your attack disappears into the creature's flesh, causing black ichor to spill out from the wound. The wound instantly heals, however, dealing no lasting damage.



## MODERATE DAMAGE



Your attack sinks into the decaying flesh of the creature, spilling black ichor from the wound. Before the wound heals, however, you catch a glimpse of a cluster of nerves buried beneath the titan's constantly dying flesh.



## SEVERE DAMAGE



Your attack strikes a buried cluster of nerves within the decaying giant, causing it to violently tremble and stumble forward. Dozens of crude mouths form in its rotting flesh to scream out in pain, and it staggers backwards. "It hurts!" the titan shrieks, grabbing its face with oversized, bleeding hands.



If the Fated deal Severe damage to the Rigveda, the pain overwhelms it and it gains the **Slow** Condition.

Any Fated who saw the Soulstone can attack it with ranged weapons, though doing so requires them to hit Barone with an attack at +4 TN for the Called Shot.

Using a melee weapon to attack the Soulstone is possible, but the character will literally have to throw themselves into the amorphous mass of the Rigveda, which is probably not going to be very pleasant. The character must make a Charge attack against the Rigveda as they throw themselves directly into the decaying mass of the immortal creature. Both attacks are made against Barone's Defense with +4 TN for the Called Shot.

If an attack against the Soulstone is successful, the gem shatters, and Barone's spirit is instantly absorbed by the Grave Dynamo. Read the following text:



The Soulstone shatters within the decaying creature, and instantly, the lights seem to flare slightly as the Grave Dynamo absorbs Barone's soul, condemning him to a tortured existence as fuel for Rottenburg's street lights. The Rigveda immediately loses all semblance of human form and crashes forward, exploding in a wave of rotting flesh and jutting bones as it strikes the iron floor, splattering foulness and black ichor all over you.

Just as you're about to consider the battle won, the pieces of the decaying titan stretch pseudopods of muscle, shattered bone, and rotting skin toward each other, as if trying to merge back together. You likely only have a few moments before the decomposing giant manages to reform...



Once the Rigveda has reformed, the battle will essentially resume, though without Barone's Soulstone; there's no real way to defeat it this time around. If the Fated hack at the pieces of the Rigveda, they instantly regenerate the wound and continue their attempts to reform; they're only delaying the inevitable. Having not eaten in centuries, the Rigveda is famished and mindless, and it intends to devour any and every bit of organic matter it can reach.

At some point, it should become clear that flight is the Fated's only option. If they are clever, they can use Barone's Pneumatic Key to lock the Rigveda within the Grave Dynamo where it is at least contained and unlikely to harm anyone. See the Run Away! section (pg. 85) for more details.



## RUN AWAY!

The Rigveda's immortality makes it a dangerous opponent, but the Fated don't necessarily have to fight it. If they are able to flee back to the entrance of the Dynamo Core, they can use Barone's Pneumatic Key to lock it inside the center of the Grave Dynamo. If the Fated attempt this while Barone still possesses the Rigveda, read the following text as they seal the door:



The decaying titan shoves its arm into the hallway as you roll the mechanical door closed, and the last you see of it before the door clicks in place are its crude fingers splitting into dozens of grasping arms in a vain attempt to reach the door in time. You place the pneumatic key in the lock, and it seals the door after a dozen quick turns and adjustments that hint at just how complex the locking mechanism must be.

There are muffled sounds from the other side of the door as the giant throws itself against the door in vain, but they're soon replaced with a deep howl of rage and frustration. Barone may have found an immortal body, but now he'll have to spend his eternity locked away beneath Rottenburg.



Without access to a key of his own, Barone is reduced to hammering on the interior of the Grave Dynamo with his fists... and his rotting flesh is no match for the Dynamo's steel walls. He might eventually manage to find his way out of the Grave Dynamo, but it won't be for many, many years to come, and the constant pain of the Rigveda's regenerating form and the crushing isolation of the Dynamo's core will eventually drive him insane.

If Barone's Soulstone was shattered and the Fated are fleeing from the now-mindless Rigveda, it still throws itself against the clockwork door, but it does not howl in rage and Barone's fate is much different than the one described above.

## AN OPEN DOOR

If the Fated don't have access to the Pneumatic Key - perhaps it was destroyed or they do not think about using it to close the clockwork door - they can still attempt to manually push the door closed with a TN 12 Labor Challenge.

Alternatively, the Fated might not think to close the clockwork door behind them, in which case the Rigveda - whether controlled by Barone or not - will seep out into the Grave Dynamo behind them. The shifting rooms of the Dynamo will cut the Rigveda off from the Fated and allow them to reach the surface intact, but the Rigveda is sure to plunge the world of Malifaux into further peril (see The Fate of Rottenburg section on pg. 87 for more details).

## CONCLUSION

If the Fated manage to stop Barone before he can possess the Rigveda – either by banishing him with Asura’s ritual in Act III or defeating him in the Grave Dynamo in Act IV – then they have earned the thanks of Asura and all of Rottenburg. She will offer them a place in her community, giving them homes and protection from the Guild or Cold Street; the entire community of Rottenburg will take up arms to defend the Fated once Asura tells them what the Fated have done.

If the Fated left the Rigveda trapped within the True Inner Core of the Grave Dynamo – whether possessed by Barone or not – then things happen more or less as described above, but the sounds of Barone or the Rigveda banging against the walls of their prison can be faintly heard on quiet nights in the town, which proves to be unnerving to most of its citizens.

If the Rigveda escaped the Grave Dynamo, then Malifaux is in for some dark times.

If Barone still possesses the Rigveda, he smashes his way out of the Grave Dynamo, making a great deal of noise for two days, during which time his muffled shouts of anger and pain can be heard beneath the town. On the third day, he burst free from beneath the clock tower, rises up to his full height, and stomps toward the Industrial District to smash Geissel Metalworks, his former employer, into pieces before turning his attention upon the Guild. Whether he wins this battle or not is up to the Fatemaster, but either way, he will have dealt a significant amount of damage to the city and left ruin in his wake.

If the Rigveda is mindless and free of Barone’s control when it escapes, it burbles up from the open control valves scattered throughout Rottenburg two nights later. The vector of attack catches the community off guard, and if the Fated are present, they will likely have to deal with trying to evacuate Rottenburg’s citizens without succumbing to the grasping tendrils of the terrible, immortal creature. Regardless of how the Fated deal with it, the Rigveda will eventually ooze its way down into the city’s sewer system, where it will become a persistent and reoccurring threat for the city in the years to come.

If Smythe survives the adventure, his actions are determined by the Fated and how he was treated by the people of Rottenburg.

If the Fated helped the town come together and protect itself, he decides to stay and join the Junkyard Dogs, particularly if Lily Yi was killed during the fighting, as they will need a new leader. He has been impressed by the strong community of Rottenburg and sees himself doing far more good here than back with the Guild. He gives his zeppelin pin to the Fated and asks them to tell the Guild that he died with the Cauldron Gang. However, he requests that they pass a message to Theodosia Palmer informing her that he’s alive and that she should visit him in Rottenburg: “There’s plenty of room for two outcasts in a town like this.” If the Fated deliver the message, she snickers and pays their promised reward, though the Fated can tell that she’s a bit sad at the news. She never gets around to visiting Rottenburg.

If the Fated were less helpful or all Smythe saw of the town was fighting and bickering, he returns to the Guild and Theodosia Palmer, who is grateful for his safe return but pretends to be nonchalant about it. She pays the Fated their reward, and when they next encounter the two of them, they’re a couple. Either one might have work for the Fated in the future (especially if the Guild keeps tossing Smythe into dangerous situations in an attempt to get him killed).

**Results:** Each Necrotic Cell shattered by the Fated in the Charging Room (+5 Chaos), the Rigveda escapes the Grave Dynamo (with or without Barone) (+20 Chaos), Asura Roten dies over the course of the adventure but does not return as an undead (+20 Chaos).

# THE FATE OF ROTTENBURG

As this Act comes to a close, calculate the total number of Chaos Points that were accumulated over the course of Acts III and IV; this determines the ultimate fate of Rottenburg and its people. Even if the Rigveda manages to escape and cause chaos across Malifaux City, it's possible that Rottenburg might remain an island of safety and stability amidst the writhing sea of chaos all around it.

## UNDER 30 POINTS

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Despite some minor issues here and there, Rottenburg manages to make it through Barone's return with surprisingly few permanent issues. The Fated are seen as heroes of the town, and everything is just as peaceful as a small town run by a necromancer and her undead guards could ever hope to be. The gates are quickly repaired, and the people of Cold Street realize that Rottenburg is protected and give it a wide berth in the future.

## 61-90 POINTS

---

Times are rough for Rottenburg. Asura's undead guards swell in number as people perish, but this leaves the community with a shortage of skilled labor. It takes a few weeks for the gates to be repaired, and during that time, marauders from Cold Street manage to drag a few of the town's residents off into the night. Two named NPCs perish during the fighting, and Asura is forced to become a tyrant in order to keep the community from falling apart. In the end, she becomes no better than the Guild, keeping power through fear, her zombies, and increasingly paranoid magical interrogations.

## 31-60 POINTS

---

The people of Rottenburg have seen better days, but things gradually begin to improve as they buckle down and make sacrifices to keep their community safe. The gates are rebuilt over the course of a week. While attacks from Cold Street marauders are common during this time, the Junkyard Dogs are ultimately able to keep them out of Rottenburg, but a single named NPC perishes during the fighting. Asura's paranoia over the possibility of Cold Street attacking again drives her to increase the number of zombies under her control, which eventually makes the living residents of the town a bit nervous as they realize just how dangerous of a woman she has the potential to become.

## OVER 90 POINTS

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It's hard to imagine how things could have gone worse for the people of Rottenburg. The people of Cold Street stage a number of raids on the small community, dragging its people off to serve as slaves or bartering pieces for more useful goods. All of the named NPCs in Rottenburg perish during the fighting, and by the time the town has been looted, there's little remaining except burning buildings and bad memories.



## PEOPLE

The following pages contain stat blocks for the Fatemaster characters that the Fated are likely to encounter over the course of the adventure. They have been created with an eye toward ease of use by the Fatemaster and are arranged in the order that they appear in the adventure.

These stat blocks should provide Fatemasters with everything they need to run the adventure and provide a challenge for the Fated.

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

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

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 become invested in the community of Rottenburg, for instance, adding additional townsfolk with their own names, personalities, and motivations can really make the town feel alive.

Because of its location in the Quarantine Zone, Rottenburg could easily become a home for the Fated, and its residents could become their friends and allies... if it survives the adventure, of course. Even if the Fated never return to the Quarantine Zone, the Brass Irregulars may become a recurring mercenary group in your campaign, or maybe one of the leaders of the Cauldron Gang survives and attempts to reestablish the gang elsewhere in the city.

Remember that this is your adventure! You should feel free to adapt and add to it as you see fit.

# THEODOSIA PALMER

A short, spry woman, Theodosia tends to dress in rather boyish suits, ties, and bowlers. She carries a pleasant, impish smile and speaks to all manner of people with relaxed ease (although with a rough city accent).

This easy-going demeanor hides a calculating mind. She keeps a mental ledger of those who have been good to her and those who have crossed her. Rather than get her own hands dirty, she drops the right information into the right hands to guarantee that any hostility against her does not go unanswered.

Palmer's only true friend is, ironically, the person she lies to the most, Harrison Smythe. She originally set him up as a crusading patsy, but over her many encounters with the man she has grown fond of him. She worries that he pushes himself too far, and his current mission into Cauldron territory will prove her right.



## THEODOSIA PALMER

*Minion (6), Living, Black Sheep*

<i>Might</i> 0	<i>Grace</i> 2	<i>Speed</i> 2	<i>Resilience</i> 0
<i>Charm</i> 3	<i>Intellect</i> 1	<i>Cunning</i> 3	<i>Tenacity</i> 2
<i>Defense</i> 4 (10)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 4 (10)
<i>Willpower</i> 4 (10)	<i>Charge</i> 6	<i>Wounds</i> 4	

**Skills:** Appraise 1, Barter 3, Carouse 2, Convince 2, Deceive 3, Evade 3, Forgery 2, Literacy 1, Lockpicking 1, Notice 2, Pick Pocket 1, Pistol 1, Scrutiny 3.

**Swagger:** At the end of this character's turn, she gains the **Defensive +1** Condition if she declared only Walk Actions during her turn.

