
Wyrd
THROUGH THE BREACH
THE FATE MASTER'S ALMANAC



The Fatemaster's Almanac

Core Rulebook

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FATEMASTERING

In the Lost City of Malifaux, the Fated move towards their destinies. Whether a Fated chooses to embrace his destiny or fight against it, he is guided along his path through the agency of the Fatemaster. If you're ready to take on the mantle of the Fatemaster, and run some games of *Through the Breach*, this book is going to reveal some of the secrets of successfully running a campaign, and possibly show you some surprises as well.

The most important thing to remember is that the Fatemaster defines the game. A good Fatemaster results in a good experience during the game, because he controls the pacing, the tone, the type of adventure and conflicts that the Fated encounter, and all of the non-player characters (NPCs). This means that the entire shape of the game is in your hands; it is a large responsibility, but it can also be a lot of fun.

Inside This Book

Chapter 1: Fatemastering

This chapter describes the basics of being a Fatemaster, and provides guidance on many aspects of running a game and a campaign.

Chapter 2: Secrets of Malifaux

This chapter delves into many of the dark secrets of the city that the Fatemaster should know.

Chapter 3: The Lost City

This chapter gives advice on campaigns in Malifaux.

Chapter 4: Dramatic Encounters

This chapter provides information on running dramatic encounters (such as combat) in Malifaux.

Chapter 5: Advanced Pursuits

As the story of the Fated begins to unforld, they might vere from the standard Pursuits. This chapter contains additional Pursuit options.

Gameplay Overview

In *Through the Breach*, each player takes on the role of a Fated. These men and women have a destiny to fulfill (or deny), and they are aware of it. This is a game that explores free will through the medium of choice. Fated characters, unlike many others, know their future... and they can choose to fight or embrace it.

The Fated Almanac presents rules for how the players will attempt to thwart fate through Duels which resolve random outcomes based on their Fated's skills, talents, and aspects. This book also presents the various ways in which Fated characters grow stronger or learn magical abilities.

One person at the table, however, does not play a Fated. This player is the Fatemaster. It is his task to run the game, to weave the story, and to challenge the players.

The Core Mechanic

The Fatemaster does not walk in the realms of success and failure. He simply does. The Fatemaster does not randomly determine anything in *Through the Breach*. Instead, he declares what has happened, or will happen, and it is up to the Fated to accept that reality, or to engage in a duel to thwart it.

Players familiar with other roleplaying games are likely to be familiar with these concepts. The Fatemaster presents a situation, such as the group being attacked by Gremlins. Then the players resolve attacking, and being attacked. In many games this process uses dice, but *Through the Breach* uses decks of cards. This allows for various mechanics, such as Cheating Fate.

However, the Fatemaster does not randomly determine the actions of the non-Fated characters (or Fatemaster Characters). When a player attacks, the player will flip to find if he is successful. When a Fatemaster character attacks a Fated character, the player will flip to determine if he can evade the attack. The Fatemaster character is simply a collection of Target Numbers which determine how hard it is to hit with an attack, or how hard it is to evade.

Campaign Structure

Through the Breach, is a Roleplaying Game designed to be played as a campaign broken into a number of sessions. Unlike many RPG's, however, these campaigns are designed to end. The story of the Fated characters will, eventually, be completed once the Fated characters have achieved or denied their individual destinies.

Each session in a campaign is likewise broken into various parts. The first part is the Prologue. During the Prologue the Fatemaster will set the scene, presenting the theme for the remainder of the session. This is discussed more on page 38. This is a short narrative, likely with few challenge duels, that is simply designed to get the players attached to the story. At the end of the Prologue the players will also determine what Pursuit they will follow for the remainder of the game session.

Next comes the Arch of the session. The Arch is what most players would consider the core of the game. It involves the players interacting with the story the Fatemaster is presenting. This can involve a wide variety of events, including investigation, combat, skill challenges, or in character conversations. Typically, the Arch is over when the players have resolved whatever task the Fatemaster put before them, as well as one of the Fated character's destines.

After the Arch concludes, the players and Fatemaster will discuss the events as part of an Epilogue. This is a recap of what happened, and it provides the players with a chance to advance their Fated characters.

Each Fated character has five steps to their Destiny. If each step is resolved in a single game session, the game will last approximately five sessions per player. A game with four players, therefore, will last about twenty game sessions. A session is typically one evening of play, but some may take longer to resolve.

This is by design. Some of the most memorable campaigns are those that end with a satisfying conclusion. The Fatemaster should strive to involve the players in the storyline, advancing both a larger plot, as well as their individual stories, towards an epic finale once all of the Fated's destinies have been resolved. This finale may take a few extra game sessions, but it is important to embrace the conclusion.

Essentials

The Fatemaster's Almanac is designed as a resource for Fatemasters. While it includes rules for Fatemaster Characters in the Bestiary, the remainder of this book contains very few mechanical rules. The majority of the rules for gameplay are presented in the Fated Almanac, particularly the Gameplay chapter.

This section, however, presents rules for the Fatemaster to interact with those mechanics. It is highly recommended that the Fatemaster first familiarize himself with the gameplay rules presented in the Fated Almanac, as they will be necessary for understanding these mechanics.

Rank

Each Fatemaster Character has a Rank Value assigned to them. These values range from 3 (a lowly Peon) to 11 (a Master) or sometimes even higher! The Rank Value is used to determine the Target Numbers when Fated Characters interact with the character... usually by attacking or being attacked.

This rank is not used to determine a set number that the Fatemaster Character always achieves. The Fatemaster does not randomly determine their success or failure. The highest value a character can flip is 14, so it assumed that a Fatemaster Character is capable of generating those values from time to time. They simply aren't used when resolving Fated Character interactions.

Rank as a Flip

The Rank Value is a value added to the Fatemaster Character's Acting Value or Derived Aspect to determine the target number Fated must achieve.

Mr. Sterling wishes to shoot his Gatling Derringer at a Gremlin. The Gremlin has a Rank of 5 (Minion) and a Defense value of 5. The TN for Mr. Sterling to hit the Gremlin is therefore 10. When the Gremlin shoots at Mr. Sterling using its Boomstick, it has an Acting Value of 4, which creates a TN of 9 (AV 4 + Rank 5) for Mr. Sterling to avoid being shot.

Card Points

Fated characters often have abilities that require them to discard a card from their hand to activate, such as Flurry or Rapid Fire. This gives the Fated character a use for low cards in their hand, but it also acts as a limiter to how frequently they can use such abilities.

The Fatemaster, however, does not have a hand. The Fatemaster characters, therefore, may not discard cards to use these abilities. To keep the mechanics between both Fated and Fatemaster characters symmetric, each Fatemaster character has a number of Card Points based on their Rank. These Card Points can be spent to activate such abilities, one Card Point per card that should be discarded.

In addition, whenever the communal deck of cards runs out, the players shuffle the discard pile to generate a new deck. When this happens, they are each allowed to draw a card from their personal Twist Decks. At this time, all Fatemaster characters gain one Card Point (which may exceed their starting number).

Raising the Stakes

Any Fatemaster character can technically be of any Rank. In the Bestiary chapter each Fatemaster Character is presented with a default Rank. However, there is nothing stopping a Fatemaster from elevating or lowering a Fatemaster Character's rank.

For instance, a group of street thugs might consist of four Rank 5 Gunfighters and a Rank 6 Gambler. The Gambler has been raised up in rank to represent that he is the group's leader, and a bit more deadly in a fight than the average Gambler.

Additionally, a character might even have different ranks in different situations, if the Fatemaster wishes. This is a simple way to represent a character's confidence and familiarity with an environment. A Barrister, for instance, might be a Peon in combat, but an Enforcer in the courtroom!

Rank Titles

The individual ranks can be broken down by titles, used to easily identify the relative strength of a character. These titles are purely mechanical, and it is rare that anyone would be referred to by these titles in the game world. If they are, it's purely coincidental.

Negligible

This rank is used for characters that aren't really designed to challenge the players. Rather, they are presented for comic relief, or simply as an environmental factor. A bat flapping about the room and annoying everyone, or a hissing cat taking a swipe at a Fated's hand, are examples of Negligible characters. They pose little real threat.

Peon

These are the lowest rank of an organization or group. The smallest Gremlins, an assistant to a Barrister, or even a new recruit to a military outfit. These characters are below the power of most Fated, and usually pose little threat unless they are encountered in large groups.

Minion

The rank and file of most organizations. The Minion is the most common example of a group, and is the default Rank for most Fatemaster Characters.

Enforcer

Slightly above a Minion, an Enforcer typically has elevated responsibility and authority. Enforcers are the heavy hitters of a group, and are often entrusted with additional assets (like better equipment).

Henchman

A Henchman is a mover or shaker within a group. He is an under-boss, a skilled asset, and often a potent combatant. Henchman are elite members of a group and are often carrying unique or expensive tools for the job. If the group has a rank structure, a Henchman is near the top, able to call shots and determine the group's goals.

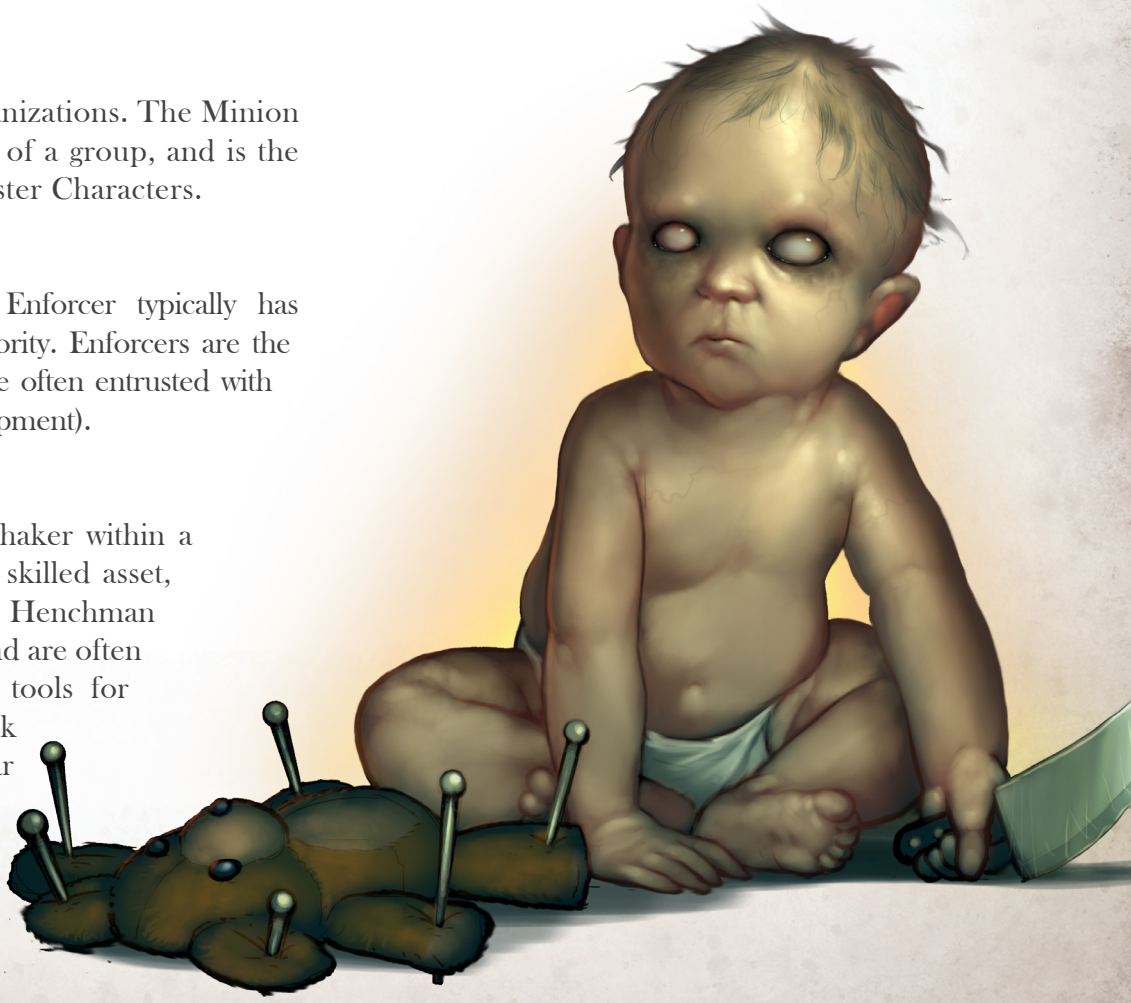
Master

There are very few individuals who would be considered a Master. These singularly powerful individuals control vast resources and make critical decisions for a large group. Often capable of challenging even the most powerful of Fated, a Master is not a threat to be taken lightly.

Avatar or Tyrant

Beyond the scope of mortal comprehension lies the most powerful of entities. These creatures warp the very fabric of reality and are suitable as a climactic challenge for even the most skilled of Fated.

Rank Value	Card Points	Title
1-2	0	Negligible
3-4	1	Peon
5-6	1	Minion
7-8	2	Enforcer
9-11	3	Henchman
12-13	3	Master
14+	4	Avatar/Tyrant



Adjudicating Actions

One of the most common tasks a Fatemaster must perform is adjudicating actions. Players will often attempt to have their Fated take actions that have a chance of success or failure. When this happens, it falls to the Fatemaster to determine the difficulty of the challenge duel and to oversee its resolution.

When Fatemasters assign the difficulties for tasks, they are also setting the tone for the adventure, and often the campaign. Fatemasters who are particularly generous to the Fated might be liberal in their choices, assigning low target numbers, and only calling for duels when situations seem particularly challenging. Other Fatemasters can be more confrontational, setting difficult target numbers for more routine tasks and frequently calling for flips. Every time that a player has his Fated attempt an action, the Fatemaster has the opportunity to assign a difficulty. By consistently—and quickly—thinking this through, the Fatemaster can give Malifaux a distinctive feel that is unique to his campaign. The difficulties assigned—and the frequency with which flips are required—can completely transform the tone of an adventure.

Over time, the assigned difficulties can also affect the advancement paths that players see as most necessary. In some campaigns, a character with a skill Rating of 1 might soon be recognized as reasonably competent for most challenges, based upon the difficulties that the Fatemaster consistently assigns. In others, the players might always try to ensure that their Skill plus Aspect total was at least a 7 before even attempting a fairly routine procedure. To a certain extent, this might be perceived as modifying the overall difficulty of the campaign. After all, Malifaux is certainly a setting where failure and tragedy are everywhere. However, the issue of player enjoyment must be considered, and should often be prioritized over any matters of gritty realism.

Ultimately, the goal of the game is more for everyone to enjoy themselves rather than to adhere strictly to the rules. With this in mind, Fatemasters must use their best judgment both in deciding when to call for a test and how difficult to make it. If the players involved truly enjoy a challenge, then setting high Target Numbers will add to their enjoyment. However, players who are unsuccessful frequently will often become disenchanted with the game.

Automatic Success

If the Fated attempting an action is sufficiently skilled, then, excepting a Flip of a Black Joker, he is certain to succeed at a routine task. In these circumstances it is almost never worthwhile to pause the action to call for a Flip. Instead, Fatemasters are encouraged to have the narrative continue without interruption, and consider the action a success. This can permit the roleplaying to continue, and allow for the story to remain in the forefront rather than resolving the game mechanics.

Even if the character is less certain to succeed, Fatemasters can always choose to let a Fated succeed at a task rather than having the player Flip. Fatemasters should use their discretion in deciding when to call for a Flip and when not to do so. The primary criteria can be a consideration for how failure might impact the narrative. For a Duel to be interesting, there must be ways that both success and failure could enhance the ongoing narrative. If success is interesting and failure does not add any drama to the story, then a Flip may not be useful. However, if failure can add to the story—or substantially benefit one of the Fated's foes—then a Flip is absolutely necessary, even in situations where the character would succeed barring a Black Joker.

From the opposite perspective, a Red Joker should offer a Fated a chance to overcome even the most unlikely of odds and still succeed. When faced with a circumstance where the character seems incapable of accomplishing the task, Fatemasters can always choose to give them permission to make a Flip. In these cases, a Red Joker could allow the character to succeed in unexpected ways, possibly indicating the direct intervention of Destiny.

There are, essentially, two key elements to consider when assigning a task. The first is the objective difficulty of the challenge under normal conditions. Fatemasters can determine this value by referring to the Target Number Chart on page 10. If the character is attempting something that someone can readily accomplish without training or practice, then the task should be Very Easy or perhaps even an automatic success.

As tasks increase in base difficulty, Fatemasters should keep in mind the likelihood that a Fated could succeed, based upon the combination of a good flip and the pool formed by Aspect plus Skill. With a lucky flip, even a character with a –3 Aspect and no associated Skill could still manage to accomplish a TN 10 task. A TN 12 task, however, for that same character would require a Red Joker to succeed. Conversely, a character with a +3 Aspect and a 4 in the relevant Skill would only fail at an Easy or Very Easy task if he flipped a Black Joker. There is little reason for the Fatemaster to call for a flip if the Fated can only accomplish or fail a task by flipping a Joker. In these situations, it is usually most useful to simply concede the success or failure without resorting to a flip. Fatemasters are discouraged from deliberately confronting their Fated with such tasks, as it can create a confrontational atmosphere that detracts from enjoyment. Of course, the effects of the story and the decisions of the players sometimes make such situations are unavoidable.

The second issue involved in determining the final target number relates to situational modifiers. A routine task can become substantially more difficult if there are factors distracting the acting character or environmental circumstances that complicate the matter. A default Target Number for a particular difficulty is based not upon ideal conditions, but upon normal ones. For example, if a Fated is attempting to walk across a tightrope, it is reasonable to assume that there is a slight breeze and that observers might make distracting noises. If that same task were attempted at night, a penalty should be introduced by the darkness, but the utter silence of the sleeping neighborhood might help to offset it. Similarly, a character that attempted to barter with a merchant for a better price on some supplies is assumed to be negotiating from a position of need. If the buyer instead is offering to buy the supplies so that the merchant can make a rent payment, it could be reasonable to introduce a positive modifier to the situation. Each situational modifier should only affect the TN by 1 or 2. In circumstances where it is reasonable to consider multiple modifiers, these could cancel one another out or they could offer a substantial advantage or penalty to the acting character.

It is important for Fatemasters to check the final total of a modified Target Number prior to calling for the player's flip. If multiple penalties have combined to make a normally feasible task impossible without the flip of a Joker, he may wish to reduce the total penalties involved. For example, climbing a ladder at night in a rainstorm could be difficult for an uncoordinated person, but it probably shouldn't become something that would require an extraordinarily lucky Flip to complete. Essentially, Fatemasters are expected to use their best discretion in applying modifiers.

If the modified Target Number seems too extreme to represent the situation, then it should probably be scaled back so that the overall task difficulty still feels consistent with the descriptors on the Target Number Chart (see page 10). Individual modifiers can be ignored and a TN simply chosen that makes narrative sense to the situation.

Target Number Descriptors

Tasks can be broken down by the range of their Target Numbers. The ranges of each difficulty makes the relative challenge easy to judge and assign.

Very Easy tasks can be performed with no forethought and typically require no training. A task of this difficulty should be trivial for most Fated.

Easy tasks usually require the character to devote the majority of his attention to the task at hand. As long as the character has some familiarity with the subject matter and adequate time, there is little risk of failure.

Generally, characters who have some training in a skill perform *Routine* tasks on a regular basis. Learning how to do tasks of this difficulty is the central focus of their education in this subject matter. Provided they have the opportunity to focus on the task, they can accomplish them almost all of the time.

A *Challenging* task requires the character to be familiar with the subject matter and capable of devoting some time and planning. The character must be aware of any extraordinary complications before undertaking the task, and may need to make changes to his approach to accommodate them. Even characters well-trained in a field commonly fail when attempting a Challenging task.

Difficult tasks require natural ability in the form of a good Aspect, solid training in the form of a high Skill rank, and some luck, in the form of a decent Flip, to accomplish. There is some leeway here, particularly if the character takes time to prepare for the task and if situational modifiers can work to his advantage. However, even characters well suited to the task cannot be certain of success.

A *Very Difficult* task requires a bit of luck to succeed even for those with training and natural ability. An untrained character is almost certain to meet with failure. Characters who are working within their area of expertise should be relieved when they succeed at a task with a TN in this range.

An *Unlikely* task is one that could be used as a training exercise for those who approach complete mastery of a skill. Even these individuals would see the goal as one that could be used to improve their aptitude, as they would expect to fail the majority of the time. Characters attempting tasks in this TN range expect to fail.

A character would normally only attempt an *Improbable* task as part of a training exercise or out of desperation. Observers who see such a task accomplished expect that chicanery or magic is involved. Accounts of individuals performing such tasks routinely would be dismissed as lies.

Most individuals believe that a mortal without the intervention of extraordinary assistance could not accomplish an *Inhuman* task. Experts in the field would only attempt such tasks out of desperation, as their training reinforces their belief that the task is impossible. Firsthand observers would conclude that the acting character had used supernatural tools to perform the feat.

Sample Modifiers

Situational modifiers can typically be broken down into one of three categories—sensory, environmental, or tool. Excessive sensory input—or an absence of sensory input—can distract a character, preventing him from focusing on the task at hand. Examples could include bright lights, loud noises, nauseating odors, or complete darkness. These would typically increase a TN by +1 to +3 depending upon their severity. The absence of any sensory distractions represents an ideal situation, which could decrease the TN by –1 or –2. Environmental conditions, such as a driving rain, boiling heat, or convenient handholds can also have a significant impact on the TN. These should generally fall into a range of +2 to –2, depending upon how much they assist or deter from the overall challenge.

Of course, multiple environmental conditions can readily offset one another. Many tasks become impossible without tools, though the quality of the tools can have a significant impact. Attempting to use a broken or badly damaged tool can incur a +1 to +3 to the TN, if the task even remains possible under such conditions. Using an effective tool for a task that requires one could provide up to a –2 to the TN. Using a tool for a task that does not require one might make enough of a difference that the task becomes an automatic success.

Target Number Range	Descriptor
3–4	Very Easy
5–6	Easy
7–8	Routine
9–11	Challenging
12–13	Difficult
14–15	Very Difficult
16–17	Unlikely
18–19	Improbable
20+	Inhuman

FATEMASTERS

The world of Malifaux is a dark and dangerous place, and it is the Fatemaster's role to serve as a guide and storyteller, so that the players may experience all that lies in store for them beyond the Breach. The Fatemaster (abbreviated as Fatemaster) has many roles and many aspects when it comes to RPGs, but he has one and only one primary overriding concern: that everyone has fun. As long as everyone is enjoying themselves at the RPG table, the Fatemaster is doing his job right and the game is working just fine.

The Fatemaster's most classic definition is that of an arbitrator. The Fatemaster is the one who decides what happens in the game, controls the activity of all game elements not directly influenced by the players, and arbitrates the rules of the game. However, Fatemasters are not simply the sum of these responsibilities; rather they are much more. A Fatemaster awakens life into a story to captivate a small audience of players. On the following pages you will find a number of ways in which a good Fatemaster can surpass the mundane definition given in this paragraph.

Spinning Tales

Much like the director of a film or television show, the Fatemaster must weave together characters, events, dialogue, and scenery in order to create a compelling narrative. While the Fatemaster shows the way forward, creating the story is at its heart a group effort involving the player's contributions as well.

Entertainment

As mentioned in the opening of this section, a Fatemaster must do his best to make the game fun. It is the Fatemaster's responsibility to keep the flow of the game moving forward and the players interested and energetic, looking forward to what happens next. Often, the Fatemaster will use funny voices, animated gestures, facial expressions, and a multitude of other stage tricks to help bring the various non-Fated populating the world to life in a memorable manner.

Moderator

Whenever there is a dispute, misunderstanding, or confusion, the Fatemaster must be able to step in and make a fair judgment. Being fair and even-handed above all is the Fatemaster's responsibility, and he should both listen to each player's opinion and be able to render a firm decision to settle the issue. In order to make the most of the rules both in and out of combat, the Fatemaster should be very conversant with the game's mechanics and understand what each player character (and each enemy!) is capable of.

The Fatemaster is a Tutor

Teaching others how the play the game is also part of the Fatemaster's role. At the gaming table the mix of players may vary from veterans of many systems to those who are experiencing the joys of roleplaying for the very first time. Rules systems can be quite intimidating and not everyone has the same aptitude for grasping the complexities of character advancement, combat, or any of the other aspects of a game's ruleset. Helping others learn how the game is played is, in fact, how many Fatemasters are created in the first place—so teaching another generation of gamers is doubly important not only to your game but to future games as well.

Builder of Worlds

The Fatemaster is a type of artist; he creates entire worlds for the Fated to live in, casts of characters for the players to interact with, and marshals hosts of enemies for the Fated to face in deadly conflict—and ultimately, triumph. This creativity often requires the Fatemaster to spend a great deal of time in between games in preparation. Creating the story, building the encounters, and developing the magic and mystery that the players will face takes consideration and effort, and every Fatemaster should know in advance that his role will require an investment of time.

Team Player

Roleplaying games are, at their core, a cooperative effort between both the players and the Fatemaster. This means that the Fatemaster should not view his role as competitive against the players—he does not lose when the players "win." Instead, the real victory is in the memorable story, scenes, and victories shared by all. If the game ends with the players feeling challenged, but victorious, then the Fatemaster has succeeded well at his role.

Understanding Expectations

It is very important as the Fatemaster to discuss the game with your players and find out what they are looking forward to the most. Some players relish a deep storyline whilst others are most interested in the challenge and thrill of combat. On the flip side, it is important for the players to know what you, as the Fatemaster, are expecting to focus on during the game—some Fatemasters fill their world with intrigue and scheming, whilst others will dive directly into more cinematic or comedic action pieces. Knowing your preferences as a Fatemaster helps the players understand and participate in the stories you're building through the game. Likewise, a better understanding of what the players are expecting to find and do in the milieu of the game helps you as the Fatemaster prepare stories and encounters that the entire group can get excited about.

The Social Contract

Coming together to hammer out these expectations and agreements results in what is called a "social contract," a way for the players and the Fatemaster to both understand what the game is going to be about from the beginning. This social contract prevents a lot of problems—mostly due to misunderstandings and miscommunications—from cropping up later in the game. A good social contract gets everyone on board with the game's core themes and ideas—the players have all "bought in" to the main concept of the game, and this helps everyone focus on roleplaying their characters and having a good time.

Communication and Trust

Always keep lines of communication open with your players. Encourage them to talk to you about the game and how they and you can work together to improve any aspect that may have been overlooked. When you are answering a question, use examples and provide clear feedback. Ask your players questions from time to time to get their input and opinions on how the game is going and what—if anything—can be done to improve it. Directly after the end of the game is one appropriate time, but every game will have its own particular schedule for such things.



What Players Want

The Fatemaster's mandate is to make the game fun, both for himself and for the players. That's an easy statement to make, but it can be much harder in practice, as any given RPG group contains players with sometimes wildly different preferences and standards.

Some Fatemasters may prefer strong character growth and narrative arcs to be the core element of the game, and thus get frustrated when players fail to engage with elaborate plots, political intrigue, or other intricate schemes. Similarly, other Fatemasters instead focus on the combat, tactical, and action scenes of the game, and find their blood pressure rising when the players don't pay attention to the battlemat or the positions of their characters during the skirmish. A Fatemaster who has a deep love for the world of Malifaux and has studied history may grind his teeth when players choose anachronistic names, disrespect important NPCs of the setting, or make modern pop-culture references. Don't worry in all of these cases, you're not playing the game wrong. These are simply examples of when the players have their own individual style. The group as a whole will evolve a style over time, often changing as some players drift in or out in participation.

It is even possible that the same group of people may change what they want from session to session. Outside factors such as stress, changes in employment or living conditions, or other such influences can require adjustments in the mood of the game from time to time. If one of your players has had an exhausting day in corporate meetings, for example, it may be a good idea to exchange your planned set of tense political negotiations for a set of rousing gun-blasting action scenes instead.

Observation and Goals

Finding out what players enjoy the most is a simple matter of observation—take note of when the group leans forward in their chairs, when they speak or gesture animatedly, when they work hardest to bring their characters to life These moments are when you as the Fatemaster have touched upon something important to your players.

Tracking the moments when the game engages the players most can be quite a challenge, for these moments are also exactly the same times that the Fatemaster's attention is most in demand. Keeping the excitement and energy flowing, making sure everyone gets a chance to contribute, and directing the scenery and enemies won't accomplish themselves! What the Fatemaster should do now is to find a way to take note of what you've done to get the players engaged. Jot down which players are most invested in the scene and which ones have glazed looks or have tuned out. The important thing to remember is that your analysis shouldn't kill the momentum of the game.

The best time to record your analysis is at the end of the game when the players have gone home. Jot down a few notes about each player's experience during the crucial moments of the game and you can build an understanding of what each player enjoys most. You can do the same for moments in the game where the action bogged down or seemed slow. It is recommended that the Fatemaster consider discussing these individual moments with the players to reduce the chance of misunderstandings and to incorporate the player's feedback into the flow of the next game.

You can also ask each player to list a short- and long-term goal for their character from the very beginning. It helps to keep these goals in mind when designing adventures, because players are often far more engaged in stories that directly help them achieve their concept and have meaningful impact on their characters.

Ground Rules

Another important part of the Social Contract is the list of ground rules for your campaign. When you first get all the players together at the beginning, you should go over the ground rules under which the campaign will be operating. Often these rules simply state your preferences and normal choices as a Fatemaster, but these rules may also change and evolve over the course of the campaign, depending on your tastes and those of the players.

Absences

Scheduling the game can be difficult, especially for busy adults. When a player can't make it to the session, you have a number of options on how to handle the situation:

The Vanishing: One of the most simple solutions is to say that the absent player's character has vanished, and after a while (when the player returns), the character shows up again as well. There's no need to stage any exit or re-appearance, but it does require the group to buy in to this approach. When the player character returns to the group, he may or may not know what happened during his absence—to make things the most convenient and easy, it is often assumed that the character was aware of the goings-on while he was away.

Background Operations: The absent player's character leaves the group briefly and attends to something behind the scenes. The advantage of this solution is that it tends to preserve the verisimilitude of the game world, but there are some downsides as well. First, the party may suffer without the character's particular skills and abilities, and second, the Fatemaster is required to come up with some explanation for the player character's exit and return.

Passing the Controls: This solution involves handing over control of the character to another player at the table. While this solution is relatively simple and keeps the party intact, it means that one player is being asked to run two characters at once and is likely to be less fully engaged with the story as a result. One potential flaw with this solution is that if anything detrimental happens to the absent player's character, it is likely to make that player understandably upset. This solution works best when the players have all designated someone else to run their character in case of absence and understand that anything can happen.

NPC: The Fatemaster can take direct control of the absent player's character. This option adds to the Fatemaster's workload and means that the character's actions in-game are very likely to receive much less attention as a result.

Canceling a Session

It is natural that sometimes life gets in the way of scheduling the game. The Fatemaster should work with the players to determine how many absences will result in the cancellation of the game session. Often, many groups can get by even if one or two players can't show up, but three or more absent players means the game simply would not work. Many Fatemasters prefer to make a rule that the game has a minimum number of players (usually three or four) in order to proceed. If absences become a chronic problem, the Fatemaster will likely need to resort to inviting more players in order to keep the group at the right size for a night of fun.

House Rules

Try to let all the players know in advance if you are planning to modify the published rules of the game. The main issue here is that your house rules may impact (directly or indirectly) many of the abilities and rules that the Fated use regularly, and this kind of thing can be a rude surprise during the game if it was not discussed beforehand. One thing to keep in mind about house rules is that the longer the list of deviations from the core rules, the more intimidating your game is going to seem to new players. How often and in what manner you allow players to take back mistakes is a common house rule, for example.

The Social Situation

Often the Fatemaster is the host of the game, as it is very convenient to have access to all your rulebooks, playmats, and other tools of the trade. Whoever is acting as the host, it is important to note some of the following social issues for getting everyone together for a game session:

The Venue's Amenities: The ideal place to play is clean, well-lit, and includes a table, several comfy chairs, and easy access to drinks, snacks, and the bathroom.

Food and Drink: Some players may have food allergies, whilst others may not be able to have alcohol at the table. Some hosts outright ban alcohol or have certain rules about what kinds of food and drink are appropriate. In certain venues, eating and drinking at the game table may be counterproductive.

Children and Pets: Some players may also be allergic to pets. If the venue has children present, this is likely to limit adult language. If there are any issues of this nature, it is best to address them in advance if possible.

Running a Game

Running a good roleplaying game can seem like magic—everything comes together to leave the players bright-eyed with wonder, laughing with delight, and cheering over their hard-won victory. It is not magic that builds the foundation for a great adventure, however... it is preparation, having the right tools, and being able to troubleshoot any potential issues that come up. Mastering these disciplines requires work and experience, but it is these building blocks that make good Fatemasters into great ones.

Tools

Before the game session, make sure you have all the relevant tools at hand:

Rulebooks and Reference Materials: It is a wise idea to have an extra copy on hand, as there is usually at least one player who forgets to bring his book to the table. Any book that the players reference frequently is a logical candidate for you to ask the players reasonably to pick up their own copy.

Decks of Cards: Too few decks can slow the game down. Ideally, everyone should have their own deck of cards. Keep in mind that cards are commonly carried at most neighborhood grocery stores!

Writing Materials: Have something handy to jot down notes, game stats, or to track combat. Being able to write things down prevents forgetting things later!

Miniatures: The Malifaux tabletop game has a wide selection of appropriate miniatures for your game, both as Fated and adversaries. These work best with a map of the battlefield for any combat encounters, often a vinyl play mat suitable for use with dry- or wet-erase markers. Some computer equipment can also project appropriate maps for this purpose.

Other Supplies: Any player handouts or props that you intend to use for the game session fit into this category. Wanted posters, written notes, map sketches, or photographs of items that the players may encounter are all examples of good in-game props.

Preparation

Good preparation can be essential to the success of your game. Here are some proven techniques that will help the Fatemaster be ready for almost anything.

Prioritize

The more time you have to prepare, the better you are going to be able to tailor the elements of the game to your tastes and those of your players. However, time waits for no man, so you need to take advantage of every minute. Think ahead about the main themes of the adventure and the most exciting, dramatic scenes you're planning to present to the players. Focus on what you need to get done in order to make those moments memorable, and don't get caught up in the minutiae of game statistics.

Review the Characters

Take another look at what you know about the players and the Fated. We talked about what players want on page 11, so review what makes the players the most engaged with the story. Next, examine the characters—is there a way to tie in something in the adventure with the characters' short- or long-term goals? Pay special attention to the abilities and items possessed by the Fated, as these are things that can have an impact on the adventure if used at the right time. Try and anticipate what you think the party is likely to do when they're confronted with the conflict of the adventure.

Once you've got the right hooks for the players and Fated, it is time to turn your attention to your own cast of NPCs for the adventure. Make sure you know the role and purpose of each NPC and have an idea in mind of how you plan to portray this NPC when interacting with the party.

Review the Story

Go over your plans for the story of the adventure; its beginning, middle, and end. Develop the phases of the rising action and make sure you're familiar with the key events, turning points, and main themes of the story. Any branching points where the Fated must make a choice to resolve the conflict should be reviewed in-depth.

Review the Enemies

Look at the villains of the piece. Make sure you understand their motivations and their resources. Put all the game statistics for your enemies in a place you can easily reference, and have some reinforcements ready should it prove necessary to beef up an encounter.

Review the Rules

You don't have to memorize the entire rulebook, but it is good to go over the basics of combat and task resolution before the game. Any abilities of the Fated or their enemies should get another look before the game begins to ensure you understand how to implement that ability properly into the game. If there are any rules that you're unfamiliar with, you can go online to www.Malifaux.com (time permitting) and use the forums there to get a deeper understanding of how those rules work.

Make Alternate Plans

Players will always surprise you during the game. Try to put together a handful of ideas for alternate ways to resolve some of the encounters in your adventure; some additional ways the players can receive a clue during an investigation, or another method of how they might enter a villain's heavily-defended stronghold. Just keeping a few additional plans in your back pocket is a good way to react when the players throw you for a loop by doing the unexpected!

Troubleshooting

Nearly every major problem in a roleplaying game comes down to a clash in tastes compounded by a failure of communication between two or more people at the table. One example of this is when the Fatemaster sees a player's actions as playing the game improperly, placing his own game style over the enjoyment of the players.