### (1) B&D Pocket Revolver (Pistol)

AV: 3 (9) ===== Rg: ⚔6 ===== Resist: Df  
Target suffers 2/3/3 damage. Capacity 4, Reload 2.

## HARRISON SMYTHE

Clean cut and square-jawed, Harrison Smythe is a good man who frequently finds himself in bad situations. He served in the American military as a field medic and eventually joined the Guild hoping to serve the greater good. In the years since, however, Smythe has been forced to wrestle with bureaucracy and uncaring superiors, and the experience has left him disillusioned with the Guild.

Smythe's constant attempts to help Malifaux's downtrodden residents are admirable, but he has frequently placed his missions in jeopardy by doing so, much to the frustration of his superiors.

He has found (what he believes to be) a kindred spirit in Theodosia Palmer, whom he rescued from a bunch of thugs who were shaking her down over some gambling debts. In reality, Palmer was using Smythe as an unwitting enforcer to help a gambling den deal with some problem cheaters. It worked remarkably well, and over the next few months, Smythe came across her in a number of other tough situations and never failed to rescue Palmer from her "attackers."

The two of them have become friends, though Palmer mostly takes advantage of his good nature and uses him as a patsy in her various schemes. She feeds him leads on various criminal elements and people in need, and he takes care of them with predictable enthusiasm and skill.

Palmer considers Smythe to be a bit too straight-edged for his own good, while he has the mistaken impression that Palmer is "just a lass that gets into a spot of trouble more often than most." It hasn't occurred to him that most of that trouble is of her own doing.

At the start of the adventure, Smythe's superiors were faced with a choice: they could send another undercover agent into the Cauldron Gang to warn Smythe about the impending attack and risk having him alert the rabble out of misplaced sympathy for the lower classes, or they could keep silent and allow a troublesome agent to be killed in a one-sided attack by the Brass Irregulars. They chose to keep silent.

Smythe doesn't have many friends inside the Guild.

### ROLEPLAYING SMYTHE

Smythe is a very moral person trying his best to survive in an immoral world. In his service to the Guild, he's been forced to kill people, but he remembers all of their names and regrets each one.

His moral compass has made him something of a loner within the Guild. He knows that most of his coworkers don't believe that the poor and destitute are worth helping, but rather than upsetting him, this just pushes Smythe to shoulder more of the burden himself.

In short, Smythe is a do-gooder who knows that he can't change the world in any grand way and thus settles for improving it in whatever small ways he is able.

### ROLEPLAYING BARONE (AS SMYTHE)

While Barone does a reasonably good job of impersonating Smythe, there are some notable differences between the two of them that should become apparent the longer that the Fated remain around him. These traits are most noticeable when contrasted against Smythe's do-gooder personality but show up regardless of whom Barone is possessing.

Intelligent, vain, and arrogant are all words that accurately describe Pietro Barone. He's smarter than most people and is well aware of that fact, and it's gone to his head. His ability to cheat death has only reinforced his belief that he's "better" than other people. As a result, he tends to be dismissive of their opinions and grows upset when they upstage him in intellectual matters.



## HARRISON SMYTHE

*Enforcer (7), Living, Guardsman*

<i>Might</i> 2	<i>Grace</i> 1	<i>Speed</i> -1	<i>Resilience</i> 2
<i>Charm</i> 2	<i>Intellect</i> 1	<i>Cunning</i> 2	<i>Tenacity</i> 3
<i>Defense</i> 4 (11)	<i>Walk</i> 4	<i>Height</i> 2	<i>Initiative</i> 2 (9)
<i>Willpower</i> 5 (12)	<i>Charge</i> 4	<i>Wounds</i> 6	

**Skills:** Bureaucracy 2, Deceive 3, Doctor 2, Evade 2, Literacy 1, Long Arms 2, Melee 3, Navigation 1, Notice 3, Pistol 3, Scrutiny 2, Stealth 2, Teach 2, Toughness 1, Track 2.

**Sure-Footed:** This character may apply his Speed as a penalty to the distance (in yards) that he is pushed by an effect.

### (1) Bowie Knife (Melee)

AV: 5 (12) ===== Rg:  $\text{///}$  1 ===== Resist: Df  
Target suffers 1/3/4 damage.

### (1) Ganten M1985 (Pistol)

AV: 4 (11) ===== Rg:  $\text{r}$  10 ===== Resist: Df  
Target suffers 2/3/5 damage. Capacity 7, Reload 3.

## CAULDRON THUGS

These are the rank and file of the Cauldron Gang: petty thieves, young toughs, and angry scrappers make up the majority of the gang. Some joined the gang out of a desire to protect their little corner of the slums, but others just like the easy money.

All members of the gang (including Maria, Reuben, and James) have access to US&E Clockwork Pistols, should they need them for any reason.

### CAULDRON THUG

*Minion (5), Living, Mercenary*

<i>Might</i> 2	<i>Grace</i> 1	<i>Speed</i> 2	<i>Resilience</i> 1
<i>Charm</i> -1	<i>Intellect</i> -1	<i>Cunning</i> 1	<i>Tenacity</i> 2
<i>Defense</i> 4 (9)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 3 (8)
<i>Willpower</i> 4 (9)	<i>Charge</i> 6	<i>Wounds</i> 6	

**Skills:** Evade 2, Intimidate 2, Melee 3, Notice 1, Pick Pocket 2, Pistol 1, Pugilism 1, Toughness 1.

**Hard to Wound +1:** Damage flips against this character suffer ☐.

#### (1) Improvised Weapon (Melee)

AV: 5 (10) ===== Rg:  $\text{///}$  1 ===== Resist: **Df**  
Target suffers 1/2/3 damage.

✘ *He's Got a Shiv!*: After damaging, take this Action again against the same target. This attack gains +2 to its Acting Value, inflicts +1 damage, and may not declare Triggers.

#### (1) US&E Clockwork Pistol (Pistol)

AV: 5 (10) ===== Rg:  $\text{r}$  10 ===== Resist: **Df**  
Target suffers 1/2/5 damage. Capacity 6, Reload 2.  
✘ *Loud Misfire*: The target gains the **Slow** Condition but suffers no damage. This Trigger must be declared if possible.

## MARIA EL ROTO

A smash-and-grab bandit back on Earth, Maria el Roto spent her time crossing borders to avoid the authorities in one territory as she robbed the other. The Guild eventually threw some minor charges at her to keep her in prison and beat her regularly in an attempt to get her to confess to her more serious crimes.

Tall and lanky, almost all of the bones in Maria's body were broken before she was released. They were never properly set, and this gives her an odd posture. Some of the Cauldrons whisper that she knows witchcraft. She tends to wear standard cowboy attire and keeps her hair in a tight ponytail. She's planning to kill her partners but hasn't yet found the right opportunity to do so.

### MARIA EL ROTO

*Enforcer (8), Living, Mercenary*

<i>Might</i> 1	<i>Grace</i> 3	<i>Speed</i> 2	<i>Resilience</i> 2
<i>Charm</i> -2	<i>Intellect</i> 0	<i>Cunning</i> 2	<i>Tenacity</i> 3
<i>Defense</i> 5 (13)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 4 (12)
<i>Willpower</i> 5 (13)	<i>Charge</i> 6	<i>Wounds</i> 7	

**Skills:** Convince 2, Deceive 3, Evade 3, Farming 1, Intimidate 3, Notice 2, Pistol 2, Pugilism 2, Scrutiny 2, Stealth 2, Thrown Weapons 3✘, Toughness 2.

**Hard to Wound +1:** Damage flips against this character suffer ☐.

#### (1) Beatdown (Pugilism)

AV: 3 (11) ===== Rg:  $\text{///}$  1 ===== Resist: **Df**  
Target suffers 2/3/3 damage.

#### (1) Throwing Knife (Thrown Weapons)

AV: 6✘ (14✘) Rg:  $\text{///}$  1 or  $\text{r}$  9 == Resist: **Df**  
Target suffers 1/2/3 damage.

✘ *This One's Ready*: After succeeding, this character may move its Walk speed toward the target.

## REUBEN DRESSLER

Mildly handsome, with a clean, trimmed beard and mustache, Reuben Dressler can often be found wearing waistcoats and slacks. However, his smile is cold, and his eyes hold no empathy.

Dressler hails from a military background and is well-educated, with the ability to speak several languages. He's also a sociopath with no concern for human life. He's committed numerous murders, using his schooling as a shield to make himself appear non-threatening. The Cauldrons can sense the hidden predator beneath his guise, and a few think he might even be a Neverborn in disguise. He's planning to kill his partners but hasn't yet found the right opportunity to do so.

### REUBEN DRESSLER

*Enforcer (8), Living, Mercenary*

<i>Might</i> 2	<i>Grace</i> 1	<i>Speed</i> 1	<i>Resilience</i> 2
<i>Charm</i> 3	<i>Intellect</i> 3	<i>Cunning</i> 2	<i>Tenacity</i> 2
<i>Defense</i> 4 (12)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 4 (12)
<i>Willpower</i> 5 (13)	<i>Charge</i> 5	<i>Wounds</i> 7	

**Skills:** Bewitch 3, Centering 3, Convince 3, Deceive 4, Evade 2, History 2, Intimidate 2, Leadership 1, Literacy 2, Mathematics 2, Notice 3, Pistol 2, Scrutiny 2, Stealth 1, Toughness 1.

**Relentless:** This character is immune to Horror Duels.

#### (1) Weshorn & Smitte #3 (Pistol)

AV: 3 (11) ===== Rg: ⚔ 12 ===== Resist: **Df**  
Target suffers 2/3/4 damage. Capacity 6, Reload 1.

#### (0) Stare Down (Intimidate)

AV: 5 (13) ===== Rg: 8 ===== Resist: **Wp**  
The target gains the following Condition until the start of this character's next turn: "**Backing Down:** This character suffers  $\square$  to its Attack flips."

## JAMES AVERS

James Avers' worst enemy has always been himself. He inevitably loses his temper when dealing with annoying people and explodes at them, often with lethal results. One such explosion happened a little over a year ago in Ridley. He sat down next to Pietro Barone at a bar and soon grew annoyed at the man's excessive talking and heckling, at which point Avers shot Barone in the stomach and watched him die a slow and painful death.

Avers left Ridley and traveled to Malifaux City, where he decided to become a gang leader, but it wasn't until chance encounters with Maria el Roto and Reuben Dressler that the gang became a real threat. He's planning to kill his partners but hasn't yet found the right opportunity to do so.

### JAMES AVERS

*Enforcer (7), Living, Mercenary*

<i>Might</i> 2	<i>Grace</i> 2	<i>Speed</i> 3	<i>Resilience</i> 2
<i>Charm</i> 1	<i>Intellect</i> -2	<i>Cunning</i> -1	<i>Tenacity</i> 1
<i>Defense</i> 5 (12)	<i>Walk</i> 6	<i>Height</i> 2	<i>Initiative</i> 4 (11)
<i>Willpower</i> 3 (10)	<i>Charge</i> 7	<i>Wounds</i> 8	

**Skills:** Carouse 3, Convince 2, Deceive 2, Evade 3, Heavy Melee 3, Intimidate 2, Labor 1, Notice 1, Pistol 3, Toughness 3.

**Enrage:** When this character is reduced to half or fewer of his maximum Wounds, he gains +2 $\heartsuit$  to his Close Combat attacks and  $\spadesuit$  to his Close Combat damage flips.

#### (1) Sledge Hammer (Heavy Melee)

AV: 5 (12) ===== Rg:  $\clubsuit$  2 ===== Resist: **Df**  
Target suffers 2/3/4 damage. When this weapon deals Severe damage, the target suffers a Weak Critical Effect in addition to any other Critical Effects it would suffer.

# BRASS IRREGULARS

The Brass Irregulars are a mercenary company that is just starting out in Malifaux City. They've taken a few contracts so far - hunting down escaped convicts, breaking up riots, and the like - but the attack on the Cauldron Gang is the first big break they've had.

They're young, idealistic, and reasonably well trained. Their name comes from their signature uniform: gray longcoats with oversized brass buttons.

## BRASS IRREGULAR

*Minion (6), Living, Mercenary*

<i>Might</i> 2	<i>Grace</i> 1	<i>Speed</i> -1	<i>Resilience</i> 1
<i>Charm</i> -1	<i>Intellect</i> 3	<i>Cunning</i> 1	<i>Tenacity</i> 2
<i>Defense</i> 4 (10)	<i>Walk</i> 4	<i>Height</i> 2	<i>Initiative</i> 1 (7)
<i>Willpower</i> 4 (10)	<i>Charge</i> 4	<i>Wounds</i> 6	

**Skills:** Athletics 2, Carouse 1, Evade 2, Gambling 1, Heavy Melee 1, Long Arms 2, Notice 2, Pistol 2, Stealth 2, Toughness 1.