Troubleshooting often involves a general piece of advice: It is important to remember that the Fatemaster should work *with* the players, not against them. This means that you should not fight against your player's desires—instead, find a way to fulfill them. However, note that satisfying your players doesn't mean losing control of the game.

Rules Debates

There are going to be times during the game when the interpretation of a rule will be called into question, either by the Fatemaster or by one of the players. Roleplaying Games generally have a complex list of rules, and it is perfectly natural for some of those rules to be overlooked, misremembered, or simply misunderstood. The key thing to remember here is that a rules debate is a form of logjam that slows the game down or may bring it crashing to a halt altogether. For this reason, it is strongly recommended that the Fatemaster make a policy that rules debates happen *after* the game, not during. If a rules issue comes up during the game, the Fatemaster should simply make a decision as to how the rule is applied and move on without taking time away from the action to look things up or enter into any form of argument.

Communication

The Fatemaster can work hard at balancing the player's tastes and the game can still have trouble being fun. Whenever you have an issue cropping up like this at your game table, try talking things out. Too often, problems start out as simple misunderstandings that can escalate quickly if no one is listening to each other. Ask for constructive criticism, but realize that any criticism—no matter how useful or true—can be difficult to hear. Keep the discussion specific but don't direct anything at any one player. In this way, you can identify the true desires of the players and minimize any hurt feelings.

Mediation

Another method of addressing the issue is to become a mediator. If differing opinions lead to hostility between players, this is a time for you as the Fatemaster to step in and find a solution that calms things down. Naturally, the best way to solve a dispute is to head things off before it even develops!

Most of these conflicts arise when players attempt to use the game to act as a proxy for some real-world tensions between them. Warning signs include sarcastic comments that escalate into actual insults. These situations often develop when the players are cranky, bored, and (especially) frustrated. By keeping up the pace of your game, maintaining your focus, and calling for a break at the right time, it is likely you can keep these problems from erupting very often.



Adventures

Before the Fatemaster puts his thoughts down on paper, he must have an idea of what the Fated are going to experience during the game. What is the adventure? This means that some event, villain, and conflict must be present in order to challenge the Fated. Without a conflict, no story exists, and the same is true for an adventure. While it is true that some Fatemasters can create entire coherent adventures with improvisation, most Fatemasters require some preparation in order to present a coherent and fun session of gaming. Even creative Fatemasters who are used to "winging it" during the game session can benefit from preparing just a few basic concepts ahead of time; the plot idea, the villain, and the conflict. Even if these concepts are clichéd and simple, they can succeed as a jumping-off point for improvisation later.

Getting started creating ideas can be the hardest part of building an adventure. One way to begin is to consider what the adventure is going to offer the players; what is their direction and purpose? The purpose of the adventure is often the core of what it is about—purpose, in this case, corresponds to what the Fated are expecting to achieve or accomplish. The purpose's main goal is to fill the player's minds with the potential benefits of accomplishing the goal. It could be a reward of great riches, sealing off a powerful source of evil and suffering, acquiring a potent relic, or being granted with greater power and responsibility over others. Keep in mind that the goal does not necessarily need to be realized in order for the adventure to be fun; plenty of adventures can involve theft, double-crossing, or even outright failure to achieve the mission. What is key, however, is building the motivation in the player character's minds—the potential that they see in the future in return for participating in the adventure. Whether realized or not, the potential and promise for hitting the big score or what *might* be is a tempting lure far more powerful than a simple bounty payment.

Inspiration

Ideas for adventures can be found nearly anywhere—the trick is to have an active, free imagination and keeping an open mind. Everything from the look and feel of a miniature to the flavor text on the back of one of your favorite novels can become the seed of an adventure if you can recognize its potential. Many of the descriptions and narratives found in this roleplaying game or any of its supplements can be great starting points of this roleplaying game and any of its supplements can be great starting points.

The Game World

Reading through this book and other supplements for the Malifaux RPG is a good way to find nuggets of inspiration for your next adventure. The descriptions of character types and (especially) organizations all contain potential for how the Fated could interact with them and their goals. The descriptions of various places and regions in Malifaux are, quite simply, an invitation to explore, visit, or attack, depending on the area's nature. Consider your favorite non-Fated and personalities of the setting—each of those people or beings have an agenda that the Fated could affect. Similarly, find your favorite villain, and read through the creature entries in Chapter 5. Each of these adversaries can become an adventure in itself if you can imagine the right circumstances.

The Fated

One way to engage your players more deeply into the game is to bring elements of their character's backgrounds front-and-center by making them the focus of the adventure. Combing through your players' Fateds' backstories not only helps you as the Fatemaster get more familiar with who the characters are and where they came from, it also is a great way to fire up some ideas for adventures. The player character's deeds in previous games could become renown that brings them to the attention of another group in need of their specific skills. Alternatively, the Fated's achievements have instead given them notoriety with some of the campaign's villains, and a plan is set into motion to do something about those meddling adventurers... the only limit is your imagination!

Other Places for Ideas

The Malifaux tabletop game and miniature line also represents an excellent source of ideas for adventures. If you are not familiar with the tabletop game, you can visit the Malifaux website at http://www.malifaux.com/ to learn more about the world and characters of Malifaux.

In addition, here are three basic ideas that a Fatemaster could easily use to craft a compelling adventure:



A Dire Discovery: Someone finds a hidden relic of dark power or accidentally exposes a new and frightening denizen of Malifaux. Now, the Fated are the only hope for the expedition's success!

Otherworldly Experiments: Soulstones and other unique aspects of Malifaux, such as the Breach, draw many curious individuals in search of answers. However, one of their experiments has gone horribly wrong... and the Fated are the perfect candidates to set things right.

Wanted, Dead or Alive: A notorious outlaw, con man, or perhaps even a supernatural creature that only sometimes appears human has been terrorizing a settlement—it is up to the Fated to end the threat.

Weaving the Idea Together

Once you have the idea firmly in your head for the adventure's direction and purpose, the next step is to find a starting point.

Begin with the Villain

Many times, it is easiest to start with the villain or main conflict of your idea. Ask yourself questions about the villain and his nature: What is his ultimate goal? What steps is he taking to reach that goal, and how can those steps involve the Fated? How does he intend to deal with the Fated once they interfere, and why is that end goal important to the villain in the first place? Find a way to bring this across to the Fated—perhaps they are hired by someone who opposes the villain. Alternatively, they may instead be hired to help with the plan, and must discover its true nature to bring it down from the inside! Perhaps the Fated simply stumble across the villain or his agents in the process of setting up one of the steps of his ultimate plan, or maybe they are instead the villain's targets from the beginning.

Begin with an Event

Another way to build a strong beginning for your adventure is to start with an event. Find something going on that the Fated have to respond to—a plan or scheme that will succeed without fail... unless the Fated intervene, of course! The onset of the adventure can set the stage for the event either about to begin, already underway, or having just finished and now the Fated must deal with the aftermath. Using the third alternative (the aftermath) can be very useful to provide clues to the Fated about what happened, why, and how they can get involved to make sure it doesn't happen again (perhaps on a larger scale!).

Begin with the End

Imagine what you want to happen at the end of the adventure or story arc. Imagine in your head the climactic confrontation or most dramatic action piece to tie everything together. Alternatively, perhaps the ending you have in mind is instead a thoughtful or complex puzzle that must be solved, or a momentous choice that must be made. Whatever you decide you want the end to be, craft the adventure towards that concept. It can sometimes be much easier to begin at the end and work backwards if that is the most interesting and compelling part of the adventure! It is recommended that the Fatemaster find a way to focus the Fated on the ending he envisions and make them care about the outcome.

Layers of Complexity

Often, the idea for an adventure can seem cumbersome or mind-bogglingly complex, a task that looks quite difficult or intimidating to tackle. Don't fear! There are several methods to help keep the essence of your idea and make the process smoother for building the adventure itself.

For the purposes of an example, let's start with the idea that there is an Arcanist that has constructed a number of pneumatic, Soulstone-powered automatons, each of which resembles someone he knew from his hometown. His memories are all he has left, for his hometown was destroyed in a disaster. What the Arcanist does not know, however, is that the automatons are more than simple constructs of metal and steam... and another disaster is on the horizon for his new home.

One way to go is to look at the adventure's "big picture." Imagine the key milestones of your adventure seen as if from a great height—you can identify the major building blocks without getting lost in the details. From here, you can start trying to break down that big picture into smaller, more manageable chunks and design them one at a time. Using the example above, we can see that the large building blocks are the Arcanist's history, his current operations, the growing potential of his creations, and the unknown threat that is approaching. Select just

one of these elements to act as the beginning of your adventure and things become simpler. Again, using the example, let's select the constructs themselves. What if one of the constructs somehow became aware of the coming disaster perhaps remembering a lingering piece of its former life—and sought out the Fated? This begins the adventure addressing one of the major elements of your story right from the start.

Another method of this process is to start out very simple; the Fated are confronted by a monster, sought out by an old friend, or discover a theft of something they own. Each of these ideas is just one example of many simple, basic encounters that the Fatemaster can now build upon to introduce the more complex layers of his adventure. In this method, you seize on one detail of your idea that you find compelling. Next, you find a way to present that detail to the Fated and get them motivated to follow that detail to the rest of the adventure. How quickly the complexity increases and to what degree is a matter of taste, and every Fatemaster will have a slightly different approach to this style. Using the above example, let's say the Fated find out that something has been stolen from them. Investigation reveals that the item is a key component for an advanced pneumatic automaton that the Arcanist is constructing. This detail is very likely to lead the Fated directly to the scene of the action and get involved in what happens next!

The Adventure Outline

The outline of an adventure is a skeleton or framework of the important pieces of the adventure. It can be a useful tool for preparing your adventure, but it is not a straightjacket or a railroad—you can always improvise and change the plan as you go to suit the needs of your story and your group's individual preferences. The outline serves as a structure for your story, giving you the means to build its component parts. Outlines don't need to require your blood, sweat, and tears—if you find yourself spending too much time trying to build the perfect structure, take a break and consider another approach.

The simplest outline breaks the story down into three distinct parts: the beginning, the middle, and the end. The beginning is the impetus for the Fated to get involved in the story. The reason for the adventure becomes known and the party responds, setting the stage for the main conflict. The middle of the story consists of the player character's response to the conflict, usually involving investigation, finding out clues, and making plans. Minor skirmishes may erupt with the villain's agents, but the outcome of these fights is merely a prelude to the climax. The end is the final resolution to the conflict; the Fated confront the villain in one climactic struggle, winner take



all. For better or for worse, the conflict is resolved and the Fated reap the consequences.

A more complex outline mirrors the structure of many films and novels, breaking the story down into four distinct phases. In this structure, the early stages set forth the conflict. Later stages get the main characters involved in the story, set the tone with rising action, slow down for some time to reflect, and then build to the final climax.

Phase 1: Awareness

In Phase 1, the Fatemaster sets the stage and introduces the main forces at work in the adventure: the conflict, the villain, the setting. The Fated should get a strong sense of who the good guys are, who the bad guys are, and some idea of what the coming conflict is going to be about. NPCs are introduced, and the Fated either find out more about each other (if this is their first meeting) or settle into established roles (if they have worked together in the past).

Phase 2: Establish the Stakes

Phase 2 is where the Fatemaster finds a way to make the Fated care about the conflict in the adventure. What is at stake? This is a great moment to establish the depth of the conflict (i.e., just how bad things are or will be) and have the Fated encounter the villain or his agents in a series of small skirmishes. This is the stage where much of character interaction is likely to occur.

Phase 3: Fear

In this phase, the villain seems to have the upper hand. The Fated should have their confidence shaken, and a sense of fear is important to cultivate at this point in the adventure—it's when things look their worst that true heroes step up, after all! However, even if the Fated are, in fact, defeated, there is still hope. Perhaps they have been set up for a betrayal, or they discover just how badly the odds are stacked against them. The Fated must struggle on even in the face of the challenges that have threatened their success—subtly led, of course, by the Fatemaster's clever storytelling.

Phase 4: Climax and Dramatic Ending

Despite all the dangers of Phase 3, the Fated have pushed on and conquered the challenges before them. In Phase 4, that effort should pay off! This phase is all about the major confrontation with the villain, a resolution to the conflict, and a rousing end to the adventure that leaves your players excited and energized. Sometimes, the triumphant victory is only achieved through sacrifice—if a player character dies or gives a serious sacrifice of some kind, this is a great moment to make sure and highlight that his death or sacrifice was not in vain. The outcome of the adventure, of course, depends on what it was about and how the conflict was resolved, but it is recommended that the Fatemaster try to end most adventures on a high note; players leaving the game filled with a sense of triumph over adversity and a well-earned victory in the final battle is a good result.



Pacing the Adventure

Most RPG groups have a set time that they prefer to game in, and there is a reasonable expectation that the game should go on for that long and not longer. Many groups prefer sessions lasting 4 hours, whilst others will prefer something longer, around 6-8 hours. Truly marathon sessions of 12 hours or more are rarer. It is often a sign of a very good game when sessions last, because it means that the players are definitely enjoying themselves! As the Fatemaster, it is part of your job to keep the game moving and avoid getting things bogged down. Watch the players carefully—when attention begins to drift, eyes glaze over, or fingers begin to fidget, the game is slowing down and the players are less engaged. Similarly, there are times when a game can move too quickly, and the Fated can resolve the main conflict far in advance of the normal ending time of the session. Keeping the game going when it slows down and pulling back a bit when the game is moving a bit too fast is all part of mastering RPG pacing.

Too Fast

A game proceeding too quickly towards a resolution is generally an easier problem to solve than when things are too slow. After all, the Fatemaster can always throw a wrench into the works if the Fated are having everything go their way or if the climax is approaching hours in advance of the end of the session. While it is important to ensure that the game provides plenty of entertainment for its expected time slot, the Fatemaster must be careful when slowing things down—the key is to keep the players interested and engaged. Remember that having fun is the main goal, so if the game is going to end a bit early but everyone is having a great time, then there's really not a problem here to solve.

For a non-combat situation, the Fatemaster has many options. A few examples of things he can do to slow things down a bit and keep the game on track include:

More Clues: If the Fated are investigating or trying to find information about something, add in some additional clues for them to find. Reveal more of the villain's motivations, or expound upon the history of the region that they're in—this way, the players learn more about the game and the setting.

Subplots: Consider keeping around a few notes on some additional adventure ideas that don't necessarily have to be the main story. These are called "subplots," and when the game is going too fast, this is a good time to bring them out and dust them off.

Involve the Fated: One great trick (and good examples of subplots, see above) is to use elements from backstories of the Fated—perhaps an old flame shows up, a rival drops by, or a note from the character's long-lost sister arrives via messenger. Players generally enjoy it when their character's history receives attention in the game, and using bits of their character's backstory helps get them more engaged.

If things are going too fast in a combat situation, that is generally okay as long as the battle's outcome is not particularly important to the story. If the final battle against the main villain (who of course has been building things up to this for weeks!) is going to be over too quickly, there's more of a problem. Here, the Fatemaster has fewer options, but still some potent tools in the toolbox. Here are some ideas for handling this issue in a combat situation:

Change the Venue: The villain could just run away and turn the battle into a chase. However, a more interesting idea is to change the setting of the battle—this could be as simple as a previously-unseen fogbank rolling in, a device that creates blinding strobe-lights, or even a trick wall that rotates into another room. Changing the venue makes the combat more interesting and memorable... and at the same time, it gives the Fatemaster another opportunity to describe the area in which the Fated are involved. This is also a great time to have the villains give a short speech, perhaps congratulating the Fated on getting this far... and of course, promising their certain doom.

Reinforcements Arrive: A very easy way to extend a battle is to simply add some more opponents! If one enemy calls for help, others can be stationed nearby to run in and take part in the combat. Just be careful that you don't overwhelm the Fated with enemies.

Another Group Interferes: A great way to slow things down is to involve another group—perhaps a rival band of adventurers stops by to taunt the Fated, or "the enemy of my enemy" shows up seeking vengeance. Adding another side to an ongoing battle complicates matters and can slow things down, but it can also keep the battle memorable if handled correctly.

If the game simply ends early (either because it was fun and appropriate, or because the Fatemaster felt it was the right move), this is a great opportunity to take advantage of the moment and examine the aftermath.

Ask the players for feedback about the game and take some notes on what they think. Back on page 11, the Fatemaster was encouraged to study his players to find out what they want and how best to help them achieve their goals. If the game ends early, this is the time to do such an analysis. Another suggestion is to ask each player what he found the most memorable and enjoyable about the game—this serves a twofold purpose. Not only does the Fatemaster get some useful feedback, everyone also leaves the session on a high note!

Too Slow

As mentioned above, a game that is moving too slowly can have an impact on the player's engagement and level of excitement. To put it another way, slow-moving games generally are less fun—and your job as the Fatemaster is to keep the game fun above all. Therefore, the first thing to do if the game is dragging is to identify the issue and address it. What is causing the game to be slow? If it is something you as the Fatemaster can easily fix (if describing the room in detail is taking too long, or if the puzzle the Fated are facing is too complex to readily solve, for example), give it your full attention.

Outside of combat, when an RPG hits a perceptible slow point, it is often called a "logjam." The flow of the game has been disrupted, and the Fatemaster needs to take action to resolve the problem. Here are some thoughts and options for when the game is hitting a logjam:

Loner Syndrome: If the party is split up and Fated are in wildly different areas from each other, this can seriously slow the game down. To address this, find reasons for the scattered characters to interact. Perhaps the brooding loner discovers a map that is written in a language only one of the other characters



understands, or an alarm is triggered that draws everyone together in one place.

Jinkies: If the Fated are attempting to find something or are pursuing some kind of investigation, provide a clue. Sometimes this can be as clichéd as handing them a map, but remember that getting the game moving and everyone having fun is more important than avoiding commonplace storytelling techniques.

Bring in the Bad Guys: The author Raymond Chandler once said, "When in doubt, have a man come through the door with a gun in his hand." This advice is very true—it can help get the game back on track to simply introduce more enemies, agents of the main villain, or perhaps even just a misguided hero, to liven things up.

If the game is dragging during a combat situation, this is an issue that is generally easy to fix. If the enemies are simply refusing to go down in the face of the player character's best efforts, perhaps the villains should simply run away or give themselves up—no doubt they are planning to be rescued later! If the villain is not likely to surrender (for example, if the villain is a bestial monster), perhaps it falls over and plays dead, hoping that the Fated will accept the ruse. It is not a terrible thing for some villains to simply die a bit sooner than they otherwise should—sometimes having the bad guys go down early is best if it avoids a marathon combat that drains all the energy out of the game.

When to Step Back

The Fatemaster's role is deeply involved in nearly every aspect of the game... but there are times when it is important to step back and simply let things happen. Often, players will enjoy brainstorming to solve a problem, coming up with a clever plan to accomplish a task, or they may simply get caught up in roleplaying their characters with one another. In these times, it is a good idea for the Fatemaster to simply observe. If the players are having fun, then all is well—don't spoil the moment by leaping in to cause something to happen in the game world unless it is very important to do so. It is better to wait until things seem to be slowing down or grinding to a halt to step in. Watch the body language of the players; when they are leaning forward in their seats and talking animatedly, they're enjoying the moment. When they start to lean back or fidget, now is a good time to move the game along to the next step.



Listening to the Players

A very important tool in the Fatemaster's toolbox is his ability to listen—use it! When the players are discussing what's going on in the game, they'll often come up with theories about what is going on, what the villain's plans are, or what the likely response to their actions is going to be.

These are all great ideas just waiting to happen, and the players are basically laying out for you what they are looking forward to the most. When you hear a player say; "Wouldn't it be cool if...," that is a moment to stop and listen to what he's talking about.

When a player spends a lot of time and energy working on one of his theories about what's going on, consider making that theory *what's really going on.* Even if his idea doesn't match what you had in your head, even if you think it may be a little "less cool" than what you had planned, the players have built it up in their own minds as something they're interested in. Follow that thread, listen to what the players are talking about, and use that information to make the game even more fun for all concerned.

When to Take a Break

There are times during a game session when it can be very beneficial to call a short break—around five to ten minutes or so—to help everyone get refreshed and refocused for what comes next in the game. The Fatemaster can build a fine sense for when this is an appropriate step to take, but there are some situations that often call for it:

A Major Moment: Once the game hits a huge climax or dramatic scene, it can be good to take a few minutes to let it sink in. If your group has been following a villain for the last ten sessions and finally defeats him in a massive battle, let the players have a break to savor the moment.

Confusion Reigns: Sometimes, you may just not know what to do next. Perhaps the players have thrown you for a loop with something extremely unexpected, or they have taken a path you did not prepare for. Relax: this happens from time to time. Take a few minutes to gather your thoughts and figure out where to go from here. Your players will understand that sometimes a short break is necessary, especially if they're the ones responsible for changing the path of the story!

The Iron Logjam: One problem that can occasionally crop up is that the game is dragging, and you can't seem to identify the cause. If there's simply a logjam in your game and you don't see a way to get through, call a short break. Give everyone a little time to stretch their legs, and you have a chance to use that time to find out what the problem is and—hopefully—break through to get the game moving again.

Sharing the Load

The Fatemaster does not necessarily need to act alone—you can recruit some of the players to help you build the world, the story, and even the adventures without losing any of the mystery and wonder of playing the game in the first place. You can, for example, delegate some record-keeping tasks such as initiative and tracking damage. One great way to get the players involved right from the start is to have a frank discussion about the setting for your game. Ask the players to tell you what they find most compelling about Malifaux, which villains they would like to face, and what aspects of the game world they want to have a deeper involvement with during the campaign. The answers to these questions not only tell you more about your players' preferences, it saves you some time and gives you a better guide to follow moving forward. Sometimes, there may be so many options and plot hooks available that you, as the Fatemaster, may not know what the players are intending to do. Therefore, you should ask them! Solicit the players for ideas on where they want to go next or which plot hook they find the most compelling.

Options and Opportunities

Something the Fatemaster must keep in mind when designing his adventure is that it should offer the Fated a number of options in how they proceed. Some adventures are very linear, proceeding from one step to the next without any real room for Fated to make any choices in the flow of the story. These kinds of adventures are often called "railroading" adventures, in that there is only one path from the beginning to the end, regardless of the player character's actions or desires. This is not to say that all adventures need to offer multiple options—it can be refreshing to go with something simple and easy to understand, especially if the Fatemaster or the group is relatively inexperienced. However, there are some definite advantages to avoiding the railroad and instead leaving some aspects of the adventure open to being influenced by the actions and preferences of the Fated.

Failure and Pacing

Remember that losing a Duel or failing a Challenge in the Malifaux RPG does not necessarily mean that the player character avoided success. To keep things moving in the game, it is often best if the Fatemaster stipulates that important Duels or Challenges are basically impossible to fail—a bad result simply means that something unexpected happens, but the player character does succeed. If the party needs to find a way out of an abandoned mine to get the game moving in the right direction, they should find it! Too many failure results can seriously complicate a situation and drag things out.



Actions Have Consequences

Players really enjoy feeling as if they are making a meaningful impact on the world. The Fatemaster should consider embracing this—players are never more invested in the game when they feel like they can make a difference. The Fatemaster sets up his world and the movers and shakers in it; the players are the protagonists of the story and should be able to effect a change. Don't be afraid to upset the status quo as a result of the players' actions. As a side benefit of this approach, players will expect that the non-Fated can make changes as well, and this expectation allows the Fatemaster to have a bit more freedom with having a clever or influential villain acting on the story.

Compelling and Meaningful Choices

A surefire way to create a memorable adventure is to present the Fated with an important choice to make at some point during the game. Offer two outcomes that the Fated desire; as one example, they can either destroy the monster *or* save the girl, but not both. The choice that the Fated have to make should not be an easy one. As the Fatemaster, make sure you clearly inform the players as to what their options are and what the likely outcomes of those decisions will be—that way, the Fated feel like they are making an informed choice rather than simply picking one at random.

Sometimes the meaningful choice in your game can be a complicated moral quandary. Perhaps the only way to stave off disaster is to release the convicted murderer from captivity, or perhaps a payoff to the greedy banker is the one sure path to victory. Think of these choices like a trade; you're offering something that the Fated want in one hand, and, in the other hand, requiring something the Fated don't necessarily want to give up. In these situations, you can expect several Fated to have a reaction, and it is likely to spark several in-character discussions before, during, and after the scene.

Questioning Beliefs

One way to create a memorable choice is to find a way to question what a character believes in. For example, if you know that Bob's character has a firm belief in justice, an adventure that involves a corrupt Guild judge is going to have more meaning for Bob. If that corrupt Guild judge is, in fact, trying to reform a broken system, however, Bob's character's perspective is no longer black-and-white. When you find a way to question a character's beliefs, it is a great catalyst for growth and change in that character's outlook on life. Over time, players who really enjoy charting the course of their character's development are going to remember and savor the opportunities that you as the Fatemaster provide for them to explore this avenue.

Challenging Goals

We talked briefly about the character's goals, both short and long-term. Similar to their beliefs, you can use elements in an adventure to challenge the short and long-term goals of the Fated.

You can call into question why the character feels so strongly about his goals and just how far he is willing to go to accomplish them. One way to do this is to present an NPC who has already achieved the goal to which the player character aspires. The NPC can serve as an example of going too far or not going far enough to fulfill his desires, and the world of Malifaux is a perfect setting to introduce the concept of a Faustian bargain—selling one's soul away in return for access to what he most wants. By showing interest in the Fated's goals and then showcasing multiple paths to reach their aspirations, the Fatemaster is building a solid foundation for continued growth of the character's story. At the same time, adventures that incorporate the Fated's goals provide an opportunity for those goals themselves to change or develop based on the circumstances at hand.

GETTING TO YES

The Fatemaster in his role of arbitrator hears one question most often from the players: "Can I do this?" The player describes an action he wants his character to take, relying on the Fatemaster's decision to move forward.

Despite the seeming binary nature of the question, there can be a number of answers the Fatemaster can provide. At first glance, "yes" or "no" would appear to be the most appropriate answers... but in reality, there are other options, and "yes" or "no" are, in fact, the two least interesting choices.

Choosing to answer "no" is usually not a good way to go; shutting down a player's interests too often or too vehemently is a recipe for removing their investment in the game. "Yes" is a slightly better answer, but not always the most interesting or fair way to handle the question.

Instead, consider adding a modifier to either of those two options—instead of just "Yes" or "No," you could answer "Yes, and..." or "Yes, but..." and the same combinations using "No."

Using the answer "Yes, and..." is interesting, because the player does get the satisfaction of whatever he was asking for, and in addition, something else happens... generally beneficial or at least benign.

Using the answer "Yes, but" is also interesting, and this is because the player's action is still resolved in his favor—with a caveat. This "but" or "however" can represent a necessary random factor, some other setback, or somewhat unwanted condition.

CHEATING AND FUDGING

It is very tempting as the Fatemaster to alter fate when the fickle hand of fortune creates results that go against the drama of the story. For example, if the final confrontation with the villain is intended to be a difficult battle, but the random results of a Flip during combat say that the enemy is defeated fairly quickly.

It would be easy for the Fatemaster to simply add some additional Wounds to change the outcome. If the card Flips are hidden, for example behind a Fatemaster's screen, the temptation is even larger.

To be clear, changing things to be harder or easier for the players is cheating. Many other RPGs take a lighter approach to this issue and call it "fudging." It is up to you as the Fatemaster whether you want to fudge results or not, but you should be aware of two major issues with fudging.

The first is that it is setting a bad example for your players. If it is okay for the Fatemaster to alter the results, there's an implicit assumption that it is okay for the players to do so as well.

The second is that you are removing some of the players' hard-earned triumph. If the players ever discover that they wouldn't have succeeded without the Fatemaster's "help," they will feel that their accomplishments are less meaningful. This is even more true if the players *would have* succeeded and were actively stopped from doing so by the Fatemaster's interference with the random results.

AN EXAMPLE OF GETTING TO YES

Peter is playing Gerardo, an adventurer seeking to uncover Soulstones in an abandoned mine. Gerardo, unfortunately, has fallen into a dark pit, surrounded by dirt and rock. Peter, naturally, wants Gerardo to get out of the pit and return to his searching. Peter asks the Fatemaster the important question: "Can I climb out of the pit?"

The Fatemaster has the following options:

"Yes.": In this case, Gerardo simply climbs out of the pit with no further consequence. Satisfying to the player, but lacking any connection to the game or story—the pit fall might as well have never happened.

"No.": Gerardo is now doomed to sit in the pit until he dies or rescue arrives. Unsatisfying to the player, and again lacking a concrete benefit to the overall narrative. The player is likely to feel dismissed and is less likely to get more invested in the game in the future.

"Yes, but...": Generally this answer would be "yes, but you need to make an Athletics test." Gerardo gets to exercise a facet of his character's abilities, and should he fail, he will be back down in the pit… perhaps somewhat worse for wear. This is a good answer because something happens that can have an impact on Gerardo's story and gives the player the feeling that his choices matter.

"Yes, and…": In this case, the Fatemaster answers "Yes, and when Gerardo reaches the top of the pit, he sees a glint of Soulstones in the northern passageway." This is another good answer, because the pit fall now has an effect on the action—because Gerardo fell in, he was at the right angle to spot a clue towards his goal.

"No, but…": What if the Fatemaster chose to answer with "No, unfortunately the pit is far too deep. However, Gerardo realizes that he is not quite alone in the pit… there's a serpentine hiss and a scaly coil slithers out of the darkness across his boots!" Again, an interesting answer, because the character is now moving into danger. How Gerardo deals with the serpent is a tale for another time, but he certainly won't forget how he found it in the first place.

"No, and…": This example begins with the Fatemaster's answer being "No, unfortunately the pit is far too deep to climb out of, and Gerardo quickly realizes that he is not alone in the pit. There's a skeleton wearing tattered clothing lying on the floor of the pit clutching a torn map in one hand." The story is moving ahead in a different direction—Gerardo has discovered something interesting to the story, most likely a milestone towards his eventual goal.

Keeping the above in mind is useful when the Fatemaster is called upon to adjudicate a player's actions. It can be tempting to simply deny a player who has a seemingly outlandish action he wishes to perform or is attempting to do something that may not fit the overall tone of the game. However, it is recommended that Fatemasters find a way to turn that automatic reflex to answer "No" into a more thoughtful answer—remember, it is far more interesting to say "Yes, but…" or "No, and…" than just a flat forbiddance.



Failure is another Opportunity

Don't be afraid to let your players fail from time to time—it can be a good way to motivate them into considering some deeper aspects of their characters. Failure should never be a punishment; it should only ever be a consequence of a mistake (or terrible luck). Something to keep in mind is that failure gives heroes twice as much screen time—first they fall down, then they get back up. Finding out how a character deals with a setback can be a very rewarding experience. Failure can either be a complete accident through misfortune or it can be a deliberate choice made by the player that puts the character in a poor position. Consider also the degree of failure – some problems can be merely cosmetic and relatively harmless, whilst others can seem irreversible and catastrophic based on the situation. Failure can change the player's perception of his character, but it can also change the tone of an adventure or for an entire campaign (if the failure was truly spectacular or is a combination of multiple failures).

Remember to watch for a player's frustration with failure—if the player perceives failure as a punishment rather than as an opportunity, a good Fatemaster will ease off some of the pressure and speak the player about the issue. Failure can and should be used as a catalyst for a character's growth, but it should never be used arbitrarily to punish a player's choice.

Setting the Scene

As a Fatemaster, it is important to get across the look and feel of the world that the characters explore. Setting the scene is all about effective description. Whenever you are describing an environment, a character, an action, or some kind of event, which is all part of setting the scene. Such descriptions can vary from extremely basic—such as describing a 10-foot-by-10 foot room—to flowery, detailed depictions of a ruined temple. However, good narrative description is more than just the bare minimum requirement—a good Fatemaster tries to make an impact with his descriptions and evoke a response from the players.

Excite the Senses

Often, describing the scene is entirely visual; you can provide quite a bit of information simply by telling the players what their characters can see. However, there are many other senses besides that of sight. Describing what a scene sounds or smells like, providing special details regarding the texture of a wall or the subtle vibration of the floor, or even the addition of a gritty wind blowing across the plains can all help bring the action to life in the minds of your players. Sight, hearing, and scent are the most common and easiest cues to build into a scene, but don't forget to consider the other senses from time to time.

Find the Right Words

A well-chosen vocabulary can make quite a difference in the description of a scene. Find words that carry a particular flavor and enhance the tone of your game. Vocabulary choice is often subjective, so you should always take into account your personal style and the preferences of your group. For the world of Malifaux, consider dropping in some of the following words to help describe your scenes:

- Macabre
- Surreal
- Visceral
- Raw
- Ghoulish
- Renegade
- Outlaw
- Forbidden

This is just a small selection of words that may be appropriate to Malifaux's setting, but don't be afraid to seek out some words that you find work best for your game!

Relate to the Real

It is occasionally easy to forget that the players do not share the same experiences as context as the Fatemaster. It would not be hard for one to remember, for example, the size and majesty of Devil's Tower in Wyoming. However, it would be a mistake to assume that your players can all relate to the same image if you attempt to describe the towering monster as "roughly the same size as Devil's Tower." You can generally assume that most players have seen a skyscraper building at some point in their lives, so describing the monster in that context (i.e., "as tall as a skyscraper") is much more effective.

Consider using measurements that are easily relatable, and the more memorable, the better. If you can use the dimensions of the room you run the game in, for example, that is generally a good way to help people imagine the scene of a similarly-sized environment in the game. You can also use nearby features, such as the parking lot across the street or a similar area to establish the dimensions of an abandoned farmhouse, or point to a visible water tower outside the window as an example of an alchemist's spire.

Lastly, do not forget about the weather. Not every single adventure needs to take place during a sunny day; rain, snow, high winds, or fog can all enhance a typical scene and add extra drama to a confrontation in-game.

Props

Never underestimate the power of a physical prop to get your players more immersed in the game. Common props appropriate to Malifaux that are not too difficult to acquire can really enhance the experience for everyone. Consider the potential impact of a simple cowboy hat placed on the table, a broken toy doll, or an antique hand mirror—just to name a few possibilities! Some simple player handouts, such as wanted posters or lists of rumors they hear whilst out shopping in town, are a good prop. Similarly, putting on a CD of mood-setting music in the background (ensuring that it isn't so loud that it causes a distraction rather than adding to the experience) can keep the energy of the game high.

Build Atmosphere

Using evocative description is a great way to build a proper atmosphere in your game. This can be done for just a single session or over an entire story arc, depending on the scope of the theme or mood you wish to highlight.

Certain sights, smells, or sounds are great ways to build a mood. A color, for instance, can be used in several locations. A sitting room with deep red carpets and upholstery in one scene can be followed by a grove of trees with bright red blossoms. The players are likely to subconsciously connect these two locations, which will help bring the atmosphere to life.

A good approach is to go slowly—divide your typical session into three parts and escalate the common description in each section. The characters could begin the night discussing something with a character who is eating an orange, as he peels the orange the characters can smell the acidic juice. Later the characters might fight a monster that has highly corrosive saliva. Finally, in the last scene, the players could fight in a rendering plant with open vats of scouring fluid filling the air with fumes. This escalation of acidic smells lends to build an atmosphere over the story.

Narrate the Action

Action scenes in an RPG should strive to be memorable and exciting. One way to do this is to make sure that your action scenes don't simply involve casual statements such as "You hit," or "You miss." Enemies can (and often should) take a moment to speak to the Fated even in the midst of a duel, exchanging quips or threats to keep things interesting.

As the Fatemaster, you're the one to put words into the mouths of the enemies that the Fated will face. It is also up to the Fatemaster to make sure that when you're describing the action, you remember that the Fated are the protagonists. As such, strive to describe the action in a way that empowers the character's concept—even if luck does not favor him, resist the urge to use the narrative to mock the character's actions.

Campaigns

While an adventure is usually a single story told during a single session, campaigns combine multiple sessions, adventures, and story arcs into a developing continuity. At its basic level, a campaign is a series of adventures interconnected by an ongoing narrative. A campaign encompasses the setting, the Fated, the NPCs, and the story under one banner.

Setting the Tone

When you begin a campaign, a very important point to consider is its tone. Are you interested in a campaign that is lighthearted and silly? Perhaps you prefer instead something grim, gritty, with dashes of political intrigue? Whatever your preferred style, you should discuss the campaign with the players ahead of time (see Understanding Expectations on page 11) so that you all agree on the tropes, themes, and overall feel of the game so that everyone knows what they're getting into. That having been said, you should definitely be open to changing things around over time—campaigns, and tastes, can evolve as the game goes on, and you shouldn't feel like everything is locked in stone.