**Calm and Collected:** This character adds +1 to the value of any **Focused** Condition it possesses.

### (1) Rifle Butt (Heavy Melee)

AV: 3 (9) ----- Rg:  1 ----- Resist: Df  
Target suffers 1/1/2 damage.

### (1) Refurbished Hawken Rifle (Pistol)

AV: 5 (11) ----- Rg:  16 ----- Resist: Df  
Target suffers 2/3/4 damage. Capacity 1, Reload 2.  
 *Speed Loading:* After succeeding, immediately Reload this weapon.



## PIETRO BARONE

Pietro Barone is the primary antagonist of *A Night in Rottenburg*. In life, he was a man of science, learning, and no small amount of vanity. Working as an engineer, he took up a position at Geissel Metalworks and was instrumental in helping to develop one of the Guild's iconic constructs: the deadly Peacekeeper.

Barone's innovative ideas and unchecked ego caused problems at Geissel, however. Rather than risk losing their contract with the Guild over his various "adjustments" to the Peacekeeper's design parameters, Geissel fired Barone and assumed that he'd slink back to Earth in shame.

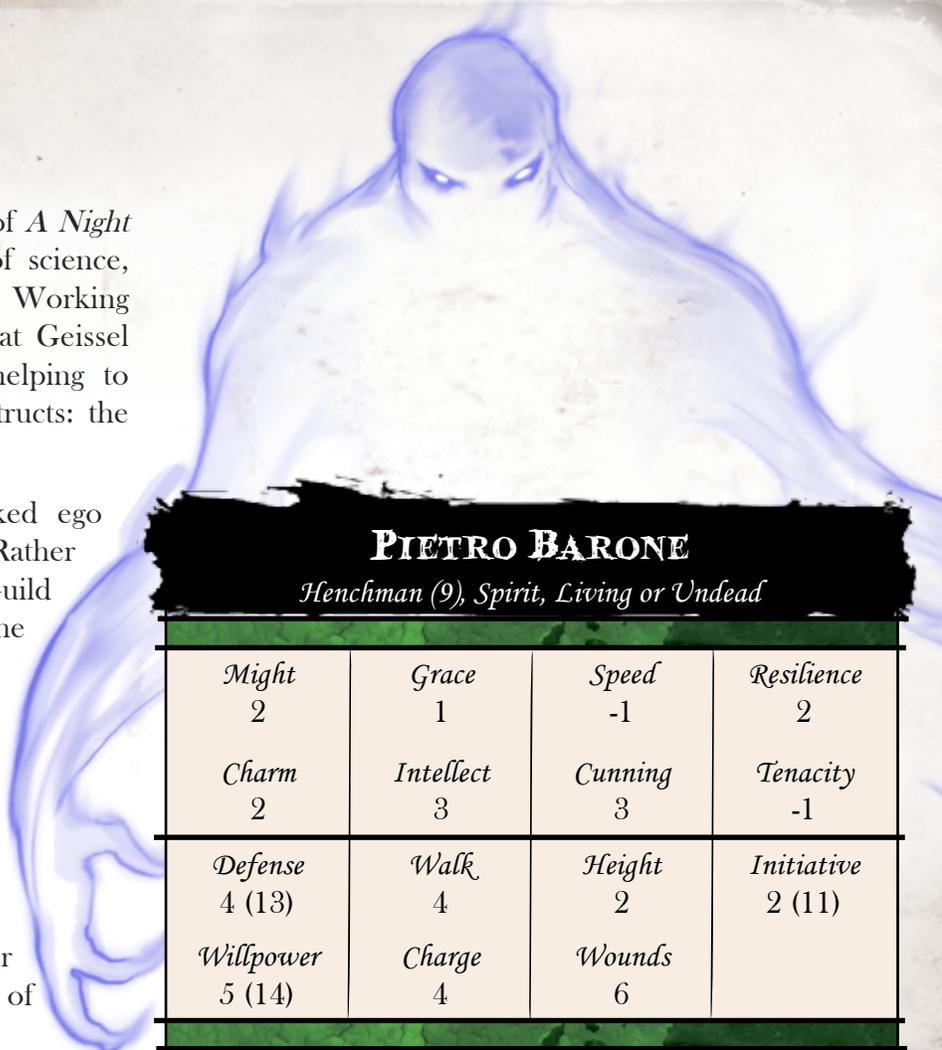
Instead, Barone attempted to gather enough funding to open up his own factory. Geissel realized that having one of their former engineers start up a competing business would be very bad for them and hired some thugs to take care of Barone once and for all.

He narrowly escaped the hit and fled into the Quarantine Zone, where he eventually met up with Asura Roten. Working together, they discovered the Grave Dynamo, reactivated it, and founded the community of Rottenburg atop it. The two had a falling out, however, and Barone was eventually exiled from Rottenburg. He traveled north to Ridley, where he met his end at the end of James Avers' gun.

Thanks to a supercharged Soulstone looted from the Dynamo, however, Barone cheated death and became a spirit bound to the magical stone.

Because of his ability to possess the bodies of other people, Barone's Physical Aspects change with each new body. To keep things simple, it's suggested that the Fatemaster use the stat block presented here to represent Barone when he's possessing someone. If he's possessing a living character, he has the Living Characteristic, and if he's possessing an undead, he has the Undead Characteristic.

When Barone possesses the Rigveda in Act IV, use the Rigveda stat block (pg. 108) to represent him instead.



### PIETRO BARONE

*Henchman (9), Spirit, Living or Undead*

<i>Might</i> 2	<i>Grace</i> 1	<i>Speed</i> -1	<i>Resilience</i> 2
<i>Charm</i> 2	<i>Intellect</i> 3	<i>Cunning</i> 3	<i>Tenacity</i> -1
<i>Defense</i> 4 (13)	<i>Walk</i> 4	<i>Height</i> 2	<i>Initiative</i> 2 (11)
<i>Willpower</i> 5 (14)	<i>Charge</i> 4	<i>Wounds</i> 6	

**Skills:** Alchemy 4, Art 2, Artefacting 4, Bureaucracy 2, Centering 3, Convince 1, Deceive 4, Engineering 5, Harness Soulstone 2, Literacy 2, Lockpicking 2, Long Arms 2, Mathematics 2, Melee 1, Navigation 3, Notice 3, Scrutiny 2, Toughness 1.

**Soulstone Phylactery:** This character may immediately possess any Living or Undead character that comes into physical contact with his Bonded Soulstone. If the possessed character is killed or moves further than 2 yards from the Bonded Soulstone, this character's spirit returns to the Soulstone. If this character's Bonded Soulstone is destroyed, this character is immediately killed.

**Unassuming:** This character gains **U** to any Duel made to avoid angering someone or being noticed in a group.

#### (1) Flintlock Musket (Long Arms)

AV: 5 (14) ===== Rg: **12** ===== Resist: **Df**  
Target suffers 4/6/8 damage. Capacity 1, Reload 5.

## VOID WRETCH

Minion (6), Void

<i>Might</i> 0	<i>Grace</i> 3	<i>Speed</i> 0	<i>Resilience</i> 0
<i>Charm</i> -5	<i>Intellect</i> -2	<i>Cunning</i> -2	<i>Tenacity</i> 2
<i>Defense</i> 8 (14)	<i>Walk</i> 4	<i>Height</i> 1	<i>Initiative</i> 2 (8)
<i>Willpower</i> 4 (10)	<i>Charge</i> 4	<i>Wounds</i> 5	

**Skills:** Athletics 2, Evade 6, Necromancy 3, Notice 2, Prestidigitation 2, Toughness 1, 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.

**Pure Nothingness:** At the end of each round of Dramatic Time, this character suffers a cumulative -1 **Df**, to a minimum of **Df** 0.

**Time is Meaningless:** This character gains **++** on all duels made against characters with the **Fast** Condition.

### (1) Siphon Existence (Necromancy + Tenacity)

AV: 5 (11) ----- Rg:  $\frac{1}{1}$  1 ----- Resist: **Wp**

Target suffers 2/3/4 damage.

**Glimpse the Void:** After damaging, the target must pass a TN 13 Willpower duel or be removed from reality. Return the target to reality within 6 yards of this character at the end of the round.

### (0) Time Shudder (Prestidigitation + Tenacity)

AV: 4 (10) ----- Rg: 6 ----- Resist: **Wp**

Target gains this character's choice of either **Fast** or **Slow**.

## VOID WRETCHES

Void Wretches are slivers of sentient nothingness that seek to destroy everything that exists. They have relatively short lifespans, generally only surviving for a few hours until they're "filled in" by air, grime, dirt, and the rest of existence.



# THE DROWNED

The Drowned are restless spirits who were consigned to watery graves. Trapped by the callous indifference of their deaths and denied a proper burial, their spirits drift lazily through the air, eternally tethered to a spiritual version of whatever they were weighted down with to keep them underwater.

Once a Drowned has avenged its death, it drifts aimlessly along the water, too absorbed in its own self-pity to be much of a bother to anyone. If disturbed, however, these angry spirits will often lash out violently in misplaced anger against the living.



## THE DROWNED

*Minion (5), Undead, Horror, Spirit, Tormented*

<i>Might</i> 3	<i>Grace</i> 2	<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 (9)	<i>Walk</i> 3	<i>Height</i> 2	<i>Initiative</i> 0 (5)
<i>Willpower</i> 6 (11)	<i>Charge</i> 3	<i>Wounds</i> 8	

**Skills:** Evade 3, Heavy Melee 2, Notice 2, Thrown Weapons 3, Toughness 3, Track 2.

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

**Bloated Stench:** Enemy characters that deal damage to this character with *☠* attacks suffer 1 damage after resolving the current Action.

**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 take the Drop Prone Action for any reason.

### (1) Heavy Weights (Heavy Melee)

AV: 5 (10) ===== Rg: *☠* 2 ===== Resist: Df  
Target suffers 2/3/5 damage.

✘ *Suffocate:* After damaging, the target gains the **Suffocating +1** Condition until this character is killed.

### (1) Heave Bile (Thrown Weapons)

AV: 5 (10) ===== Rg: *☠* 8 ===== Resist: Df  
Target suffers 1/2☠/3☠ damage.

✘ *Fluid in the Lungs:* After damaging, all characters damaged by this attack gain the **Suffocating +1** Condition until this character is killed.

# MALIFAUX RATS

The rats of Malifaux are filthy creatures about the size of a large cat or small dog. They're far more intelligent than most humans suspect and in recent years, they have taken to gathering together in swarms to emulate human activity and behavior. These "Rat Kings," as the rat catchers call them, have been spotted trying to read newspapers or hold tea parties, though it's clear that the rats are only mimicking human behavior without understanding it... right?

## MALIFAUX RAT

Peon (4), Living, Vermin

<i>Might</i> -2	<i>Grace</i> 2	<i>Speed</i> 2	<i>Resilience</i> -1
<i>Charm</i> -5	<i>Intellect</i> -1	<i>Cunning</i> 1	<i>Tenacity</i> 1
<i>Defense</i> 4 (8)	<i>Walk</i> 5	<i>Height</i> 1	<i>Initiative</i> 3 (7)
<i>Willpower</i> 3 (7)	<i>Charge</i> 6	<i>Wounds</i> 3	

**Skills:** Acrobatics 1, Athletics 2, Martial Arts 2✕, Notice 1, Stealth 3, Wilderness 2.

**Plagueborn:** This character is immune to the **Blighted** and **Infection** Conditions.

**Puny:** This character has -1 Wounds and may not make disengaging strikes.

### (1) Yellow Teeth (Martial Arts)

AV: 4✕ (8✕) === Rg: // 1 ===== Resist: Df

Target suffers 1/1/2 damage and gains the following Condition: "**Blighted +1:** At the end of each day, increase the value of this character's **Blighted** Condition by exactly 1."

✕ *Swarm:* Immediately increase the final duel total of this attack by the number of other Malifaux Rats that are engaged with the target.

So prevalent are the rats in Malifaux City that the Guild has offered a bounty on dead rats, which has fueled a booming (but incredibly dangerous and unpleasant) market for rat catchers. At first, it might seem that catching rats would be easier than hunting down escaped convicts or murderous Nephilim, but the city's often cramped and always dangerous sewers claim plenty of would-be rat catchers each year.

A rat catcher's union of sorts has formed within the city as a reaction to the dangers of the profession, which are many. They work in pairs, which is invaluable for escaping the crude traps that the rats often leave for their hunters. These traps usually take the form of few scrip or a shiny object placed in an out of the way location, providing just enough of an incentive to lure a greedy rat catcher into a place where a pack of rats can easily swarm over them.

Those lucky few who survive these attacks rarely emerge entirely whole; in addition to chewing off fingers and ears, the rats often carry a deadly plague that sometimes finishes the grisly job they began.



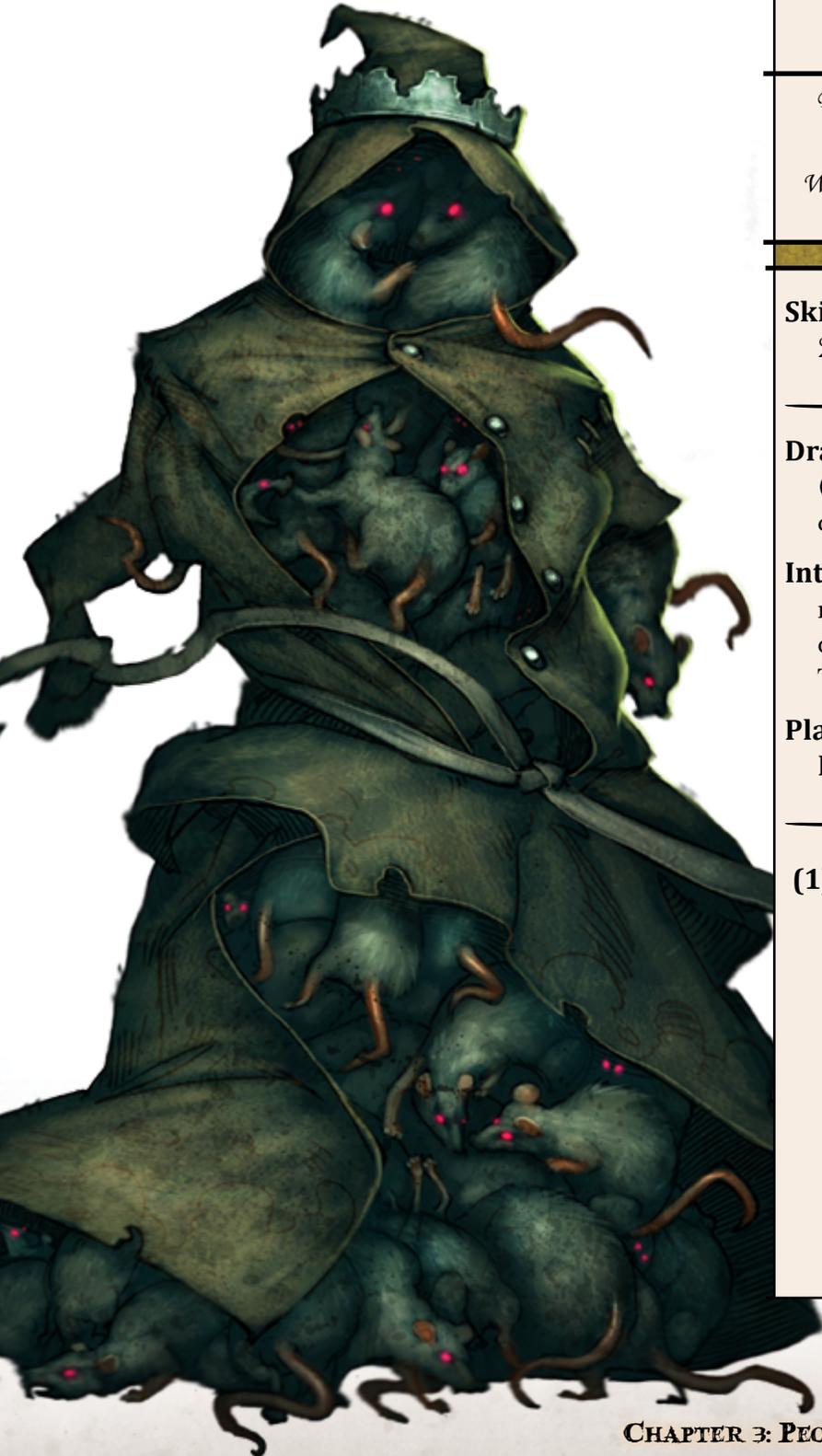
### THE BLIGHTED CONDITION

As a character's **Blighted** Condition increases, the symptoms of the plague she carries become progressively more and more severe until eventually she succumbs to her illness and dies. Worse yet, the blight can be easily spread to others, making it a significant threat to the infected character's friends and allies. The **Blighted** Condition is described in detail on page 149 of *Under Quarantine*.

If you're not using *Under Quarantine* in your game, have the Malifaux Rat and Rat King give out the **Poison** Condition instead.

# RAT KINGS

Rat Kings are formed when multiple Malifaux Rats swarm together into a great, tangled heap. The resulting swarm often mimics human behaviors, such as wearing clothing and grows very upset if anyone stumbles across it during these moments of crude pantomime.



## RAT KING

Minion (6), Living, Vermin

<i>Might</i> 0	<i>Grace</i> -1	<i>Speed</i> 2	<i>Resilience</i> 3
<i>Charm</i> -5	<i>Intellect</i> -1	<i>Cunning</i> 1	<i>Tenacity</i> 2
<i>Defense</i> 5 (11)	<i>Walk</i> 5	<i>Height</i> 1	<i>Initiative</i> 4 (10)
<i>Willpower</i> 6 (12)	<i>Charge</i> 6	<i>Wounds</i> 8	

**Skills:** Centering 4, Evade 3, Martial Arts 3✕, Notice 2, Toughness 2, Wilderness 2.

**Drawn to Contagion:** This character may take the (2) Charge Action as a (1) Action when targeting a character affected by the **Blighted** Condition.

**Into the Swarm:** At the start of this character's turn, it may absorb all Malifaux Rats within 3 yards to heal 1 damage for each Malifaux Rat absorbed in this way. The absorbed Malifaux Rats are effectively killed.

**Plagueborn:** This character is immune to the **Blighted** and **Infection** Conditions.

### (1) Swarm of Yellow Teeth (Martial Arts)

AV: 5✕ (11✕) == Rg: 1 ===== Resist: Df

Target suffers 1/1/2 damage and gains the following Condition: "**Blighted +1:** At the end of each day, increase the value of this character's **Blighted** Condition by exactly 1." If this character has half or more of its Wounds remaining, it gains a + to the attack flip.

📖 **Overwhelm:** After damaging, take this Action again against the same target. This attack has -1 AV for each other time this Trigger has been declared this turn.

# ASURA ROTEN

Asura Roten lived with her husband and children in western Africa, which had recently come under the control of the African Federation. First, the Federation came to Asura's home with offers of employment in the new factories of their cities, drawing away many of the younger men and women and leaving behind only the elderly and stubborn, such as Asura and her family. Then came the mining machines that stripped away the natural resources of her home in the name of industrialization and progress, finally forcing Asura to gather up her family and leave Africa in disgust.

With few resources to their name, they signed up for one of the Guild's settlement programs, but on the boat to North America, Asura's husband fell ill. By the time the boat landed in Massachusetts, the sickness had spread to her children and Asura's family had all perished. She had heard stories of people in Malifaux who could raise the dead, and the moment she passed through the Breach, she slipped away from the Guild and traveled to the Quarantine Zone to find the magic that would allow her to bring her family back to her.

By the time that Asura was skilled enough to do so, she had no wish to condemn her loved ones to that mockery of life. Her motherly instincts were still intact, though, and gradually she began to draw desperate people to her side to form what would eventually become the community of Rottenburg. She's had to fight tooth and nail for every little scrap of peace and safety she could wrench from the anarchists of Cold Street, but with the Grave Dynamo fueling her necromantic magic, she's become strong enough to keep them at bay.

Asura manages Rottenburg through a delicate balance of rulership, respect, fear, and power. She has no desire to become a tyrant and tries to find the best solution to help the most people in any given situation. Thus far, her hard work has kept her own little corner of the Quarantine Zone relatively safe and peaceful.



## ASURA ROTEN

*Henchman (10), Living*

<i>Might</i> 1	<i>Grace</i> 1	<i>Speed</i> 2	<i>Resilience</i> 2
<i>Charm</i> 1	<i>Intellect</i> 3	<i>Cunning</i> 1	<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> 6	<i>Wounds</i> 8	

**Skills:** Barter 1, Centering 3, Convince 2, Counter-Spelling 2, Doctor 3, Enchanting 2☉, Harness Soulstone 3, History 2, Homesteading 2, Intimidate 2, Melee 1, Leadership 3, Notice 2, Necromancy 4, Sorcery 2, Stitching 3, Toughness 2, Wilderness 1.

**Macabre Infusions:** Necromantic energies infuse Asura's body. She may count as Undead as well as Living when she wishes, and non-Fated Undead treat her with disinterest unless specifically commanded to attack her.

**Morbid Thoughts:** Asura removes a ✕ from the TN of any spell she casts.

### (1) Drain Life (Necromancy + Tenacity)

AV: 6 (16) ===== Rg: ☿ 3 ===== Resist: Df  
A Living target suffers 2/3/4 damage and this character heals an amount of damage equal to the damage inflicted (after reduction).

### (1) Disassemble Creation (Enchanting + Cunning)

AV: 3☉ (13☉) === Rg: ♁ 15 ===== Resist: Df  
Target Construct or Undead suffers 3/4/5 damage, ignoring Armor and Hard to Wound.

# NARI "LILY" YI

Nari's parents raised her on stories of her ancestors, who they claimed had once ruled over Korea as mighty kings. Filled with stories about her prestigious heritage, she became heady and prideful, only to learn that the stories she had been raised on were lies; the Yi family was little more than a trade family with delusions of grandeur. With her pride shattered, she left her family's business and set out to explore the world.



Calling herself Lily, she wandered the world taking on odd jobs, guarding trains, hunting, and gunslinging. She took a long moment to reevaluate her choices once she saw her name and likeness on one of the Guild's wanted posters and discovered that she didn't want that sort of fame or notoriety. Fleeing into the Quarantine Zone, she set out to make a new life for herself, one shotgun shell at a time.

## NARI "LILY" YI

Enforcer (8), Living, Mercenary

Might 2	Grace 3	Speed 2	Resilience 2
Charm 1	Intellect -1	Cunning 2	Tenacity 2
Defense 5 (13)	Walk 5	Height 2	Initiative 5 (13)
Willpower 4 (12)	Charge 6	Wounds 6	

**Skills:** Centering 2, Evade 3, History 1, Intimidate 2, Leadership 2, Literacy 2, Notice 3, Pugilism 3, Scrutiny 2, Shotgun 3, Stealth 3, Toughness 1, Track 2.

**Plain and Simple:** Lily doesn't appreciate complicated explanations or fancy talking. Bewitch, Convince, and Deceive duels made against her suffer ☐.

### (1) Sucker Punch (Pugilism)

AV: 5 (13) ===== Rg: ♣ 1 ===== Resist: Df

Target suffers 2/3/4 damage.

☛ *Win by Knockout:* After damaging, the target takes the Drop Prone Action.

### (1) Chesterfield 1897 (Shotgun)

AV: 6 (14) ===== Rg: ♣ 12 ===== Resist: Df

Target suffers 3/4♣/5♣ damage. Capacity 5, Reload 3.

☛ *Run 'n Gun:* After damaging, this character may move a number of yards up to her Walk.

## JUNKYARD DOGS

Lily Yi formed the Junkyard Dogs as a militia for Rottenburg in exchange for being the one to lead and train them. She enforces strict discipline among them and drills them endlessly, which has in turn sculpted them into a respectable defense force for the settlement. Because of how valuable ammunition is in the Quarantine Zone, the Junkyard Dogs prefer to use melee weapons unless absolutely necessary.

The Junkyard Dogs often joke among themselves about how much of a taskmaster Lily can be, but at the end of the day, they take pride in knowing that they are Rottenburg's first line of defense.

## ROTTENBURG ZOMBIES

These are the zombies that Asura Roten has created from the corpses of those who died within Rottenburg. Many are former citizens, but a large number are also attackers from Cold Street who thought that the people of Rottenburg were easy targets.