A short meeting before kicking things off is sometimes all that is required to ensure everyone is on the same page with the tone and style of the campaign, and the players will appreciate your attention towards satisfying everyone's tastes.

Story Arcs

A story arc is an overarching theme that links two or three adventures in a row. This concept is a good way to explore the group's favorite parts of the setting, theme, and characters one piece at a time. Start out with something small—just a two- or three-session story—and see how your group reacts. If they enjoyed this approach, you can use it again and expand upon it. You can even adapt the storytelling phases of the Adventure Outline (see page 20) using story arcs to fulfill the purpose of each phase, and build up to a truly dynamic and dramatic climax every four story arcs or so.

Downtime

Many players enjoy the opportunity for their characters to perform actions "away from the table," in between adventures. If one character is a skilled blacksmith or armorer, he may wish to hand-craft some gear for himself or others. A creative player might enjoy writing a story about his character's search for a suitable mate, whilst others prefer to build up their skills through practice, such as firing a gun on the shooting range or athletic workouts in the wilderness. Allowing for a bit of downtime after each adventure allows for these kinds of activities and satisfies this desire in your players. This doesn't mean that every adventure needs to wrap up neatly—the concept of the cliff-hanger can be a powerful one, provided it is not used too often.

Blue-Booking

Game designer and author Aaron Allston coined the phrase "blue-booking" to refer to when players and characters interact outside of the game. Originally, players in Aaron's game wrote down what their characters were up to in-between sessions in small blue folios, hence the term, "blue-book." In more recent times, the term has also referred to e-mail exchanges, forum threads, and many other myriad ways in which players and the Fatemaster communicate when they are not all at the table.

Blue-booking allows for character growth and adding a sense of depth to your game. Fatemasters can encourage this practice by providing "down time" for the characters after each adventure and by agreeing to sanction (with an option to veto) whatever the characters want to do when they are writing about the goings-on between sessions. Often, blue-booking simply provides an opportunity for characters to experience roleplaying opportunities that are unlikely to occur during a game session, such as long philosophical discussions about the characters' beliefs, meetings with family members, and exploring romantic options with other Fated or NPCs.

Fatemaster Characters

While the Fated are the protagonists of each adventure, their journeys take them into contact with dozens of other beings. Guards and servants, guides and ruffians, their friends or allies, and the monsters and the villains—these non-Fated are each a piece of the story's puzzle, a tool in the Fatemaster's toolbox to evoke the right emotion, mood, or motivation to make his game memorable. The catch-all term for Fatemaster Characters is "NPC" which stands for "non-player character." These are any characters not controlled by the players.

Role and Impact

Some NPCs are just as detailed and nuanced as a player character—intended to be highly influential during the game, while others are stereotypical and shallow, designed expressly to speak once or twice and then fade into obscurity amongst the background. Some of these NPCs are destined to become favorites of the players, so keep an eye out to see which NPCs the players respond to the most, which ones they find engaging and interesting. This may be a villain that the players love to hate, a comedic character that the players find particularly entertaining, or even perhaps a friend with whom they sympathize.

NPC Roles

While there are numerous roles that a non-player character can fill in the game, they primarily exist to act as the Fatemaster's stagehands, moving the action of the story along through dialogue, confrontation, and (often) violence. Perhaps the three most significant and often-used roles for a non-player character are the villain, the patron, and the victim.

Patron

Often one of the first non-Fated encountered during the game is the one that directly provides the Fated with a goal, a job, a task or a demand that gets the story moving. This NPC's role is that of the patron—he is often an important person or carries a great deal of influence. Patrons can be both friends and enemies to the Fated. A friendly patron can often provide useful services to the Fated or is able to support them with his resources. A patron who is an enemy may be sending the Fated into a dangerous trap, seeking to take advantage of their help towards his own goal, or even end up sending other agents to confront or otherwise interfere with the player character's plans.

Victim

Often, a victim is the result of the villain's dire machinations—these NPCs often rely upon or even approach the Fated to help them escape certain doom, save loved ones from treachery, or rescue a respected leader from captivity. Many times, the role of the victim is to engage sympathy from the players—victims are rarely confrontational and generally evoke feelings of vulnerability or weakness. Victims can help the Fated along the way and they may take on aspects of the patron's role if they hire the Fated or otherwise coerce their assistance in the first place. Players generally want to help the victim, and the Fatemaster should try to provide an opportunity for the players to make a difference in the victim's life. At the end of the game, if the victims are better off than they were at the beginning, the players are going to feel as if they accomplished something meaningful and the Fatemaster should feel pride in a job well done!

Villain

The most memorable campaigns feature compelling villains—if the Fated are focused on foiling the schemes of an opponent that they love to hate, the Fatemaster can count that as a success. The villain is a necessary element in the story, a looming presence that influences the course of the game. The villain offers the Fatemaster opportunities to exercise his acting abilities, devious brain, and creativity more than any other element of the game. Predominantly, villains are dark figures whose goals involve suffering and cruelty. However, it is important to remember that the world of Malifaux lends itself well to considering shades of grey between pure darkness and brilliant light. Maintaining the correct ethical balance can be quite a challenge for the Fatemaster, and he should strive to always keep in mind that the villain's motivations may in fact be quite ethical.

The scientist attempting to resurrect his deceased daughter, the soldier attempting to redeem a past failure, or even a lost soul desiring one last chance to live a normal life are all understandable and compelling motivations for a villain. A tragic or sympathetic villain can be quite powerful in the right story, but not every story requires something this complex. The game can be just as fun if the main villain is a cackling being of pure, uncomplicated evil.



Impact

Non-Fated generally have two levels of impact on the game as a whole; at the lower level, these NPCs are merely background. An NPC may provide a clue, exchange a few lines of witty banter, or simply provide a moment's pause in an otherwise comedic or dramatic scene. However, the second type of NPC is far more important—he may have great influence over the story and his presence could be so important that the game revolves around the NPC's interactions with the party.

The Fatemaster should consider the level of impact when designing an NPC. Does the NPC appear only once? Does he have a speaking role with the Fated, or is he simply part of the background scenery. A good rule of thumb is that the more time the NPC spends interacting with the Fated, the greater his overall significance in the game.

NPC Basics

Designing an NPC requires an understanding of some basic information. What does the NPC look like? What is important to him? How does he act when dealing with others? The answers to these questions become clearer once the Fatemaster has decided on the NPC's role and level of impact. As the NPC takes shape, there are three core elements that the Fatemaster should understand: the NPC's appearance, motivation, and personality. The greater the NPC's impact (as described above), the more detailed and important these elements become. If the NPC is only going to be present for one game or has a very limited role in the proceedings of the game, these answers can be short and simple, or even left entirely to improvisation at the table rather than being prepared ahead of time.

Appearance

The first thing that the Fated find out about an NPC is often his appearance; how does the NPC stand out from the crowd, how is he different? The NPC does not always have to be memorable or unusual; sometimes it can be perfectly serviceable to describe an NPC as "a small boy," or "a stern woman."

A detailed description of an NPC's appearance usually suggests greater significance, so be prepared for players to gauge the level of an NPC's importance by the sheer amount of detail. It is recommended that the Fatemaster reserve detail for NPCs who interact regularly with the Fated and rely on simpler, basic traits for most NPCs that have a low level of impact on the game. Players will fill in the missing details on their own, so a limited description is unlikely to provide a less vivid experience for the players. Fatemasters shouldn't be afraid to give only a necessary detail or two to draw attention to where they want it.

To create a memorable appearance, focus on an identifying trait or feature, such as a jagged scar, a luxuriant moustache, or a piercing stare, and describe the effect that this feature has on others. Savvy players catch on to such identifying marks quickly and a unique description fixes this character firmly in the player's minds.

Motivation

Critical to understanding an NPC is finding out what is at stake for the character. Discovering the NPC's motivation is the surefire guide to that character's behavior and ensures that the NPC acts in a logical and consistent manner. Motivations can be simple or complex, they can be dramatic or relatively mundane—the Fatemaster should apply his individual preference. Most often, a normal NPC's motivation is likely to go mostly unnoticed by the players. It is the truly remarkable and dramatic motivations, however, that can firmly grasp the table's attention and make that character much more memorable.

Personality

Typically, all that is needed to capture an NPC's personality is a few descriptive notes about that character's basic outlook on life. The personality traits of an NPC should be interesting and enjoyable, because then the Fatemaster's portrayal of that character is more fun for all involved. A simple NPC that is only appearing in one game might need only a pleasant demeanor or a sinister smile, where a recurring NPC with major ties to the core themes of the campaign might have a much more complex mix of sarcasm, laziness, and surprising compassion. Personalities should change and evolve over time, especially if the Fated are involved—players enjoy feeling that they have made a change in the story, and one way of expressing this is to slowly introduce changes to a recurring NPC's personality based on his interactions with the party.

NPC Secrets

Here is a selection of secrets, mysteries, and unusual oddities that you can either use as-is in your games of Malifaux or find inspiration from to create your own:

- The NPC is working undercover for another organization.
- The NPC is dying of an illness and has told no one of his condition.
- The NPC has a secret stash of illicit Guild Scrip.
- The NPC was once a very different person or creature before finding redemption.
- The NPC is an obsessive collector or hoarder of unusual items.
- The NPC is haunted by an angry spirit that visits him at night.
- The NPC is secretly related to another NPC or to one of the Fated.

Rewards

The role of rewards in a roleplaying game is to mark the player character's victories. They are a form of trophy, helping to cement the player's commitment to the game by giving them an emotional connection to the events of the adventure. At the same time, rewards help draw the player in to the game with the promise of future gains and the potential that their character may someday achieve.

How the players respond to rewards can vary, depending on the players tastes, and even between the styles of different groups. As a generalization, less experienced players prefer more frequent rewards, while more experienced players prefer rewards that are rarer and more meaningful.

Most often, rewards take the form of Experience Points or Guild Scrip, and these things are of value the vast majority of players. More meaningful rewards, however, can take many other forms, such as special items or honors.

Types of Rewards

Experience Points, Destiny Steps, and Skill Ratings are awarded to each Fated at the completion of an adventure, and are used to manage a character's growth and development with regards to his interaction with the game's mechanics.

There are other rewards, however, that characters can earn during the course of a game. Some make the character more powerful, but often the most memorable rewards are those that make a character more connected to the world.

Authority and Honors

Some rewards aren't tangible, such as titles and recognition by various groups or communities, or even potentially gaining control over a group, town, or region. Honors and privileges like these can give a player a sense of satisfaction that is far different and more meaningful than just another fistful of Scrip. Land ownership can play right into the long-term goals of many Fated, and can form a tempting lure to draw those characters into dangerous situations.

Items and Gear

A common type of reward can take the form of special items and gear, often unique or possessing special abilities. The Fatemaster should select items that are appropriate to the characters in his group, and he should be open to changing the exact nature of the item to suit a player character's tastes. For example, if one of the Fated is a two-fisted gunfighter, providing a reward in the form of a long hunting rifle may not suit his concept and would need to be reworked—perhaps into a special scoped revolver.

Boons

A very effective way to reward a character is to allow him to decide what the reward will be. This is referred to as a "boon," as it is often granted by a Fatemaster character of great power or influence. Allowing a player to choose his own reward is a great way to provide a great roleplaying opportunity for creative players, and the Fatemaster can always step in to veto a truly outlandish or unbalancing choice.

Advanced Pursuits

Advanced Pursuits are only available when the storyline permits, and a Fated character may only ever have one Advanced Pursuit. Giving a player the opportunity to access an Advanced Pursuit is a powerful choice, forcing the player to consider who the character is, and who he will become.

Manifested Powers

For characters not focused on direct arcane sorcery an interesting Manifested Power can make finishing a Destiny Step all the more memorable. It also serves to flesh out the character. While it makes sense to give a gunslinger, for instance, an ability to shoot ghostly bullets, it can often be more meaningful to grant him a power the group needs, but doesn't have, such as magical healing, or divination.

This power should always thematically tie deeply into the character. For instance, a mercenary who is granted divination might do so through the scope of his rifle. An Academic, on the other hand, might gain the ability to shoot fire from a gun through a moment of meditation, or as the result of long lost arcane words he whispers to his sidearm.

While a Manifested Power is technically available at the completion of any Destiny Step, it lays with the Fatemaster to approve them, and thus reward the players accordingly. The Fatemaster should present the player with a choice between the usual Aspect bonus or a specific power that ties into recent events.

Grimoires

A player with magical leanings will always be on the hunt for more tricks to shove up their sleeves. Especially as the character masters the Magia and Immuto that they currently have access to. A new Grimoire with a new Magia or Immuto allows the Fatemaster to control the power level of these characters while at the same time giving them new abilities.

A Fated will also require a Grimoire if he wishes to become a magically focused character, or even to walk the Pursuit's path for a little while. People have an odd way of finding Grimoires when they wish to use them. It's why the Guild spends so much effort making the populace afraid of magic. Some might even say that the Grimoire finds them.

A player who has expressed an interest in having his Fated character pursue magical study should find a Grimoire, when it is appropriate. This reward is technically a Gear reward, but it is, from a story standpoint, usually more meaningful. This is especially true if it is the character's first Grimoire, as it could shape the character's magic.



THE PROLOGUE

Malifaux offers a broad range of different experiences to those who dare to explore its mysteries. Some of these mysteries can best be uncovered through intense physical effort, but others require a gentler touch, or a completely different approach. In designing an adventure, a Fatemaster has the opportunity to decide which of these approaches are the most applicable for solving the problem at hand. Sometimes, these could be tailored specifically to take advantage of the specialties already present within the group of Fated Characters. However, at times a Fatemaster might decide that the adventure could be more interesting if it forces characters to develop new abilities and explore new techniques. In fact, the Fatemaster might even decide that such developments could play a major part in revealing a Fated's destiny.

Through blind luck, inexplicable instinct, or even an explicit revelation, the Fated are sometimes fortunate enough to recognize new challenges before they must face them. In each adventure, the Prologue provides an opportunity add game mechanics that reflect this foresight.

SPOTLIGHTING

Some Fatemasters may wish to give each Fated character a moment in the sun. This process, called spotlighting, ensures that during each episode a different character is the focus of the narrative. This is very common in *Through The Breach*, as each character's destiny can be resolved in its own game session.

Instead, the Prologue can highlight this, but introducing character that know the spotlighted Fated, and present an adventure style that the character is most comfortable in. This allows that character to take a front and center roll in the upcoming story.

Some game sessions might focus on the group, and their relationship to each other, and this can also be broadcast to the players during the prologue.

During this brief portion, prior to the actual beginning of the adventure Arch, the Fatemaster takes a moment to sketch out a short description of the adventure to come. There are several options for building a Prologue.

A Fatemaster might present the Prologue to the players as if it were the back cover text on a book. A summary such as this could be written or read aloud. This can have the added benefit of giving the adventure a title, as well as a clear beginning and end. This is perfect in episodic campaigns that are designed to feel like a series.

A short opening script could also be prepared. The players acquiesce control of their character momentarily to get the story started. This is best done with care, however, and comes with a few possible pitfalls that a Fatemaster must be careful to avoid.

The Prologue can also take the form of a short scene before the players choose their Pursuits. This could be an interesting invitation to a gala event or it could even be a short action sequence. Opening on a shoot out in the street with the Fated as bystanders, for instance, could draw them into an action-heavy adventure.

Regardless of the style, the Prologue should allude to the types of opponents and challenges that the Fated are most likely to encounter, though it should try to avoid explicit statements. In essence, the prologue is equivalent to a sales pitch for the adventure. It should provide enough information to pique the interest of the players, but not enough to spoil any suspense.

Having this information at hand provides two key advantages to the players, and by extension to their Fated. Foresight as regards the nature of their opposition can affect the general approach the player characters take towards the scenario. This first advantage enables the players to implement strategies so that their interaction with such characters or locations come on their own terms at their own pace.

The other key advantage provides a discrete game mechanic, in the form of the Pursuits that the characters have selected. After the Fatemaster has provided the relevant pitch, the players can choose to change the Pursuits that their Fated follow for the adventure.

From the perspective of the players, that latter point is often the most compelling. Most players recognize that they have some ability to drive the course of the adventure by their choices, but that the Fatemaster ultimately controls the timing and focus of the adventure. Conversely, given their advance warning of the adventure's focus, many enthusiastically embrace the opportunity to make mechanical changes to their character, which can modify their chances of success. Because of this, many players may immediately begin inspecting the different available Pursuits, and considering the different options.

At times, this can be a tremendous benefit to the game. Having the players refocus their attention can quickly put everyone into the right frame of mind for the scenario. By carefully channeling the players' expectations, a tone can be established to provide everyone with a more enjoyable experience. At the same time, there is some risk that all of the players could heed the advice in the same manner or that they could all misinterpret it. If all of the players choose to have their Fated refocus to the same Pursuit, then the adventure might become tedious. Similarly, if the Fatemaster tries to drop an obvious hint about the nature of the adventure, but none of the players notice, then the Fatemaster may need to adjust on the fly.

Finding the middle ground that takes advantage of Pursuits through a prologue's hints can require a bit of practice. Ultimately, the game group may be happier—at least during the first few adventures—if the Fatemaster is fairly explicit in suggesting Pursuits that might be most appropriate for a given adventure. Of course, if following this approach, the Fatemaster must take care to not be heavy-handed in making any suggestions. This is intended to offer an opportunity for the players to better customize their Fated, not for the Fatemaster to manipulate the players into making specific decisions. A light suggestion, such as "this session will be action and combat heavy" is likely all the players will need early on to make informed decisions.

Summary Prologues

Ideally, the Fatemaster should actually write out his adventure description in advance when employing a summary style Prologue. In many cases, it could be appropriate to distribute the description to players before everyone gathers for the session. This could be done via text, e-mail, or social media. This provides the players with adequate time to review their options in terms of preparation for the session, so that they need not consider changing Pursuits during the game. In many cases, the members of the game group might even confer with one another to discuss which characters might commit to a specific Pursuit, if one seems particularly necessary for an adventure.

In addition to providing the opportunity for communication and planning outside of the game session, writing out the prologue in advance grants the Fatemaster the ability to be very precise. As there are only a few words involved, each one must be carefully selected so that it is accurate and reinforces the intended tone for the adventure. While the players should be familiar with the setting and characters that have played major roles in the campaign to date, they cannot know for certain how the Fatemaster intends to utilize them in the coming adventure. Given adequate time, the players may thoroughly overanalyze the prologue, leaving them with a myriad of questions and a broad range of possible solutions to implement.

In order to minimize confusion and to keep the players and their Fated well focused, it is in the Fatemaster's best interest to take care in designing the prologue. As each word must be carefully chosen, they should hint at the challenges that are expected to come in the adventure. The possibilities of multiple interpretations certainly can have merit, and sowing a slight bit of confusion can help to hold the players' interest. However, the most important aspect is that the players feel that the information provided gave them a fair opportunity to improve the chances of ultimate success for their Fated. With this in mind, there are a number of commonly used terms that should be carefully considered before they are used. Otherwise, if they are too commonly used, they can lose their impact.

Script Prologues

A script style Prologue is about controlling a tricky environment. It can be dangerous to employ too often, because players should have control over their characters actions.

Character speech should be paraphrased (so that the players can choose the actual words themselves), although it can be fun to write speech in advance, if it gives characters a chance to be clever. While the best lines are often in the spur of the moment, some careful turns of phrase can add a lot to a prologue.

Script Prologues are best used when a character would have information that the player does not. For instance, a character might understand the intricacies of Malifaux's import system, and he knows which watchman will accept a bribe. A player is likely to enjoy an opening script where the character is clearly competent and understands the world.

The characters should never lose anything of major value or be humiliated during a script. The prologue might begin with a character discovering that his favorite gun has been stolen during the night, but only if the crux of the adventure is its retrieval.

Script Prologues can be especially effective in comedic-themed game sessions, where the Fated are faced with interesting characters and the absurdity of life in Malifaux.

Another use for a scripted Prologue could be a jump to another location, with another cast of characters. If the Fatemaster wishes to impart "off camera" information to the players then a script can allow him to do so, but involve the players at the same time.

Perhaps the Fatemaster voices the major villain, and each player is assigned to read the lines of his subordinates. This has its own pitfalls, of course, as the Fatemaster will need to trust his players to not try to use this information incorrectly. They should use it to inform their pursuit choices, but not to head directly to the enemies lair, for instance.

Action Prologues

Beginning a story in the middle of action, or at least with some assumed actions, can be a great way to get the game going quickly, especially if there will be a focus on action and adventure. Investigation-focused sessions can also benefit from this technique by providing the players with clues and a motivational hook to the rest of the events.

The action doesn't need to played out through Challenge Flips, as long as it begins with assumed success on the Fated characters' part. The Fatemaster might describe the aftermath of a successful shootout, and the player must explain to the authorities that the fight was perfectly legal (card cheats are everywhere).

A much more difficult, but rewarding, style of Prologue could be the flash-forward. The Fatemaster begins with an encounter that the Fatemaster is sure the players will eventually get to. Resolving the encounter and then stepping back to play the adventure up to that point. This is best used sparingly, as the players could simply fail to achieve the previewed moment.

The flashback, however, is a much safer action style Prologue. The players (or a single player) meets a character that he used to know, possibly describing their first meeting long ago. Then, the game begins with that character showing up in the story. This is especially useful if the Fatemaster wants to instantly give a motivational hook to the game, or simply wants to introduce an important recurring character.

The most common form of Action prologue, however, is the cliff-jump. In many ways this is the opposite of a cliffhanger. In a cliff-jump the Fated characters must deal with an immediate problem that has ties to the rest of the adventure. The Fated might be attacked, for instance, leading them on an adventure path to discover the reason for the assault. The goal of a cliff-jump is to immediately get the players engaging in Challenge Duels and thinking about their characters actions. It is particularly well suited for action-focused game sessions that will involve a considerable amount of combat.

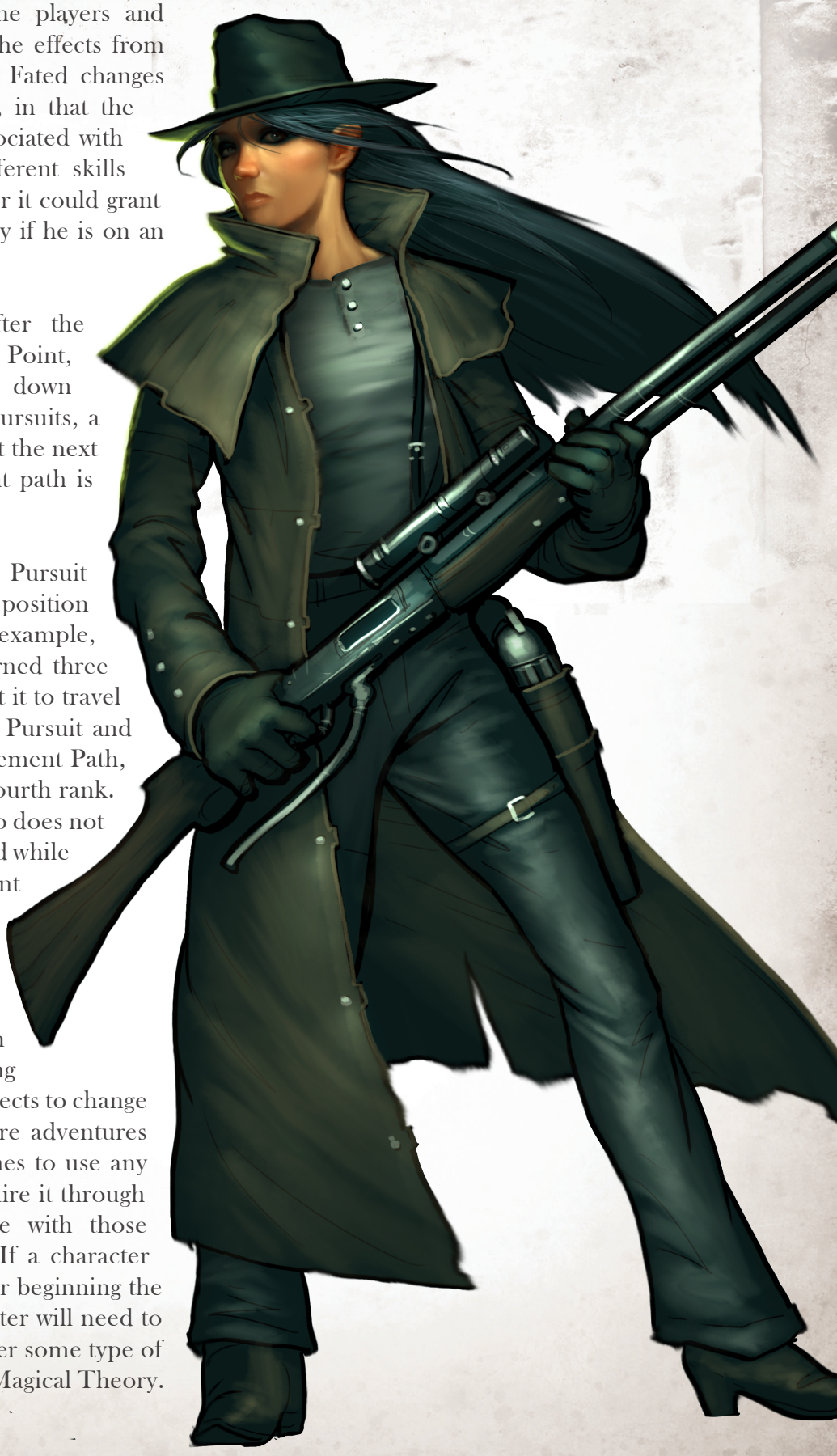
Changing Pursuits

From the perspective of balance and character development, it is important that the players and the Fatemaster are all familiar with the effects from changing a Fated's Pursuit. When a Fated changes Pursuits, it has an immediate effect, in that the Fated changes the Pursuit Talent associated with the character. This will lead to different skills being available during the Epilogue, or it could grant the character a new ability temporarily if he is on an Advanced Pursuit.

At the end of the adventure, after the character is awarded an Experience Point, the character also moves one Step down his Pursuits path. Before changing Pursuits, a player should consider whether or not the next option along a Pursuit's advancement path is of interest to the Fated.

Note that if a character returns to a Pursuit that he has previously traveled, his position along the path is maintained. For example, suppose a character had already earned three advances from a Pursuit, and then left it to travel another. If he were to return to that Pursuit and earn another talent along the Advancement Path, the next available one would be the fourth rank. After leaving a Pursuit, a character also does not lose access to any of the abilities earned while following it. Only the Pursuit Talent itself (usually the one granting Skill options to be purchased) changes when the Fated's Pursuit changes.

Also note that the gear assigned from a Pursuit is only available to starting characters. A veteran character who elects to change to a different Pursuit for one or more adventures does not receive that gear. If he wishes to use any such equipment, the Fated must acquire it through other means. This is most notable with those characters who receive a Grimoire. If a character wishes to pursue a magical career after beginning the game as another Pursuit, the Fatemaster will need to find a plausible way for him to discover some type of Grimoire and to receive training in a Magical Theory.



Truth in Advertising

Key to permitting the players to make informed decisions for their Fated is the notion that the information presented in the prologue is a fair representation of the intended adventure. Through the course of play, almost every roleplay scenario is likely to change significantly from the Fatemaster's original vision. The combination of luck and player input can cause things to go in a very different direction than originally intended. However, the overriding theme should remain relatively accurate to the original intent. Because of this, the prologue needs to provide an accurate depiction of the adventure that the Fatemaster intended to run. It simply is not fair to the players for the prologue to present something that is wildly inaccurate. Not only are they likely to make poor choices for their Fated, but they are also certain to resent the changes and feel manipulated.

That is not to say that the prologue should reveal every possible twist and turn that is intended for the scenario. This segment of the adventure works best if the information is open to interpretation, and if all the possible meanings have relevance to the scenario. The prologue must never be designed to spoil the surprises of the session. However, it is counterproductive if it does not offer at least some legitimate insights into the types of challenges that are included.

There are an infinite number of themes that an adventure can follow, but some of the most common have Prologue types that best serve them, and these terms can help immediately set the player's expectations.

Dangerous

Fatemasters should be selective in using this term. Every moment spent in Malifaux is a moment fraught with physical and spiritual risk. Explicitly stating that the adventure is dangerous should be reserved for scenarios where the Fatemaster thinks it is possible to slay one or more of the Fated. Otherwise, the descriptor is simply redundant.

Instead of generalizing the peril involved, a prologue could be more powerful if hints of specific dangers that were implied by the nature of the entities mentioned. Dropping the name of a powerful character or group could hint at the types of risk present in the adventure, without explicitly stating that the foe sought to eliminate the Fated. Similarly, by naming a particularly dangerous location, the risks are implied in such a way that the players could select a Pursuit that might be better suited to mitigating the type of dangers faced.

Rescue

This word implies that someone—or something—is in a position of peril and need of assistance. In most cases, it casts the Fated as heroes, as they move to save another from some current threat. On rare occasions, the player characters might even be the ones to defend against a rescue attempt, though this is generally a less common scenario.

In general, scenarios and terms such as these should be reserved for groups who either are willing to play the part of heroes or are willing to be mercenaries. If the characters are villainous or even unconcerned about others' peril, then alternative terms might be better suited. In these cases, the idea of stealing or capturing could be more appropriate.

Players are likely to react to a term such as this by trying to find ways that they can best enhance their combat expertise as well as any stealth abilities. In a few cases, a player might choose to focus on abilities designed around social manipulation, in the hopes that he could talk down an enemy, buying time for his teammates to act. If a particular Fated is already focused in one of these directions, the player might instead focus on identifying equipment or contacts that can further enhance the character's abilities.

Social

In some cases, the Fated have no choice but to interact with the ranking members of Malifaux society in a formal manner. After particularly dramatic actions, the Fated could be compelled to explain and justify their actions, lest the authority figures marshal their substantial resources to stop the dangers posed by the player characters. More often, the player characters are likely to appeal to these individuals or groups for some sort of assistance. This is commonly the case when the characters need information or assets that

simply are not available through more traditional channels. This could be unusual gear or information, but might even take the form of formal assistance or sponsorship by a public—or clandestine—organization.

Investigation

In Malifaux, the actual state of a situation is seldom consistent with surface appearances. Normalcy is frequently little more than an illusion that conceals something darker hiding just below the surface. The idea of an investigation is most commonly associated with a criminal action. However, within the setting, the characters could be investigating some broader secret. It might be a long lost or forgotten secret, but it could also be an issue that people of power have worked hard to conceal.

The players of Fated who are focused upon intellectual pursuits are likely to see an investigation as their moment to shine. In general, it is reasonable for the players to suspect that research must be performed, both among the city's population, but also among the halls of knowledge. Architectural schematics, journals, newspapers, religious writings, and even mercantile records could all play into uncovering the facts necessary to complete an investigation. Similarly, a character focused on overcoming social challenges might expect to make use of skills and tools that are critical for manipulating others into revealing their secrets. Players of Fated that are more focused upon their physical prowess may be less certain about how to approach these sorts of adventures. In some cases, they might try to modify their characters, while in others they may simply attempt a physical approach to solving the challenges posed by the scenario.

Defend

Depending upon how this term is used, the characters can have very different expectations about the course of the adventure. If they have reason to suspect that their opposition for the scenario exists within a well-defended fortification, then they are certain to shift their pursuits and to seek equipment that is well suited to penetrating such an obstacle. Alternatively, if the players expect that their Fated must defend themselves against a foe, and then they are certain to seek out the tools necessary to construct extremely defensible fortifications.

This could include social skills necessary to manipulate individuals of power into letting them use existing structures, but it might also include technical knowledge, or even pure physical strength and resilience so that they might more easily survive a concerted attack.

In either case, this is a term that is strongly indicative of a direct confrontation. Unless heavily couched in terms that indicate some other type of conflict, the players are justified in expecting that their Fated are likely to be in a situation where physical danger takes the forefront. This could drive many players to take measures that are most likely to aid their characters in surviving.

If the group lacks any characters capable of interacting in a social situation, it is likely that one or more might consider shifting their focus if a prologue includes this term. Some players might instead have their Fated focus on reestablishing important relationships with other NPCs during the earliest part of the adventure, in the hopes of having leverage later. The group is likely to expect a scenario that requires a mix of physical assets and social graces.

Phrasing and Structure

Keep in mind the focus of the Fated, locations, objects, and Fatemaster characters in each scenario when spinning the prologue. Each term must be used in a way to emphasize drama and focus. Using a sense of flare and style are great starting points to accomplish this. The central focus of the adventure should be one of the first few pieces of information in the prologue. If that focus is a person, then the first sentence could describe the individual's actions that drive the story. If the focus is an object or idea, then the Fatemaster should describe how that thing could affect the Fated and their goals.

The Fatemaster should try not to excessively use difficult hints and misdirection at the early stages of the campaign. If the early prologues have clear-cut meanings, confusing ones can be more effective later in the campaign when the players have become accustomed to more defined directions. At this point, their increased familiarity with the setting can provide even better fuel for their imaginations.

The Epilogue

When concluding an adventure, the Fatemaster is expected to wrap the game session with an Epilogue that addresses the repercussions for the Fated. Most often, this portion of play is centered on actual game mechanics changes. Story elements are intended to come through during the course of the main portion of the adventure. If a Fated's relationship with another character, general social standing, or financial well-being has changed, then the central portion of the adventure should address these alterations. The Epilogue presents a chance for the player to advance his Fated from the perspective of game mechanics. This portion of the game session also addresses the question of whether or not the Fated has moved closer to fulfilling his Destiny.

By the time the Epilogue is addressed, the final outcome of the adventure that preceded it has already been decided. However, sometimes specific aspects of the scenario might still remain in doubt. For example, it is very possible that the Fatemaster and a player might have misinterpreted one another's actions. At times, a player might have had his Fated act in a way that led him to believe he was embracing his Destiny, while the Fatemaster felt that he was doing the exact opposite. It is important to address any such misunderstandings quickly, rather than allowing them to lead to dissatisfaction on the part of any parties. Because of this, if the Fatemaster is in doubt about any aspect of the adventure, he should take a moment to ask the players about specific actions or decisions.

From the perspective of the story and the Fated, the epilogue's role can be even more important than any mechanical changes. This is because this is the section that determines whether there has been significant development towards reaching the character's destiny. In some sessions, this can represent the resolution of a major milestone in the character's life. Even for a Fated who has not completed her ultimate task, key events could have shifted to make that completion much more feasible. Often, the adventure's focal character could assemble events so that their ultimate success—or failure—becomes far more likely. The epilogue presents the chance for the player and the Fatemaster to discuss this and to make certain that the character's future path is consistent with the expectations and understanding of both parties.

Time Constraints

Good planning and time management can ensure that most of the time a game session will fit within the available time. However, it is hardly uncommon for an adventure to take longer than expected to resolve. Sometimes, this could mean that an Epilogue must wait for another game session for the players to resolve the session. More often, the adventure can be completed within the available time, but the epilogue is left hanging. This outcome is seldom fair for the players, and can have repercussions for future sessions.

When this happens, the Fatemaster should try to make contact with the other players via e-mail, phone, or social media to resolve the epilogue and provide any appropriate adventure awards. Ideally, this could include a bit of back and forth, clarifying any questions that the Fatemaster might have about the decisions that players made for their Fated. One major reason for handling this between sessions is that it provides the players with ample time to make the appropriate decisions about advancement choices.

Destiny

The epilogue is most important for the characters whose destiny featured into the adventure's design. Every Fatemaster must be familiar with the signs and portents that comprise each Fated's destiny. The majority of adventures within each campaign must be designed to focus on the destiny of at least one of those characters. In many cases, this can be accomplished with only a minimal amount of reworking. Many destinies are sufficiently vague, that they can be interpreted in a variety of different ways. In this same manner, some adventures can even feature Destinies for more than a single character.

An adventure that focuses on a particular Fated's destiny should offer the associated player a chance to enjoy a moment of central focus. Attempting to include too many destinies can detract from the enjoyment of the player whose character offered the initial hook. If the Fatemaster, can manage to weave all of the Fated's final destiny Steps into one adventure, however...