None of these zombies have anything more than a glimmer of self-awareness. They primarily exist as expendable muscle for the Junkyard Dogs, who use the walking corpses to bolster their numbers and help keep the town safe. None of Rottenburg's residents particularly enjoy the company of zombies, especially during the warm summer months.

### JUNKYARD DOG

*Minion (5), Living*

<i>Might</i> 2	<i>Grace</i> 2	<i>Speed</i> 0	<i>Resilience</i> 1
<i>Charm</i> -1	<i>Intellect</i> 0	<i>Cunning</i> 0	<i>Tenacity</i> 2
<i>Defense</i> 4 (9)	<i>Walk</i> 4	<i>Height</i> 2	<i>Initiative</i> 3 (8)
<i>Willpower</i> 4 (9)	<i>Charge</i> 4	<i>Wounds</i> 6	

**Skills:** Athletics 1, Evade 2, Intimidate 1, Melee 2, Pistol 2, Notice 2, Track 2, Toughness 1.

**Hard to Wound +1:** Damage flips against this character suffer  $\square$ .

#### (1) Improvised Weapon (Melee)

AV: 5 (13) ===== Rg:  $\text{///}$  1 ===== Resist: **Df**  
Target suffers 1/2/3 damage.

#### (1) Refurbished Collier Pistol (Pistol)

AV: 4 (9) ===== Rg:  $\text{r}$  12 ===== Resist: **Df**  
Target suffers 1/3/4 damage. Capacity 8, Reload 2.  
 $\text{P}$  *Critical Strike:* When damaging, this Attack deals +1 damage for each  $\text{P}$  in the final duel total.

### ROTTENBURG ZOMBIE

*Minion (5), Undead*

<i>Might</i> 2	<i>Grace</i> -2	<i>Speed</i> 1	<i>Resilience</i> 1
<i>Charm</i> -5	<i>Intellect</i> -5	<i>Cunning</i> -5	<i>Tenacity</i> 3
<i>Defense</i> 4 (10)	<i>Walk</i> 4	<i>Height</i> 2	<i>Initiative</i> 1 (7)
<i>Willpower</i> 4 (10)	<i>Charge</i> 4	<i>Wounds</i> 6	

**Skills:** Athletics 2, Evade 2, Intimidate 2, Melee 3, Toughness 1.

**Hard to Wound +1:** Damage flips against this character suffer  $\square$ .

#### (1) Crude Club (Melee)

AV: 5 (10) ===== Rg:  $\text{///}$  2 ===== Resist: **Df**  
Target suffers 2/3/4 damage. If this attack inflicts Severe damage, the target suffers a Weak Critical Effect.

#### (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.

## FRANCIS DUFFEY

Francis Duffey crossed the Breach hoping for a better life and instead found hardship, struggle, and death in the mining towns of the Northern Hills. Convinced that he'd never make a living under the thumb of the Union, he packed up his gear and set out to find his own vein of Soulstones. It didn't pan out, and he almost died in the hills.

Giving up the life of a miner, he returned to Malifaux City and lived off of whatever odd jobs he could find. After escaping from a seemingly normal-looking human who tried to turn him into a host for a young Neverborn, Duffey found himself lost in the Quarantine Zone with no good way to return.

He eventually settled down in Rottenburg and proclaimed himself the speaker for its citizens. Asura has thus far made no comments about his position of assumed leadership.

### FRANCIS DUFFEY

*Minion (5), Living*

<i>Might</i> 1	<i>Grace</i> 1	<i>Speed</i> -1	<i>Resilience</i> -1
<i>Charm</i> 2	<i>Intellect</i> 1	<i>Cunning</i> -1	<i>Tenacity</i> 1
<i>Defense</i> 2 (7)	<i>Walk</i> 4	<i>Height</i> 2	<i>Initiative</i> 0 (5)
<i>Willpower</i> 3 (8)	<i>Charge</i> 4	<i>Wounds</i> 4	

**Skills:** Appraise 1, Barter 2, Bewitch 1, Convince 2, Homesteading 3, Labor 2, Leadership 2, Mathematics 1, Notice 1, Teach 2.

**Honest:** This character gains  to Convince and Leadership duels with neutral or friendly characters.

#### (1) Small Hammer (Melee)

AV: 1 (6) ===== Rg:  1 ===== Resist: Df  
Target suffers 1/1/3 damage.

## ETTA LONGABOUGH

Short and squat, Etta Longabough has seen some troubles. She grew up on a homestead, married young, had children, and lost her entire family to disease. Over the next few years, she survived on a variety of odd jobs until she was accused of stealing some jewelry and sent to Malifaux on a work program.

After three years of working in the mines, she had repaid her debt. She disappeared into the Quarantine Zone and showed up at Rottenburg, where she quickly rose to a position of leadership among the group that would eventually become the Runners.

Despite her hardships, Longabough remains bright and chipper, which - when surrounded by zombies - most people find more than a little bit off-putting.

### ETTA LONGABOUGH

*Minion (6), Living*

<i>Might</i> 2	<i>Grace</i> 1	<i>Speed</i> 1	<i>Resilience</i> 2
<i>Charm</i> 1	<i>Intellect</i> 0	<i>Cunning</i> 2	<i>Tenacity</i> 2
<i>Defense</i> 5 (11)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 4 (11)
<i>Willpower</i> 4 (10)	<i>Charge</i> 6	<i>Wounds</i> 7	

**Skills:** Appraise 3, Barter 2, Convince 2, Explosives 1, Gambling 1, Heavy Melee 2, Homesteading 1, Labor 2, Leadership 1, Notice 2, Teach 2, Toughness 2.

**Hard to Kill:** This character may choose to ignore one Critical Effect per Dramatic Time.

#### (1) Mining Pick (Heavy Melee)

AV: 4 (10) ===== Rg:  2 ===== Resist: Df  
Target suffers 2/3/4 damage.

# SHOCK SPIDERS

These mechanical constructs are modeled after a large arachnid. Barone originally created them to help defend himself against the spirits that would well up from within the Grave Dynamo while he was exploring its moving passages.

Shock Spiders are roughly the size of a horse. They possess a grace that belies their large size; it became one of Barone's priorities after an early prototype blundered into one of the Grave Dynamo's moving gears and was crushed beneath its massive cogs. He was forced to sacrifice other aspects of their design to account for this - such as melee weapons - but he compensated by giving them a potent ranged attack.

Shock Spiders are armed with electrical shock cannons that produce a distinctive hum as they charge up. When fired, they produce miniaturized lightning bolts that arc outward toward their target with a crackling snap and a flash of bright light.

Occasionally, these bolts will leap to nearby creatures after striking the initial target. Barone had some initial problems with the Shock Spiders damaging themselves and each other with these arcing bolts, but his attempts to solve the problem with primarily ceramic or wooden frames were unsuccessful.

Had he not been banished from Rottenburg, Barone might have been able to eventually solve the issue and sell the plans for the Shock Spiders for a small fortune. Instead, they exist in their current, flawed state as abandoned projects that didn't receive as much time as they deserved. When Barone returned to Rottenburg, he turned the power of the shock cannons back up and released the spiders into the city as agents of random electrical chaos.

## SHOCK SPIDER

*Minion (6), Construct*

<i>Might</i> -1	<i>Grace</i> 2	<i>Speed</i> -1	<i>Resilience</i> 0
<i>Charm</i> -5	<i>Intellect</i> -5	<i>Cunning</i> -5	<i>Tenacity</i> -5
<i>Defense</i> 3 (9)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> -1 (5)
<i>Willpower</i> 2 (8)	<i>Charge</i> 4	<i>Wounds</i> 5	

**Skills:** Evade 2, Shotgun 3, Toughness 1.

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

### (1) Shock Cannon (Shotgun)

AV: 5 (12) ===== Rg: ⚡ 16 ===== Resist: Df

Target suffers 2/3⚡/4⚡ damage.

✖ *Convulsions:* After damaging, push the target 3 yards in any direction. Then, the target may discard a card; if it does not, it is pushed another 3 yards in any direction.



## COLD STREET THUG

These are the low-life opportunists of Cold Street, men and women who have banded together to take whatever they can from anyone weaker than them. Each is an accomplished thief and murderer, and now they think that they've got a shot at taking down Rottenburg.

Cold Street Thugs tend to avoid fair fights whenever possible, instead favoring tactics such as ambush, extortion, and threatening loved ones to gain any sort of advantage possible in combat.

Supplies are always an issue in Cold Street, so the weapons wielded by these desperate bandits are often refurbished and of low quality. That doesn't mean that they aren't dangerous, however; a shoddy gun is still a gun at the end of the day.

### COLD STREET THUG

*Minion (5), Living, Mercenary*

<i>Might</i> 1	<i>Grace</i> 2	<i>Speed</i> 2	<i>Resilience</i> 0
<i>Charm</i> -1	<i>Intellect</i> -1	<i>Cunning</i> 1	<i>Tenacity</i> -1
<i>Defense</i> 4 (9)	<i>Walk</i> 7	<i>Height</i> 2	<i>Initiative</i> 3 (8)
<i>Willpower</i> 4 (9)	<i>Charge</i> -	<i>Wounds</i> 5	

**Skills:** Athletics 2, Evade 2, Intimidate 2, Melee 3, Toughness 1.

**Better Part of Valor:** This character has gained +2 Walk, but has no Charge Aspect.

#### (1) US&E Collier Army (Pistol)

AV: 4 (9) ===== Rg: ⚔ 12 ===== Resist: Df  
Target suffers 1/3/4 damage. Capacity 8, Reload 2. This weapon may not declare Triggers.

## COLD STREET GUNMAN

The leaders of the various Cold Street gangs are tough, resourceful, and merciless; if they were not, someone else would simply kill them and take their place. They tend to be armed with the best weapons and armor available to them, most of which was pried from the dead hands and bodies of their countless victims.

These Gunmen are armed with Alpine Repeaters, which are seen as prize weapons in Cold Street: one man armed with an automatic weapon can kill a dozen people in the blink of an eye without needing to reload between shots.

### COLD STREET GUNMAN

*Enforcer (7), Living, Mercenary*

<i>Might</i> 1	<i>Grace</i> 0	<i>Speed</i> 2	<i>Resilience</i> 1
<i>Charm</i> -1	<i>Intellect</i> 2	<i>Cunning</i> 2	<i>Tenacity</i> 2
<i>Defense</i> 5 (12)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 4 (11)
<i>Willpower</i> 4 (11)	<i>Charge</i> 6	<i>Wounds</i> 7	

**Skills:** Barter 1, Evade 3, Intimidate 2, Leadership 2, Long Arms 3, Melee 2, Notice 2, Stealth 1, Toughness 2.

**Frightening Authority:** Other friendly Mercenaries within 6 yards of one or more characters with this ability gain ⚡ to Willpower duels.

#### (1) Alpine Repeater (Long Arms)

AV: 5 (12) ===== Rg: ⚔ 16 ===== Resist: Df  
Target suffers 2/3/4 damage. Capacity 14, Reload 4.  
⚡ *Stutter Fire:* After damaging, immediately make another attack with this weapon against a different target. This extra attack may not declare Triggers.

# NECROTIC SPIRITS

These spirits are amalgamations of multiple souls that were collected by the Grave Dynamo and transformed into spiritual energy. Freed from their necrotic cells, they lash out at anyone around them in a blind rage. In their longing to return to the world of the living, these spirits sometimes haunt their victims long after their supposed defeat. This rarely ends well for the haunted person.



## NECROTIC SPIRIT

Minion (5), Spirit

<i>Might</i> 1	<i>Grace</i> -1	<i>Speed</i> 2	<i>Resilience</i> 1
<i>Charm</i> -5	<i>Intellect</i> -4	<i>Cunning</i> -4	<i>Tenacity</i> 1
<i>Defense</i> 4 (9)	<i>Walk</i> 4	<i>Height</i> 2	<i>Initiative</i> 3 (8)
<i>Willpower</i> 3 (8)	<i>Charge</i> 4	<i>Wounds</i> 6	

**Skills:** Martial Arts 3, Notice 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 attack actions by half.

**Spiritual Interference:** When this character attacks or is attacked by a character with the **Haunted** Condition, it increases its Acting Value by the value of that character's **Haunted** Condition.

### (1) Grasping Hands (Martial Arts)

AV: 5 (10) ===== Rg: 1/4 1 ===== Resist: **Df** or **Wp**  
Target suffers 2/3/4 damage. This character may choose whether this attack targets Defense or Willpower.

✘ *A New Vessel:* After damaging, the target gains the following Condition: "**Haunted +1:** Every evening at sunset, increase the value of this Condition by 1."

### THE HAUNTED CONDITION

As a character's **Haunted** Condition increases, progressively creepier things happen around her until the spirits haunting her finally possess her body and force her to kill her loved ones and then herself. The **Haunted** Condition is described in detail on page 155 of *Under Quarantine*.

If you're not using *Under Quarantine* in your game, instead have the "A New Vessel" Trigger of Necrotic Spirits give the target the **Slow** Condition.

# GRAVE GOO

As with most machines, the Grave Dynamo produces waste materials as a result of its continued operation. Where most human-built machines produce steam and smoke, however, the Grave Dynamo produces Grave Goo.

These semi-sentient globs of protoplasm have slowly leaked out of the Dynamo in the centuries since its construction and can now be found across Malifaux. They tend to avoid humans in favor of absorbing corpses, but when disturbed, they respond with relentless violence and bursts of surprising speed.



## GRAVE GOO

Minion (5)

<i>Might</i> 3	<i>Grace</i> -2	<i>Speed</i> 0	<i>Resilience</i> 3
<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 (6)
<i>Willpower</i> 2 (7)	<i>Charge</i> 4	<i>Wounds</i> 9	

**Skills:** Notice 1, Pugilism 2☛, Toughness 3.

**Consume Corpse:** When this character kills a Living or Undead character, the target's corpse is completely destroyed, and this character gains **Regeneration +1** until the next sunrise or sunset.

**Hard to Wound +1:** Damage flips against this character suffer ☐.

**Rotten Contents:** After suffering damage, this character may discard a card. If it does, all Living characters within 2 yards suffer 2 damage.

### (1) Engulfing Mass (Pugilism)

AV: 5☛ (10☛) == Rg: ☛☛☛ 2 ===== Resist: Df  
Target suffers 1/3/4 damage. This attack gains ☛+ to damage flips against Undead.

☛ *Engulf:* After damaging, place this character adjacent to the target and take this Attack again against the same target. This Attack may not declare Triggers.

☛ *Creamy Nougat Filling:* When damaging, this attack deals +1 damage and ignores Armor.

### (0) Absorption

This character may destroy a target corpse within 2 yards to gain **Regeneration +1** until the next sunrise or sunset.

# THE RIGVEDA

The Rigveda is a powerful, immortal creature that was created in the days of Old Malifaux to serve as the corporeal body for a disembodied soul.

The exact reasons for this are lost to time, but it's possible that it might have been a weapon that was intended to be wielded against the Tyrants... or by them. It may have even been the result of some ancient sorcerer's failed attempt to become a Tyrant.

In the centuries since its creation, the Rigveda has begun to rot away from the inside. The machinery of the Grave Dynamo was intended to keep the Rigveda's immortal flesh healthy and purified, but when it became inactive, rot and decay seeped into the Rigveda's physique.

The immortality and regenerative properties of the Rigveda keep it alive, but it's in a constant state of agony as parts of its body painfully rot away and knit back together in an uncontrollable cycle of death and rebirth. There is no sentience or consciousness in the creature as it was designed to house a spirit that would provide those things, but it still twitches and spasms with each new twinge of pain.

When Barone possesses the Rigveda in Act IV, all of this pain becomes his own. The Rigveda was intended to house a spirit much stronger than him, and as a result, his control over the creature is not perfect. While mutable and fluid, the Rigveda's body is a far cry from the living clay he had imagined when he first learned of its existence.

Though the Rigveda provides Barone with the strength and power he needs to enact his revenge upon those who he believes have wronged him, the constant pain of its eternal existence will eventually drive him insane.

The stats listed here represent the Rigveda when possessed by Barone. When not possessed by him, it loses all its Skills, and its Mental Aspects all change to -5.

# THE RIGVEDA

*Henchman (9), Construct, Undead*

<i>Might</i> 6☛	<i>Grace</i> -5	<i>Speed</i> -3	<i>Resilience</i> 10
<i>Charm</i> 2	<i>Intellect</i> 3	<i>Cunning</i> 3	<i>Tenacity</i> -1
<i>Defense</i> 2 (11)	<i>Walk</i> 3	<i>Height</i> 4	<i>Initiative</i> 0 (9)
<i>Willpower</i> 5 (14)	<i>Charge</i> 3	<i>Wounds</i> 10	

**Skills:** Alchemy 4, Art 2, Artefacting 4, Bureaucracy 2, Centering 3, Convince 1, Deceive 4, Engineering 5, Harness Soulstone 2, Literacy 2, Lockpicking 2, Long Arms 2, Mathematics 2, Melee 1, Navigation 3, Notice 3, Scrutiny 2, Toughness 1.

**Impossible to Wound:** Damage flips against this character suffer ☐ and may not be cheated.

**Immortal Flesh:** At the end of each round, this character immediately heals all damage. If this character is killed, it instead heals all damage.

**Impossible Existence:** This character may not be pushed, placed, paralyzed, teleported, or removed from reality.

## (1) Giant Fist (Pugilism)

AV: 6☛ (15☛) === Rg: ☛ 4 ===== Resist: Df

Target suffers 3/4☛/6☛ damage.

☛ *Fling Aside:* After damaging, push the target a number of yards in any direction equal to the total amount by which this character's final duel total exceeded the target's Defense flip, then the target takes the Drop Prone Action.



# COMPLICATIONS

This chapter provides you with some extra plot hooks, arranged by Act, for *A Night in Rottenburg*. 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 needs 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 is a quick list of the complications for Act I.

- **A TEST OF SKILL** - Use this complication to provide an extended opening to the adventure, allowing the Fated to perform a quick errand for Palmer to prove that they can be trusted with more important missions.
- **THE CAULDRON SAFE** - Use this complication if you want to give the Fated a bit more time to explore the Cauldrons' Barracks and let them try to work out how to solve a somewhat complicated puzzle (namely, how to open a well-protected safe).

### A TEST OF SKILL

If the Fated are relatively new to Malifaux City, Theodosia Palmer might decide to give them a simple job to test their skills before asking them to bring Smythe back to her. This is a good way to ease new players into the game and to extend the length of the first Act a little bit.

Palmer wants the Fated to convince a local drunkard named Wang Fen Dou Chi to leave whatever district the Fated are currently in without causing him any lasting harm. Wang Fen has been spending his time at a local tavern, the Creekwater. The owner has been tolerant of his loud and obnoxious behavior, but he's started breaking glasses and the bar owner wants him gone. The only problem is that Wang Fen is rumored to have connections to the Ten Thunders crime syndicate, and the bartender is worried that if he tosses the drunkard out, he'll attract the attention of worse criminals. If some unaffiliated people such as the Fated convince him to go somewhere else, though... well, that's another matter entirely.

Wang Fen is at the tavern no matter what time the Fated arrive. He'll fight back against the Fated if they start trouble, but he'll also respond to reasonable arguments or threats. He mostly just wants someone to pay attention to him, and the rumors about his Ten Thunders connection are just that: rumors. The Fated can either beat Wang Fen up in combat (use the stats for a Cauldron Thug, pg. 105) or convince him to leave with a TN 9 Bewitch, Carouse, Convince, Deceive, or Intimidate Challenge.

If you want to add a bit more of a fighting element to this complication, have Wang Fen drinking with four of his buddies, all of whom heckle the Fated and provide them with a  to flips made to convince Wang Fen to leave peacefully. If a fight breaks out, the men only use their Improvised Weapon attacks to hit the Fated with chairs, bottles, and tables, keeping to the spirit of a "fair" barroom brawl.

When the Fated return to Palmer after having convinced Wang Fen to move along to a new bar, she'll talk to them about Smythe.

## THE CAULDRON SAFE

This Complication works well if you'd like to give the Fated a bit more time to explore the Cauldrons' Barracks. If you choose to use this Complication, wait until the Fated are leaving the Barracks for Smythe to catch sight of their zeppelin pin and contact them.

On the fourth floor of the Barracks, behind a door that has been painted with the words "KEEP OUT" in bright red paint, is the Cauldrons' safe. The door to this room has been booby trapped; a Collier Hammerless shotgun has been attached to the wall on the other side of the door with a crude wooden harness with a bit of wire running from its triggers to the door's handle.

If the door is opened just a little bit, the wire can be removed from the door handle with a TN 6 Explosives Challenge. On a failure, the wire gets pulled too tight and the shotgun fires, blowing the door apart and dealing 2 damage to everyone within p1 of the door as shot pellets ricochet and splinters fly out in every direction. A similar effect occurs if the Fated simply kick the door in; the shotgun fires and anyone next to the door will be damaged by shot and splinters.

If someone just opens the door and walks into the room, however, they'll be in the direct line of fire when the shotgun fires. This is treated as an attack: the shotgun trap is assumed to have a final duel total of 12 on its attack flip, and the Fated may flip to avoid the attack using their Notice Skill rather than their Defense Aspect. On a hit, the shotgun trap deals 2/3♣/4♣ damage with a ♠ to its damage flip from both barrels firing at once. The shotgun trap only functions once, after which the shotgun can be removed from its housing and claimed by the Fated. The sound of the shotgun firing, however, will draw the attention of the Cauldron Thugs, and four of them will appear within two minutes to investigate the noise.

Other than the trap, the only other item of note in the room is the Cauldrons' safe. It's a solid iron brick of a safe that requires a combination and a key to open. The key is in the possession of James Avers (and can be lifted from his pocket with a TN 12 Pick Pocket Challenge), while the combination is known to both Reuben Dressler and Maria el Roto; getting either to give it up requires a TN 14 Intimidation Challenge.

Alternatively, a Fated could attempt to pick the lock, but the dual-protection of the key and combination locks makes this quite difficult. Opening the lock requires a Lockpicking Skill Toolkit and a TN 16 Lockpicking Challenge, but if the Fated have either the combination or the key, the TN drops to 12. Alternatively, the safe can be blasted open with some dynamite and a TN 12 Explosives Challenge, but on a failure, the explosion ruins not only the safe but also everything inside it.

Hidden within the safe is 53 scrip and a small Soulstone (Lade 3; size 2, quality 1). The Cauldrons' leaders stashed the Soulstone here after they unexpectedly found it on one of their victims. It's impossible to split it evenly between the three of them, so they tossed it into the safe as they quietly searched for a buyer (with no success). All three of the gang's leaders have pondered the idea of running off with the Soulstone, but thus far, the fact that none of them can open the safe without another being present has kept such plots from tearing the gang's leadership apart.

# ACT II

Below is a quick list of the complications for Act II.

- **AN UNLIKELY ALLY** - Use this complication if the Fated are locked up in the Clock Tower Gaol and need a bit of help with escaping.
- **SMYTHE IS ACTING WEIRD** - Use this complication if the Fated decide not to remove the Soulstone from Smythe's chest or if you want to entirely bypass the issue of having him possess a Fated character.
- **MECHANIZED MURDER** - Use this complication if you want to add a significant combat threat to the Cold Street attack and the end of the Act.

## AN UNLIKELY ALLY

This complication is best used when the Fated have been locked up in the Clock Tower Gaol for a while without much chance of escape.

Barone is trying to cause chaos in Rottenburg, and the Fated are - from his perspective, at least - dangerous people who can do just that. After the explosion that destroys the town's gates, he possesses a Junkyard Dog and hurries to the Clock Tower to enter the Grave Dynamo... at which point he notices that people are lingering near the top floor and Asura's makeshift gaol.

He shouts, "Cold Street assassins have destroyed the gate! We need everyone in the streets!" to lure the guards away from their posts, then approaches the Fated's cell door and unlocks it. "It's all gone pear-shaped," he'll say, feigning concern. "I'm letting you out in the hope that you'll do the right thing and help Rottenburg out."

He'll direct the Fated back to where their equipment is being kept, then wait for them to run off toward the city gates before heading back down to the base of the clock tower and entering the Grave Dynamo. To add a bit of extra mystery to the adventure, have the Fated encounter the guard who let them out later in the adventure, and have him claim that he did nothing of the sort.

## SMYTHE IS ACTING WEIRD

It's possible that, for whatever reason, the Fated won't remove the Soulstone from Smythe's chest in the physician's office. This complication can also be used to keep the rescued children from Act I more involved in the story.