The epilogue should begin with a brief discussion between the Fatemaster and the player of the Fated whose Destiny was in play. Ideally, this should be immediately obvious to everyone in the game group by the end of the adventure. In cases where this is not clear, some discussion may be in order, as there may have been a communications breakdown between the Fatemaster and the players. During this discussion, the player and the Fatemaster should come to an agreement about whether the character embraced or attempted to deny his destiny and fate. Most of the time, this should be obvious, and agreement should only take a moment.

As long as the Fated took a specific action and made a decision as regards their Destiny, then they are entitled to choose one aspect and improve it by 1. This should seldom be up for debate. The only instance where any extended discussion is necessary would be if the Fatemaster and the player did not agree that the character somehow responded to the hooks that were presented. This is most likely to be an issue only in an instance where there is a particularly passive Fated—hardly a common description, or if the player had been waiting for a better opportunity.

If a player is working to deliberately have his character avoid his destiny by a course of non-action, this may necessitate a discussion between the player and the Fatemaster. Simply put, characters are expected to either embrace or deny their fate. Those who passively accept it are likely to see it fulfilled in the most negative way possible. Such a path is unlikely to lead to an exciting narrative and should most likely not be rewarded with additional character development.

Manifested Powers

Developing additional magical abilities is not a matter that should be taken lightly. Any time a character in Malifaux chooses to expand his repertoire in this arena, it should come at a narrative price. In Malifaux, magic is temperamental at best. Because of this, Fatemasters must take some care in permitting Fated to develop Manifested Powers as a result of completing steps along their Destiny. Acquiring a supernatural power, after all, is a rather big moment in a persons life.

Fatemasters and players should always have a discussion about any Manifested Powers a Fated might acquire. Magical abilities are not earned lightly and the actual power itself should be outlined by the Fatemaster as a result of a meaningful development in the story. This is not to say the Fatemaster should design the entire Manifested Power. The actual ability can be built by the player (with Fatemaster approval) so that it is truly the Fated's doing. The Fatemaster, however, should present the power as an option resulting from a Destiny step and its thematic effect needs to be defined.

For instance, the Fatemaster might explain to a Mercenary that he might manifest the ability to summon his favorite rifle from anywhere (a Conjuration Magia). It is then left to the player to build the power and submit it for Fatemaster approval.

Epilogue Protocol

The Epilogue is designed to be a freeform discussion of the events that transpired in the session. However, there are some groups that would prefer a more regimented process, which can help new players considerably.

In this more structured Epilogue the Fatemaster asks one player (usually starting with the character who advanced his Destiny) about what his Fated character thinks or feels about the events. The answer might not be a defining moment, it's perfectly acceptable for a character to simply state that his Fated learned something minor (like not to drink Gremlin hooch) or even nothing at all.

The Fatemaster and the group then discuss the possible skills that the character might have learned, and then the Fatemaster makes a final call. The Fatemaster then moves on to each Fated in turn until the group has discussed each character.

Unintended Fate

Often, Fate and Destiny can be revealed in unexpected—and unintended—ways. At times, an adventure designed to focus on one of the group's Fated might end up including pivotal scenes for one or more other Fated. This could be due to the player recognizing a particular element in an unexpected way. Alternatively, this could just be a spontaneous and surprising reaction to an unusual circumstance. In some cases an unexpected success or failure in an action might even be indicative of some additional element.

In any of these cases, the adventure can become far more interesting for all involved if the unexpected element can be associated with the development of the affected character. In some cases, this might enable a seemingly minor NPC or facet of the setting to gain prominence, and a recurring role. In others, the single appearance can be sufficient to instill a transformation in the character in question. Fatemasters and players should discuss the relative merits of such influences, and decide in a collaborative fashion if these elements should play a recurring feature in the Fated's destiny. It can also be worthwhile to discuss just how significant these elements could be, and if they should overshadow elements that had already been well established.

Skills

Regardless of whether or not their Destiny played a part, each character can advance a skill for simply surviving an adventure. In every instance, this must be a skill that was instrumental in determining the Fated's success or failure throughout the episode, or one allowed by the Fated's current Pursuit. It is the Fatemaster's responsibility to determine which skills had an appropriate level of relevance for the scenario. While he is encouraged to solicit and consider input from the other members of the game group about which skills are most appropriate for each Fated to choose from, the decision is ultimately his responsibility.

Fatemasters must keep in mind both the role that the character played in the scenario as well as the goals that the player has for the Fated. Ideally, each episode should offer every Fated a chance to use their primary skills in a way that the player intended. However, this is not always possible. Further, after a few levels of advancement, Fatemasters or players may feel that a character has attained an adequate level of expertise in their area of focus and might be better suited by expanding their repertoire of skills than further advancing one particular skill.

Fatemasters must never attempt to trap a Fated into accepting only a certain line of advancement. The development path available to a character must always offer a range of different opportunities, so that the character can grow organically. Conversely, if a player is most interested in developing a particular skill—and if the player has attempted to have the Fated use that skill, even if they were not yet adept at it—then the opportunity to advance that skill should be offered. This portion of development is intended to have a collaborative effort. Players and Fatemasters must both be aware of the path that the other foresees for the relevant Fated. Only by working together with an open understanding of one another's goals can the characters effectively develop.

The first skill offered is almost certainly the one that the character attempted to use regularly. With few exceptions, this skill should be available for the character to advance. This skill will frequently overlap with the skill available from the character's current Pursuit. This is fine, if it happens, but the Fatemaster should feel free to find another skill to make available.

The second skill chosen should be the one that ended up having the greatest impact for the character during the episode. The impact need not be positive, as individuals can often learn even more from failure than they might from success. This could be a secondary skill that the character used frequently and to great effect. Alternatively, it might be a skill that the character seldom uses, but happened to have a lucky outcome. It might even be one that the Fated normally has success with, but the use of which was particularly disastrous on one or more occasions during this episode.

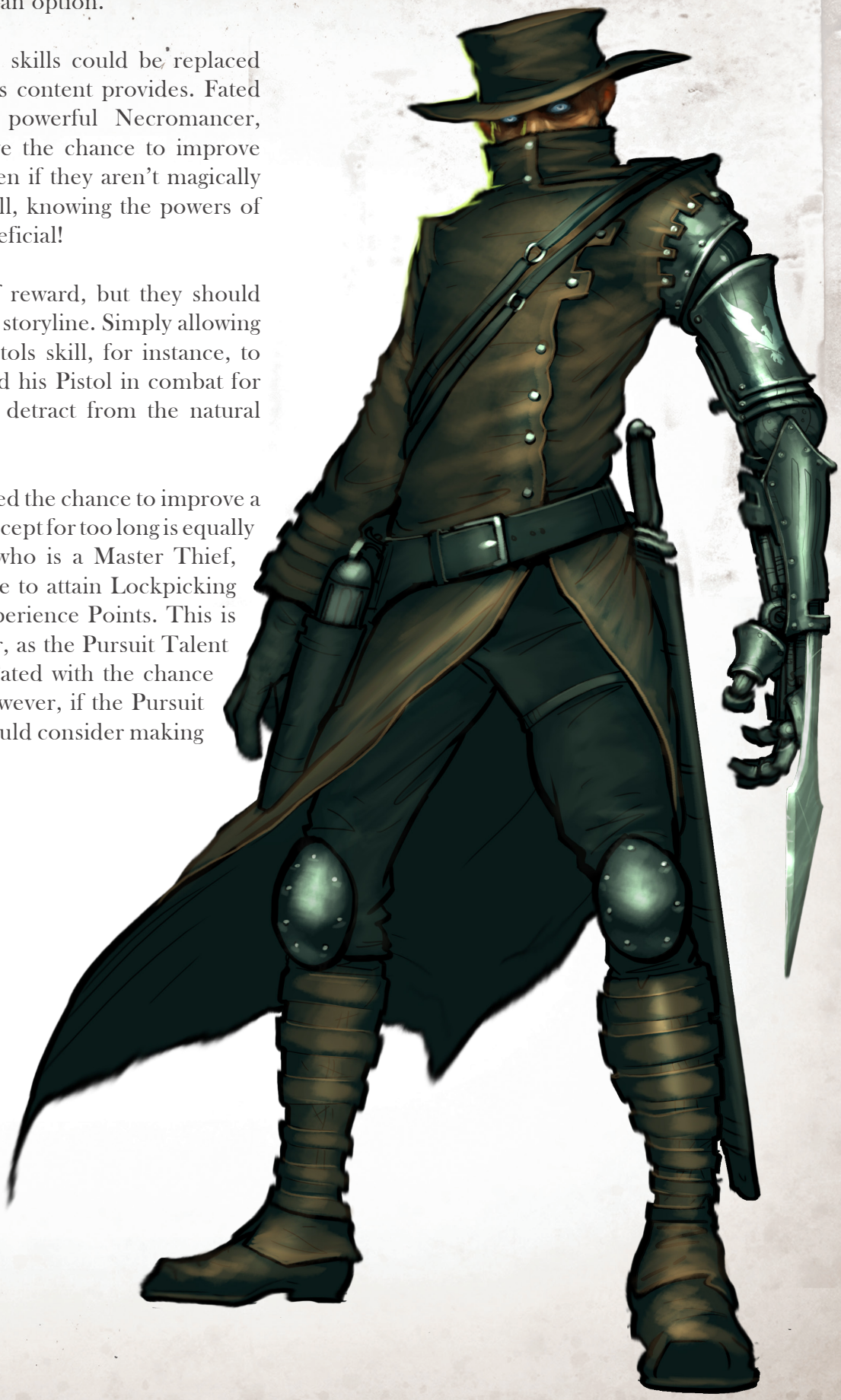
The final skill selected should offer an opportunity for the character to grow in a new direction. This could be something that the Fated attempted for the first time, possibly even related to a Pursuit that the character has newly attempted. Alternatively, it could represent a path that the Fated had previously explored and then abandoned. The key to this opportunity is that it allows the character to explore a new path towards Destiny. If the player has previously expressed an

interest in a particular skill that is only tangential to the character's development, Fatemasters are encouraged to offer this as an option.

Finally, any of these three skills could be replaced by one that the adventure's content provides. Fated who are dealing with a powerful Necromancer, for instance, might all have the chance to improve their Necromancy skill, even if they aren't magically capable characters. After all, knowing the powers of the enemy can be very beneficial!

These skills are a form of reward, but they should always be tied deeply to the storyline. Simply allowing a Fated to advance his Pistols skill, for instance, to Rank 5 without having used his Pistol in combat for several game sessions will detract from the natural progression of the Fated.

Alternatively, denying a Fated the chance to improve a skill key to the character concept for too long is equally problematic. A character who is a Master Thief, for instance, should be able to attain Lockpicking 5 when he has enough Experience Points. This is often not an issue, however, as the Pursuit Talent will typically provide the Fated with the chance to improve such skills. However, if the Pursuit doesn't, the Fatemaster should consider making the skill available regularly.





SECRETS OF MALIFAUX

"They don't call them Ragmen cause of what they print, it's the way they are, all rubbish and filth, and always digging where they shouldn't."
—Sergeant Glopp, 5th Central Precinct

There is a Malifaux talked about Earthside in the tea houses of the Three Kingdoms and boutique eateries of New Amsterdam. The wondrous city that is fodder for tantalizing rumors in the rotting old world cities and on boats to the new world. It is a picture of an exotic otherworld realm of opportunity and adventure sold to travelers by the Guild.

The Guild works tirelessly to maintain this vision of Malifaux. It is paramount to the continued influx of immigrants yearning for a better life. The steady stream of manpower maintains the mines, profitability and efficiency. The Guild maintains its own image Earthside as well, a benevolent watchdog that protects the people from magical threat. This is why so many accept their utter control in Malifaux, far from the jurisdiction of the Earth's political powers.

This official version of the city, the Governor-General's version, is that human presence is pushing back the darkness. Trade in Soulstones is booming and the trains run on time. This remains only a single, often false, aspect of Malifaux's true nature. It is at once dream and propaganda. It is a lie that can one day be truth.

There is no one who is privy to all of what goes on in its darkened alleyways of Malifaux. There is no soul who knows what happens in every corner of the ruined quarters where the huddled masses yearn to be free. Even the watchmen seek shelter from the night when the sun dips low over the Badlands. Only the powerful, or insane, dare to stand against the encroaching black.

The truth is, as always, a slippery beast, even more so in the alien world in which Malifaux resides, and it is often said there are more secrets hidden beneath its cobbled streets than souls alive to keep them.

MALIFAUX UNREPORTED

The Rag-sheets are one of the few sources of real news in Malifaux, and whether a man believes what he reads in the Record, the officially sanctioned paper of the Guild, or risks fines, imprisonment, or worse by seeking out the more 'independent' papers for deeper dirt on the secrets of the city, this is often his only connection to what happens beyond his sheltered little life. Canny readers will be able to sift through the lies and rhetoric put out by the Guild, or the political and seditious ramblings put out by some of the Ragmen, to find the gems of truth hidden among the falsehood. One such paper has gone even further, trying to paint a picture of the city seldom seen before, charting a journey from stepping off the train at Malifaux Station to creeping across the Quarantine Zone and beyond. As much a collection of essays or stories the so called 'Undercity Chronicle' by Jacob Dobbs (if that is indeed his real name) has become increasing popular among many of the classes of Malifaux, and even though many dismiss its tales as merely fanciful narrative more informed individuals know better.

What follows is a collection of excerpts from the Undercity Chronicle, as compiled by Mr. Jacob Dobbs on the subjects of the city of Malifaux and the environ surrounding it. Truth from these writings is of course difficult to verify, but more than a small amount of it seems to ring true, and it is certainly more plausible than many of the wild rumors which do the rounds of the Slums and Downtown on a regular basis. The reader is therefore cautioned to take everything he reads here with a grain of salt, and should not naively believe every word Mr. Dobbs has written, just as they should not take the Record as gospel. However, the reader would do well to think carefully over these accounts as they may well find the grains of truth they seek among the rumors and tall tales.

MR JACOB DOBBS

The tale of Mr Dobbs is one which neither Guild, nor the men they have employed to find him, have yet been able to unravel. Rumors persist that Dobbs, the credited author of the much lauded *Undercity Chronicle* and other equally seditious works, is not one man but many, a collective of writers using the pen name of Dobbs to hide their true identities. However, if this is indeed the case the Guild have as yet been unable to find even a strap of evidence to prove or debunk this story. In fact, according to Kaspan Hemp, a seasoned Guild investigator, there are no paper trails at all which lead back to Dobbs, or anyone using his name, leading Hemp to claim that the author or authors have somehow cleaned up any trace of their works, a feat which could suggest that they themselves work for the Guild. Understandably, the office of the Governor-General is quick to dismiss such claims as sheer fancy and says that Hemp (who is no longer employed by the Guild and has since disappeared back Earthside) was always a bit of a loose cannon and conspiracy nut.

Whether or not Dobbs does, or did, work for the Guild there remain some equally extravagant notions as to his identity. These range from an artistic Resurrectionist, drawing memories from the dead to fill out the many and varied experiences and secrets Dobbs shares, to the rantings of some dark creature or Neverborn horror taunting humanity with its insight into its weak and frail psyche. There are others who claim Dobbs is a construct of the Governor-General himself, created to flush out traitors and seditious elements from his city by luring them into the belief that there is somehow someone out there telling them truths, when in fact they are being feed a steady diet of Guild lies.

Whatever the case, Dobbs and his work remain in circulation spreading the secrets he has uncovered to new arrivals and older residence alike, shining a light into the dark places of their vast and foreboding home.

The Undercity Chronicle: Tales from Beyond the Breach

My name is Mr. Jacob Dobbs and I attest that everything I write here I have seen with my own two eyes and is as real as the ink on this page which you now see before you. I will not waste the reader's time with needless accounts of my own insignificant life or precisely how I came to be a resident of this most wondrous and terrible city, only to say that like many others I came here seeking out a new life and to escape the old, boarding that great train which took me through the Breach into the beyond like so many before me. Also, like those that came before me, I had no notion of what unusual and unexpected things would await me on the other side, or the terrors, both obvious and subtle, that seem to cling to this place like a persistent memory of woe. It would only be much later, after I had seen Malifaux's true face hidden behind the mask of Guild law and the faded coat of paint mankind has put on this place, that I would come to understand the deeper darkness which slumbers even now beneath our streets. Some will discount what I have written as the fanciful imaginings of a man who never strayed from his study, putting pen to paper using only his imaginings to guide him and the flimsy rumors and lies so common to this city. Would that it were so is my reply to these naysayers, would that I could un-see the things I have laid eyes upon and would that I could scrub their images from my mind. No, what I write here I write as much as a warning to those who think that they are safe in their beds as it is an essay on our city, with the clear missive, "what you do not know can, and very well may, kill you."

Stepping into a New Life

I will begin my tale at that point where I imagine many of my readers began their own; the dusty, bustling platforms of Malifaux Station. Pretty much everyone that ever set foot in Malifaux did so off the running board of a Guild train fresh through the Great Breach and arrived at that grand train station. This is the first port of call for a traveler, their first taste of the city and, unfortunately for many, the first place where they are marked as prey by the nefarious and underhanded. Later I will speak to the spectral, supernatural, and purely evil things which prey upon the good (and bad) folk of this city, including those that I have known to walk the streets of Downtown, including Malifaux Station, though for now I will cover some of the more mundane, and distinctly human, dangers which the newly arrived traveler might encounter. Malifaux Station is a contradiction in that there are two competing factions which stand ready to harvest those stepping through the Breach for the first time. These two factions are not a focused collective like the Miners and Steamfitters Union or the local dramatic arts council (always on the search for new talent it seems) but rather two sides of the same coin; those that would use the new arrives for their own ends, either legally (that is to say within the confines of Guild law) or those which would exploit them in a manner which breaks the law (the distinction can of course be relatively small considering some of the Guild laws and their rather harsh nature).