When the Fated reach the Physician's Office, Barone-as-Smythe will suggest that they descend into the sewers and travel northward to avoid the guards that the Brass Irregulars "have surely positioned at the gates to catch escaping Cauldrons... which technically includes you, me, and the children." If the Fated suggest that they should go to the Guild, he'll point out that if the Brass Irregulars have access to a cannon, they've probably received Guild permission to use it.

The trek through the sewers can then happen more or less as written, though with more of a focus to keep the frightened children safe throughout the journey. When Smythe comes to the wall leading up to Rottenburg, he'll suggest that they backtrack to the Death Marshal and bust it open, claiming it "looks like new construction." A TN 10 Engineering Challenge will reveal that the wall does seem to have been bricked up in the past few years, reinforcing his statement.

Once the Fated reach Rottenburg, Smythe makes a run for it. He kicks in the nearest door and runs inside, drawing screams from the family within. When the Fated investigate, they find Smythe lying on the floor next to a bloody knife, bleeding from the open wound in his chest. If questioned, the family will reveal that Smythe didn't hurt them. Instead, he grabbed a kitchen knife from the table, carved a glowing stone out of his chest, and tossed it to the mother of the family, who promptly ran out the back as Smythe collapsed. If Smythe doesn't receive immediate medical attention - a TN 10 Doctor Challenge - he bleeds out on the kitchen floor.

Either way, the screams draw the attention of the Junkyard Dogs.

## MECHANIZED MURDER

This complication adds a deadly opponent to the Cold Street attack in Scene III. It's best used when your Fated are killing machines who would scoff at the idea of a few raiders presenting a significant threat to Rottenburg.

Cold Street is a lawless den of violence and contagion, but even among its squalor and brutality, there are men of science and learning. Joshua Lee isn't one of these men, but he did get some upgrades from a former Steamfitter who became much more enthusiastic about doing some free augmentations after Joshua broke both of his legs. Now, Joshua Lee is an amalgamation of machine and man, a steam-powered killing machine who stomps into battle laughing boisterously as he cuts men in half with his massive steel claws.

During the Cold Street fight Joshua Lee arrives in the second wave. He stomps toward the courtyard at full speed to fight anyone there. If nobody is in the courtyard when he arrives, he storms off into Rottenburg at the start of his next turn, laughing maniacally as he rampages through the settlement, killing anyone he comes across. This unchecked rampage adds Chaos points that contribute to Rottenburg's state of being at the end of the adventure.

**Result:** Joshua Lee escapes into Rottenburg (+10 Chaos), Joshua Lee has not been defeated by the end of the adventure (+10 Chaos).

## JOSHUA LEE

*Henchman (9), Living, Mercenary*

<i>Might</i>	<i>Grace</i>	<i>Speed</i>	<i>Resilience</i>
3	-2	1	3
<i>Charm</i>	<i>Intellect</i>	<i>Cunning</i>	<i>Tenacity</i>
-3	0	2	3
<i>Defense</i>	<i>Walk</i>	<i>Height</i>	<i>Initiative</i>
3 (12)	5	2	2 (11)
<i>Willpower</i>	<i>Charge</i>	<i>Wounds</i>	
5 (14)	5	9	

**Skills:** Gambling 1, Intimidate 2, Labor 2, Melee 2, Notice 1, Pneumatic 3, Scrutiny 2, Toughness 3

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

**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.

**Love the Job:** When this character kills another character, it may heal 3/4/6 damage.

### (1) Executioner Claws (Melee)

AV: 5 (14) Rg: 3 Resist: Df  
Target suffers 3/4/5 damage. This attack action gains **+**.  
**✖ Decapitate:** After damaging, the target must discard two Twist Cards or be killed.

**(1) Unflinching:** This character may discard a card to heal 1/2/4 damage.



# ACT III

Below is a quick list of the complications for Act III.

- **SABOTAGING THE WATER SUPPLY** - Use this complication if you want to provide a threat to Rottenburg that the Fated can't solve through violence.
- **WEAPON STOCKPILES** - Use this complication if you want to show that not everyone in Rottenburg fully trusts their leader.
- **BARONE'S WORKSHOP** - Use this complication if you want to more firmly tie the events taking place in Rottenburg to Barone.

## SABOTAGING THE WATER SUPPLY

This complication is useful if you want the Cold Street attackers to attack Rottenburg in a particularly mean and lasting way.

Before climbing onto the clock tower to start shooting people, Ike Fisher made a trip to the large iron tank that Rottenburg uses to store its drinking water. Fisher brought a barrel of water to the tank and added it to the town's supply; he neglected to mention that he had dumped a whole bottle of rat poison into the water.

Now, people who drank the water are starting to get sick, and there's an outbreak of nausea, vomiting, and convulsions all throughout town. With so many people weakened by the poison, Rottenburg is vulnerable to attack.

The Fated can make TN 12 Doctor Challenges to diagnose the sickness as strychnine poisoning. Treatment involves giving fluids to the sick and feeding them charcoal to absorb and flush out any strychnine in their digestive tracts, but they will still require care and bedrest for days to come. A TN 10 Homesteading Challenge allows a Fated to figure out that there's probably a problem with the ground water, which will lead them back to the contaminated water tank. There's no antidote for strychnine poisoning, but the Fated can warn others away from the contaminated water before more people become sick.

**Results:** The water supply is poisoned (+10 Chaos).

## WEAPON STOCKPILES

This complication introduces the idea that all of Rottenburg's citizens might not trust that Asura has their best interests at heart. When the Fated are dealing with any of the various Junkyard Dogs during this Act, they can attempt TN 10 Scrutiny Challenges to realize that the characters in question are holding something back from them. If pressed, the Junkyard Dogs reveal that they would have a better chance of holding back Cold Street if Lily Yi were to break open her weapon stockpiles... and will then immediately add "but you didn't hear about that from me."

If Lily is confronted about the weapons, she'll deny knowing anything about them, but a TN 12 Scrutiny Challenge will reveal that she's lying. If the Fated press the point, read the following text:



At first, Lily's eyes grow cold, but they soften a little as she resigns herself to the truth. "Look, all we're doing is tucking the weapons we take from Cold Street away for a rainy day. You've seen all of the zombies walking around... what happens if Asura decides that we're all better off as obedient little undead that don't eat her food or question her orders?"

She looks around to make certain that there aren't any undead eavesdropping on her conversation. "I don't have a problem with Asura, not yet, but it's stupid not to be prepared for the day that I do. At the end of the day, she's still a Resurrectionist, and those folks ain't exactly known for their sanity and respect for life."



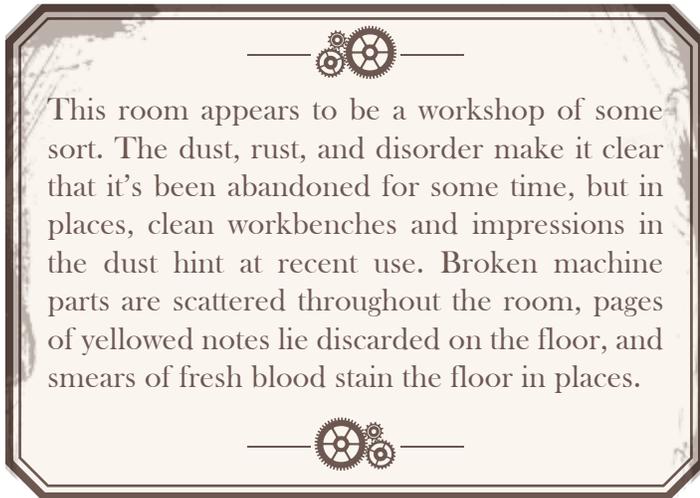
Lily doesn't want to break open the weapon stockpiles, but if the Fated succeed on a TN 12 Convince Challenge, she'll realize that the weapons are needed. She'll order the Junkyard Dogs to crack open the stockpiles and arm themselves. For the rest of the adventure, the Junkyard Dogs will be armed with repeating rifles and high-powered pistols.

**Results:** The stockpiles are opened and the Junkyard Dogs are better armed (-15 Chaos).

## BARONE'S WORKSHOP

This complication provides the Fated with more information on Barone and his plans: It's best inserted during Scene 3 after the Fated have dealt with the Shock Spiders; just have them make TN 7 Track Challenges to follow the mechanical spiders' path back to the workshop. Alternatively, this complication can be slipped into another scene by simply having the Fated notice a dead Junkyard Dog near the workshop's entrance; in this case, the Junkyard Dog was performing a sweep to make certain that no other Cold Street marauders had slipped through the gates, came across Barone in his workshop, and was killed. Barone didn't bother to hide the body because he's finished with his workshop and doesn't plan to return.

Read the following when the Fated enter the workshop:



The scattered note pages detail Barone's earlier studies of the Grave Dynamo. Fated who attempt to gather up and look through the notes must succeed on a TN 9 Literacy Challenge to learn any useful information from the notes. In cramped-but-precise writing, the notes make a large number of observations about the Grave Dynamo. They claim that while the author had initially believed the Dynamo to be a necromantic battery, his recent studies have indicated that the device only stores energy as a means to an end: the creation of the Rigveda, an immortal creature that had been intended to be a weapon in some ancient war.

Anyone reading the notes gets the distinct impression that the author is both brilliant and incredibly vain. Showing these notes to Asura leads her to (correctly) conclude that Barone is attempting to possess the Rigveda in order to grant himself a permanent, immortal body.

A second set of notes is much more recent and consists of fresh ink on old paper. These are mostly calculations and schematics for a device: a TN 10 Engineering Challenge allows the Fated to realize that the device is a pneumatic key of amazing complexity and bulky size; when finished, it would be about the size of a man's forearm. A TN 11 Literacy Challenge allows the Fated to piece together the disjointed notes and calculations to reveal that the key is intended to allow access to the Grave Dynamo. Frequent revisions have been made to the schematics, most likely as a result of changes made to the design midway through constructing the device.

Any Fated attempting to construct the pneumatic key may attempt a TN 8 Artefacting Challenge; on a success, the Fated finds scrap metal and left over parts that seem to indicate that someone recently built one of the pneumatic keys. There are not enough parts left in the workshop to construct another one, but if the Fated attempt to build the key at a later time, it requires a TN 12 Artefacting Challenge and 10 scrip worth of raw materials. The key's only purpose is to allow its wearer to access the Grave Dynamo, but if the Fatemaster wishes, it could also be used to activate other mechanical devices hailing from the days of Old Malifaux.

A TN 11 Explosives Challenge allows a Fated to find some beakers, chemicals, and eyedroppers that were recently used to make an alarming amount of nitroglycerine. A few of the beakers are still cool to the touch; Barone used his magic to keep them cool during the creation process.

If any of the Fated mention the workshop to Asura, she will instantly remember it as having belonged to Pietro Barone. She had assumed that the Diggers had scavenged it for parts, but they simply didn't have any use for the tools and machine and couldn't figure out how to activate the spider constructs (which Barone activated in Scene 3).

# ACT IV

Below is a quick list of the complications for Act IV.

- **THE PRISONER** - Use this complication to add an element of moral dilemma to the final confrontation with Barone.
- **WE ARE LEGION** - Use this complication to add an element of body horror to the final confrontation with the Rigveda.
- **A PUZZLING ROOM** - Use this complication to challenge Fated with a puzzle room as they explore the Grave Dynamo.

## THE PRISONER

This complication is useful if you wish to add a bit of a moral dilemma to the final battle with Barone. Instead of having him possess a zombie before entering the Grave Dynamo, he could instead possess the body of an NPC, such as Smythe (again), Lily Yi, Francis Duffey, Etta Longabough, or any of the NPCs the Fated brought with them from Act I (such as the Cauldron leaders or Dinah Taylor).

If Barone possesses the Rigveda, the NPC is confused to suddenly find themselves facing a titanic nightmare of rotting flesh. As the Rigveda rises, the staircase bolted to the vat shakes and the NPC falls down the stairs and is knocked unconscious. This leaves the NPC 30 feet from the room's entrance and 15 feet up the stairs... and perilously close to the Rigveda. Is rescuing them worth the risk?

If Barone isn't able to possess the Rigveda, the Fated will have a choice to make: with Barone trapped within the NPC's body, do they sacrifice his host to finish him off once and for all or attempt to haul him back to Rottenburg alive to find a way to expel Barone and save the NPC's life? Asura isn't likely to be as forgiving as the Fated, and her ritual won't last forever...

## WE ARE LEGION

This complication adds a bit more of a horror element to the fight with the Rigveda by allowing it to absorb the Fated into its body as it fights them, rather than simply smashing them with its fists. For groups that enjoy a bit of body horror and characters that walk away from a tough fight with lasting scars, this can be an intriguing option, but it shouldn't be used if your group don't want to walk down a more horrifying path.

This Complication grants the Rigveda the following Trigger:

☛ *Absorption*: When damaging, this attack deals no damage. Instead, each character damaged by this attack gains the following Condition a number of times equal to the damage it would otherwise have suffered: "**Absorption +1**: This Condition can be removed by a Doctor Challenge against a TN equal to this Condition's value, but doing so deals damage equal to this Condition's value to the character." Then, every character that would have been damaged by this attack must pass a Toughness Challenge at a TN equal to the value of their Absorption Condition or have a random limb (as determined by the suit of the Toughness Challenge in the same manner as a Critical Effect) absorbed by the Rigveda, just as if it had been amputated.

## A PUZZLING ROOM

This complication swaps out one of the rooms within the Grave Dynamo for one that contains a complicated and dangerous puzzle.

This room is relatively large and contains two steel tanks, one about two-thirds larger than the other. Both tanks are roughly ten feet in diameter and suspended five feet above the floor by scaffolding and thick steel beams.

A thick, sludge-crusting pipe is situated above the smaller of the two tanks, and pipes run between both tanks, connecting them. Two circular valves jut out from the walls, one from the left-hand wall and one near the sealed door leading forward, while a third, smaller valve can be found on the pipes connecting the two tanks. A grimy lever protrudes from the bottom of the larger tank.

If the Fated succeed at a TN 8 Notice Challenge, they can find some faded chalk marks (left by Barone when he first attempted to solve the room's puzzle) that should give them some idea of how to proceed.

The smaller tank has been marked with a faded "3" on its side, while the larger tank has a chalked "5." The valve connecting them reads "Transfer 3 to 5," and the lever on the larger tank has "Drain Tank" scrawled next to it.

The valve on the left-hand wall is labeled with "sludge control," while the one near the door reads " $3 + 5 = 4$ ."

The numbers marked on the tanks are the volume units that each tank can hold: the smaller tank can hold 3 volume units and the larger tank can hold 5 volume units.

If the Fated turn the "sludge control" valve on the left-hand wall, there's a mechanical clanking sound from above as three volume units of rotting black ooze empties into the "3" tank. If the "Transfer 3 to 5" valve is turned, it transfers the contents of the "3" tank to the "5" tank. If the volume being transferred is too much for the larger tank, the excess volume remains in the smaller tank; the larger tank cannot "overflow."

The smaller tank, however, is capable of overflowing.

This will most likely happen if the Fated turn the "sludge control" valve while the "3" tank is full, which causes the excess goo to spill over the sides and into the room below. Similarly, if the "Drain Tank" lever on the larger tank is pulled, it empties the tank's rotting contents into the room.

The rotting black ooze being poured into the tanks is actually Grave Goo (pg. @@). If any of the goo leaves the tanks, it forms one Grave Goo for every two full volume units of goo released into the room.

Turning the " $3 + 5 = 4$ " valve will open the door leading to the next room of the Grave Dynamo, but only if the larger tank holds exactly four volume units; if the volume is incorrect, the valve won't turn.

As the Fated work on the problem, keep track of the volume of both containers. The solution is as follows:

- Fill the "3" tank with the "sludge control" valve.
- Transfer the "3" tank contents to the "5" tank.
- Fill the "3" tank again.
- Transfer the contents of the "3" tank to the "5" tank, leaving five volume units in the "5" tank and 1 volume unit in the "3" tank.
- Pull the lever to drain the "5" tank, releasing two Grave Goo into the room.
- Transfer the 1 volume unit in the "3" tank to the "5" tank.
- Fill the "3" tank again.
- Transfer the contents of the "3" tank to the "5" tank to end with a total of 4 volume units in the large tank.

If they become stuck or need a hint, the Fated can attempt TN 10 Mathematics Challenges to deduce the next step of the puzzle, plus one additional step per Margin of Success. On a failure, they are stumped, learn nothing, and cannot attempt any further Mathematics Challenges. If they achieve a Margin of Failure, however, they also make an incorrect decision and must follow through with it.

Characters who are frustrated by the puzzle can either attempt to break through the sealed door and into the next room with a TN 14 Labor Challenge or trigger the release mechanism of the door with a TN 14 Engineering or Artefacting Challenge.

## TAROT TIE-INS

Below is a list of possible Tarot Tie-Ins for each Act, pulling from the Tarots of the *Fated Almanac* and *Under Quarantine*. Use these as ideas to help fuel your players' Destiny Steps.

The first two letters of a Tie-In stand for the Tarot used. In this case, CR stands for Cross Roads Tarot, and LL stands for Lifeline Tarot.

The next two letters indicate the card's position. For the Cross Roads Tarot, St is Station, NC is Northern Card, and so on. For the Lifeline Tarot, Br is Brush, Ro is Root, etc.

Finally, the two values - the number and suit - indicate the specific card tied to that destiny step.

### ACT I

CRSC 11☷: "Once you cross the bloody threshold" could refer to the Fated's initiation with Maria el Roto. By being beaten into the gang, the Fated "cross the threshold" that divides outsiders and true members of the gang.

CRSC 3☷ or LLBC 3☷: "If you refuse the hero's call" could refer to Smythe's request that the Fated save the children from the collapsing building. Will the Fated accept their destiny and let the children perish, or will they deny fate and attempt to save them?

LLEC 9♠: "The winds of chaos conceal sinister intent" might refer to the true threat of the adventure - Pietro Barone - remaining hidden amidst the chaos of the Brass Irregulars' attack on the Cauldron gang.

LLBC 11☷: "As you stare down the barrel of the bandit's gun" could refer to any of the various points during the adventure when the Fated find themselves threatened by the guns of the Cauldron Gang or one of its leaders.

### ACT II

CRSC 13♠: "When you sup upon your pride and dance with the cadavers" could refer to the choice to work alongside the people of Rottenburg and their undead guardians. For Fated with a dislike of undead creatures, seeing them used to protect the weak could force them to reevaluate their prejudices.

CRWC 8♥: "They sing for laughter, tears, and tomorrow" could refer to the Sky Burial, particularly if the townsfolk end the ceremony with a hymn or sung dirge. The Fated could either join the community in their mourning or reject their rituals and practices, putting them in conflict with Asura.

LLEC A☷: "You will draw blood from the stone" could refer to the Fated's attempt to remove the Soulstone from Smythe's chest, which causes a great deal of bleeding and blood loss. Smythe might ask the character to perform the surgery in the absence of a better trained physician.

LLRC RJ: "The barricades will fall" is an obvious reference to the gates of Rottenburg being blown apart by Barone's explosives. Will the Fated step up to help defend the town or stand back as it's overrun by Cold Street marauders?

## ACT III

CRSC 11♣: “If you know the dimming of the lanterns” refers to the Grave Dynamo and the Fated’s attempts to open its control valves. As they do so, the lights in the area around them grow dimmer (as the necrotic energy powering them becomes less concentrated and more diffuse).

CREC 5♣ or LLRC 5♣: “You will not heed the mentor” could refer to the Fated disregarding Asura’s instructions and warnings about Barone and the necromantic ritual she is preparing. Do they open too many control valves or not bother collecting the necromantic focus? Do they deny their fate and heed Asura’s advice?

LLRC 12♣: “You will be a light in the darkness” could very well refer to the Fated’s attempts to bring Rottenburg back under control after Barone has sent it plunging into chaos and darkness. Will the Fated embrace their destiny by helping the town, or will they turn their backs on Fate and Rottenburg alike, allowing both to burn in their wake?

LLMC 8♣: “And you will wield the darkest magics” could refer to the Fated assisting Asura with her necromantic ritual. Perhaps she will see some innate talent in the Fated and offer them one of her Grimoires or a place at her side? After all, she will need a successor if she plans for Rottenburg to survive past her death...

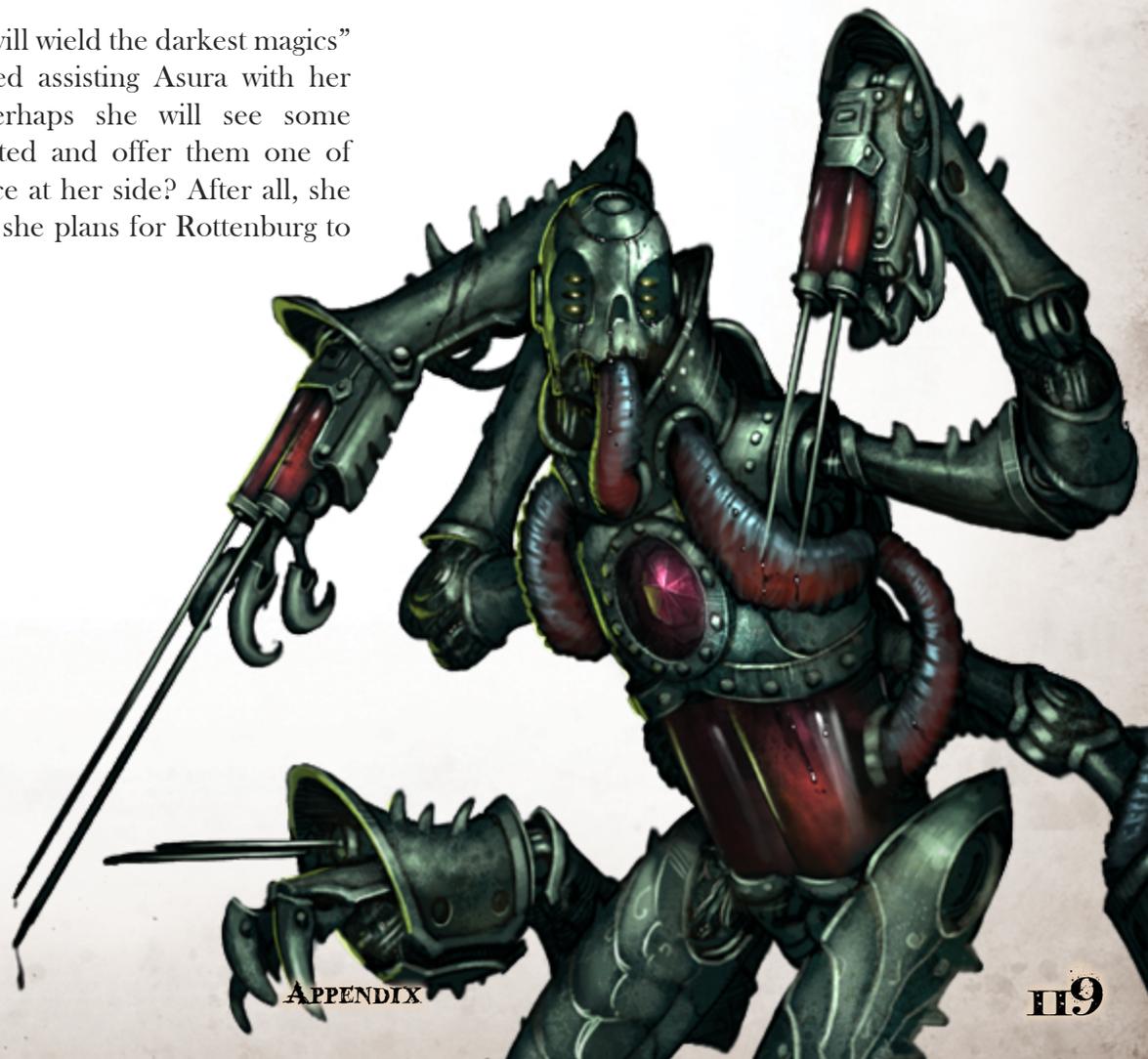
## ACT IV

CRSC 7♣: “If you open the box best left closed” might refer to the Grave Dynamo and the terrible creature sealed away at its heart.

CRSC A♣: “When the gears turn upon a story best forgotten” could have a literal interpretation with the Fated descending into a giant clockwork machine to encounter a horrifying creation of Old Malifaux that is best left forgotten in its ancient tomb.

LLRC 5♣ or LLRC 9♣: “There are too many roads to choose from” and “The road twists like a serpent beneath your feet” might both refer to the ever-changing paths that constantly form and reform within the Grave Dynamo.

LLEC 11♣: “The abandoned scholar will birth a hundred sorrows” might refer to Barone taking control of the Rigveda and bringing untold suffering to Rottenburg and Malifaux.



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