Guards and Guildsmen

The first of these groups is largely consisting of the Guild, gathering up its indentured workers fresh from their crowded train cars and then sending them on to the outer towns for a grueling life within the mines. These are made up of the Guardsmen and officers who direct the human traffic to the places where the Guild wants them. Those coming in as part of Guild schemes Earthside have their papers checked and stamped, their faces carefully noted and then are sent on their way. Among the official arrivals, which have already been sorted and condemned by Guild bureaucracy, there are also those which the Guild agents actively look for, combing the crowds and scribbling insistently in their notebooks. Though I cannot know for sure exactly what it is the Guild is looking for on any given day, I can surmise from my own observation that they are looking both for those they believe might show sympathy to their foes (notably the Arcanists and the Resurrectionists) or those which have a talent for magic, something else the Guild always seems to be interested in. Once such a traveler has been identified it seems that one of two courses of action will be undertaken; if the individual does not seem to pose an immediate danger, or if they appear confused or weak, or are merely not considered a threat by the Guildsmen then they will be 'invited' back to a Guild hall for an interview and the process of having their identity entered into the Guild's great system of names and faces (perhaps even being forced into working for the Guild whether

they are receptive or not). The second kind of action seems to come about if the individual is a known danger or there is an element of unpredictability about them that the Guildsmen are not ready to test. Alternatively if the individual is a known associate of a faction opposed to the Guild they will also often be left to carry on their way, the officers quietly noting down the times and particulars of their arrival. In both cases the Guild does not simply let such travelers disappear (at least not intentionally), instead they will place hunters or other skilled agents on their trail and watch their movements, hoping to either learn about their comings and goings or, more importantly, who they are meeting and for what purpose, only later swooping in to arrest them. Apart from the obvious advantages of this track and trace policy, it has the fringe benefit that the Guild keeps overt violence away from Malifaux Station, something they take very seriously. After all, come what may, the trains must always be kept running; people coming in, Soulstones going out.

Damsels, Pennymen, and Saviors

The second group is far less cohesive and consists of those bases creatures which would take their fellow man (and tragically woman) for all they are worth. While the Guild manages to keep Malifaux Station largely free of beggars (a group of people far too common in other parts of the city), they cannot completely stem the tide of con-men and confidence tricksters which use the station like a feeding ground. These despicable people pose as simple citizens, perhaps awaiting the arrival of relatives or associates or pretending to offer services posing as porters or guides. In reality they are looking for marks, folk that have that right mix of wealth and naivety which will allow a stranger to 'help' them find their way in this new and strange place. The Guild is of course aware of the presence of such criminals, and does try and warn people not to be drawn in by their cons, but the constant comings and goings from Malifaux Station, the press of the crowd and the size of the place, all work against them. Added to this, once a conman has lured his mark off the platform and into the city there is little hope of rescue, and though this does not mean the poor traveler will end up face down in some Slum alleyway (though this does happen), they are certain to be stripped of both wealth and possessions before too long.

During my time observing the methods of these criminals and the ebb and flow of humanity at the station I came to identify three distinct kinds of con taking place which I have reported here under the titles I gave to the conman conducting them; namely Damsels, Pennymen, and Saviors. The first of these uses that ancient and trusted method of manipulation, the damsel in distress; working on the (often male) mark's good nature while dulling their suspicion with a pretty face. While I noted it was not completely unknown for a woman to be working alone, more often I noted an attractive young girl working in league with some ruffians to lure the mark off the station and into a secluded spot where they would be relieved of their possessions. Typically it seemed the girl would pretend to be lost and looking for a relative, or pretend to be a new arrival herself, using all manner of promises and pleas to get the traveler to just help her to her destination and provide her ironically with some protection against the mean streets. The second are the Pennymen, those that go after the quick cash and small returns, looking to lift purses and steal luggage and then make a swift getaway before they are caught.

Unlike traditional pickpockets (something I can attest to Malifaux having in spades) Pennymen will try and get the mark to give them their goods willingly. This is often as porters, taking the traveler's luggage (and a tip if they can swing it) before disappearing or passing it on to another of their band so that it vanishes in the crowd. Equally I have seen them posing as guides, leading the traveler out onto the street before snatching their goods and making a break for it, or even as Guildsmen (though this is risky), demanding to see the traveler's wallet before making their escape. The final group I call Saviors, cunning men and women which will come to the 'rescue' of the traveler in distress, even though they may well have caused the distress in the first place. A Savior is someone who appears with money or contacts to help the traveler, after one of their gang has pretended to place them under arrest, stolen from them, or their prearranged contact has disappeared. Saviors, I have noted, will sometimes work with Damsels and Pennymen, even when the two do not seem to be aware of it, in fact more than once I saw a poor fool lured onto the street by a Damsel, robbed, and then 'helped' up by a Savior only to be robbed again!

Dark Corners of the City

Moving on from Malifaux Station the city seems to sprawl in all directions for the traveler, and it can be daunting prospect if one does not know where they are going or what they are looking for. No one can really understand this city unless they have walked its streets, but for the Earthside reader I will try my best to paint a picture of the tangled web of ruins and alleyways which make it both at once familiar to a resident of Earth and at the same time utterly alien. Upon first inspection (likely from the window of the train as it thunders into the city from the Great Breach) a traveler might see the towers and high buildings of Malifaux and be reminded of many similar such collections of humanity back home, places which over hundreds of years have risen out of tiny villages into teeming centers of industrial might and power. Once the traveler has a closer look they will see, however, that this is not entirely the case, as there are few of the signs that the city was once ever merely a village, nor does their seem to be any great reason for the city to rest in its current location, despite the presence of the river both roads and rails lead only to wilderness, leaving it painfully alone in a vast alien world.

Ancient Foundations and Blind Alleys

Malifaux is a mix of styles and architecture mashing together the old and the new in both disturbing and unpleasant ways. While much of the city remains as it was when humanity discovered it, whole sections have been transformed by man and turned into places from home, bringing with them the styles of Earthly cities. This is most evident in the centrally controlled Downtown area where the Guild has created a haven of residential streets and businesses, any of which would not be out of place back home. Only when you look deeper do you see the dark foundations on which they built, and local materials hidden among the new. It was this last fact which largely drew my attention to the architecture of the first apartment in which I lived. While it was as cozy and modern as any such place where I have stayed, and not unlike many a boarding house within the new world, there were aspects of it that unsettled me. Foremost among these was the tiles used for part of its floor, which had obviously been salvaged from some ruin deeper within the city. While the tiles themselves did not seem unusual in and of themselves they seemed to form a broken pattern (they had obviously not be arranged in their original configuration) that I found most disturbing, so much so I covered them with a rug for the duration of my stay (though it only helped my uneasiness slightly).

These new and old buildings standing side by side, as well as the restoration of ruined areas, have created what are generally referred to as blind alleys. These are not just alleyways which lead nowhere, they are sometimes even whole streets which have been sealed off and built around for one reason or another. This has led to pockets of ruins within supposedly civilized areas like Downtown or the closer sections of the Slums. For my first few months living in Malifaux my window looked out onto one such area, a building which had been sealed in by buildings on all sides but remained ruined and abandoned. I often considered trying to reach it somehow and see what lay in side, though I profess I never had the nerve, and considering what I learned later of such places it was probably for the best.

Quarantine Zones and Deep Wells

While in many cities back home a traveler is well advised to avoid certain neighborhoods or not to travel certain streets after dark, to my knowledge Malifaux remains the only city in which I have lived where there is true wilderness existing alongside civilized men, unnoticed and ignored behind high walls and sealed gates. These are, of course, the Guild Quarantine Zones, regions of such ruin and lawlessness as to be untouched and untamed (as yet, if the Governor-General is to be believed) by mankind. That ordinary citizens can live in a city where they know heinous criminals and true monsters wander freely but a few streets away is a measure of both Guild propaganda and man's ability to embrace ignorance. I myself have been drawn into this way of thinking, and on occasion when lingering near the high walls of a section of the Quarantine Zone noted odd noises, smells, or lights leaking over from the other side. Like those around me I purposefully turned my head away from the disturbance, pretending as if it were nothing more than a trick of the wind or my imagination and not in fact some deathless creature trying to claw its way toward the living.

Quite apart from the high scarred walls and imposing gates which cut through sections of the city like a knife and protect its citizens from the Quarantine Zones, it has been much harder for the Guild to seal off entrances to the ruins beneath peoples feet. I speak of course of not just the sewers but the myriad of ruins which Downtown and the Slums are built upon; residences and abodes belonging to the long lost creators of Malifaux, or perhaps others like us which came after and made this place our own. In places throughout the civilized parts of the city there are areas where only a thin layer of cobbles or a ramshackle building separate man from that which lurks below, acting as a gateway to and from this darkened underworld for unpleasant things to sneak about. I have myself observed some of these locations, often hidden in cellars, under rubbish heaps, and at the end of winding blind alleys. While most of these places are dangerous enough for a traveler, risking an encounter with some Neverborn terror or Resurrectionist criminal, the worst would have to be the deep wells, as I have dubbed them. These are the places where a path into the sewers or cellars of the city might not only lead to a nest of monsters or the lair of some crazed outlaw, but which go deeper still, below the sewers and into the ancient caverns and tombs upon which the city's very foundations are laid. I myself have never had the courage (or perhaps foolishness) to venture into these terrible places, but simply knowing they exist is enough to give me sleepless nights.

Lost and Forgotten

When one considers the hidden and dark places of Malifaux their mind inevitably turns to much of which I have discussed above; the Quarantine Zone, the sewers, and the ruins scattered among the bustle of Downtown. Of course these are not the lost and forgotten places within our city, far from it, and there remains a vast collection of both people and locations which remain ignored for a different reason. I speak of course of that detritus which every city collects, even here on the far side of the Great Breach where, if we are to believe the tales back home, only opportunity and adventure await. While the Guild does endeavor to find work for everyone that steps off the train (whether they want it or not) there are always those that slip through the cracks and find themselves drifting to the bottom of the social order. In turn these disenfranchised people then set up their own communities or try and find their way as best they can, which gives rise to a sub-culture within our culture of the lowest of the low. Unfortunately for these poor and battered folk their lack of funds and prospects does not spare them the same horrors the rest of us must risk, and Malifaux seems to make no distinction when choosing its victims.

Ancient Sewers

The Malifaux sewer network is like nothing I have ever see before, even when measured against the vast networks of New Amsterdam or the deep tunnels below many of the great cities of the old world. Covering a staggering area and connecting almost every part of the city and even reaching beyond its boundaries I have had the misfortune to tread its glistening ties more than once in my travels. Much like the city above, the Malifaux sewers holds countless secret and hidden places, acting both as lair to its forgotten evils and as a convenient highway to criminal elements and the individuals that hunt them. The most interesting aspect of the sewers is not just that they lead you to places sealed off or unapproachable above ground but that they can even lead a traveler across the divide between Earth and Malifaux. I have seen myself one of these temporary Breeches within the sewers and the men which use it to smuggle goods in and out of the city away from the watchful eyes of the Guild or the restrictive method of trains and rail. While they do not last there are those within the sewers which seem to be able predict their appearance, a fact which bodes ill for both Malifaux and those places Earthside where they lead...



Guild Orphanages and Flophouses

Philanthropy is in short supply in Malifaux, with the Guild primarily concerned with generating Soulstones and sending them Earthside there is little money left for social programs and safety nets. Malifaux does have a few kind-hearted souls which have tried to remedy this problem, but like most of the rich, those that can actually make a difference are few and far between, preferring instead to invest in more reliable returns. The results are a small collection of nominally Guild-run orphanages and flophouses, along with an even smaller number of privately owned establishments. These are often overflowing as they try and cope with an ever increasing population and a harsh economic and social environment.

Orphanages are especially dismal places, where children are kept like prisoners by often cruel or careless guardians, teachers, and nurses. Many a child doomed to serve out their childhood in such a place also carry the debt of their parents to the Guild, which they must then work to pay back once they are old enough, either entering the mines or finding some other way to serve. While many citizens (at least those that bother to learn anything about the orphanages) consider this practice of ancestral debt underhanded and cruel by the Guild, it is quick to point out that the orphans are not charged for the care they are given, which could be years of food and shelter before they are ready to start turning a profit.

If the orphanages are bad then the flophouses are even worse, for as hard as the world can be Earthside it is even harder in Malifaux, where there is no place for someone not willing (or able) to work. At best the flophouses will be something akin to the lowest rent hotels, where common rooms filled with dirty men, lice, and fleas serve as some shelter and relative safety for someone down on their luck. At worse they are criminal dens where men and women disappear regularly and robbery and murder largely go unreported and unnoticed.

I have only seen one of these establishments myself, thought it was more than enough to stay in my mind. It was located in the northernmost section of the Slums, up against the wall to part of the Quarantine

Zone and crammed between two equally dilapidated structures. The name painted on the board above the door proclaimed it the Twice-Shy Guesthouse (for reasons I was never quite able to uncover) though its true nature was apparent to any who cared to inquire.

Inside a beefy man with mutton- chops and a battered looking suit sat behind the counter taking what pitiful coins the 'guests' could provide while a group of listless looking dirt-encrusted fellows lounged about in the lobby. It was after a brief conversation with these poor fellows that I learned what I know about the Twice-Shy. It seems that while the rents for rooms (or space on the floor) are among the cheapest in Malifaux, its location against the wall means staying overnight is quite often risking one's life. I was told of men and women dragged off in the night under the wall by things unknown, while the other residence hid in their corners and were thankful it was not them.

One of the men even went so far as to say he believed the landlord might have purposefully knocked a hole through in the cellar to let things in, in return for money (possibly in the form of gifts scavenged from the Quarantine Zone) or perhaps his own protection, something taking another look at the man behind the counter I could well believe.

Strays and Beggars

Not all the undesirables in Malifaux can afford to sleep in a flophouse or have the 'good fortune' to end up in an orphanage should their parents perish. Many have been scattered to the streets, eking out a living from under awnings and in drains as they hunt for food or shelter. Even in Downtown, where the Guild works to keep the streets clear of such folk, they remain, lurking in the shadows and hiding from passing patrols of watchmen.

Most of these beggars and guttersnipes also have an undeserved reputation as thieves and criminals, which from my own observations is only partially true. I have spoken to more than a few of them, once the wrangling over coin for their tale was done, to discover that most simply fell on hard times and were swept away by poverty before they had a chance to get back on their feet. The result is that they beg and scavenge for what they can, taking the discarded coins, clothes, and food from those more fortunate than themselves. In return they can usually offer only prayers and thanks, but sometimes also information. This is a trick that the Guild seems to have missed in their efforts to rid the city of beggars (or as least hide them from sight), and while only the most enterprising and resourceful Guild agents seriously use beggars as a source of information criminals like the Arcanists and the Ten-Thunders have long relied upon them. It is even said within the confines of Little Kingdom Misaki's eyes and ears are on every street corner holding out their hands for coin.

I should also point out here that while many of the beggars also happen to be children, orphans of the streets as it were, they are different in many ways to the older more embittered vagrants and strays. They run in their own gangs, have their own hideouts and play their own games. It seems from what I have seen that the games the snipes play is as much about fun as it is about survival. Whereas more sheltered children will play out elaborate games of make-believe in the safety of their homes and yards the streets are an altogether more unforgiving playground. Two such games I have observed are the rather morbid Deadman's Knock and the rather frightening Will-o-the-Wisp.

Deadman's Knock seems to comprise of a group of children finding a place where the Slums meet the Quarantine Zone (of which there are more than a few) and then bashing on the wall with sticks and stones to attract the attention of 'something' from the other side. Two groups will then run off in different directions to see who can lead the thing away from the others, usually to a set point, at which time they are the winners. In addition to this banging I have seen children throw dead rats, rotting vegetables, and even rocks covered in their own blood to try and make the thing follow them.

Will-o-the-Wisp is slightly less worrisome but equally dangerous. It involves one snipe taking on the role of the wisp and stealing or otherwise 'acquiring' a torch and getting a head start on a group of other children who cannot themselves carry any sources of light. The goal then is to catch the torch bearer while he or she in turn tries to lure them into trouble or send them off in false directions after other lights (often fires they have themselves started). Played at a breakneck run this often means perilous chases through ruined buildings or broken streets, sometimes even leading into the Quarantined Zones or sewers proper.

Beyond the Pale

"Don't believe what you read in the Record or what the Guild tells you is going on in this city because a more tangled bag of lies you are not likely to find."
–Jacob Dobbs, Author of the *Undercity Chronicle*

Malifaux is an ancient city with a modern façade, the veneer of civilization erected by the Guild over the crumbling carcass of a city built long before the presence of man and still only barely explored. The heart of the city, which we know as Downtown, is where the Guild resides and where its power is strongest. This is also where the wealth of Malifaux is most in evidence, as can be witnessed by anyone with eyes to see the glitz and glamour they have erected.

Surrounding this affluent heart are the Slums, where the bulk of humanity reside and where new arrivals often end up looking for a dank and decaying home to call their own. This is typically a harsh shock, as they have just passed through Downtown.

Dividing sections of the Slums and dotted throughout the city are the Quarantine Zones, lawless places not yet settled or explored by the Guild and sealed off against the horrors which still call them home. These regions are breeding grounds for the Neverborn and handy havens for Resurrectionists and other outlaws.

Outside the city there are numerous towns and mines dotted across the wilds, along with ancient ruins and the other debris of civilizations long gone. These badlands are harsh, and only the most stalwart of pilgrims can hope to survive, let alone settle, the area outside the city.

Beyond these are swamps and mountains and true wilds, largely unexplored and unknown. This is the Malifaux we know but there is so much more to this place and its secrets, something I will share as we go beyond the pale and into the hidden truths behind the stories.

Down and Out in Downtown

The beating heart of Malifaux and the core of Guild control over the city, Downtown is everything the Guild hopes that Malifaux will one day become. Modeled on the grand avenues of New Amsterdam, as well as countless old world architectural styles, it is a place where the affluent and the middle-class alike can feel at home. The Guild presence is also strong here, with uniformed watchmen on most corners and Guild Death Marshals, Witch Hunters, and Neverborn Hunters in evidence either taking their rest or heading out on another mission. Notable figures within the Guild also gravitate to Downtown (usually to visit the Guild Headquarters), like Lady Justice or the famous Ortega family. I have lived in Downtown just as I have lived in other places within the city and will do my best to recount what I know of some of its locales and some of its residences. We will start, with perhaps the reason Downtown exists in the first place; the Guild and its holdings.

Guild Strangleholds and Lock-ups

Like a tarnished jewel in the heart of Downtown it is hard to miss the high walls and gilded facades of the Governor-General's personal residence. Like most of the folks which have walked in its shadow I have never laid eyes on the Governor-General himself, only his lackeys and henchmen as they go to and fro from the heavyset doors or scowl down at passersby from their guard-posts. I did meet a woman once, working in a drinking house somewhere in Little Kingdom, who claimed to have once worked within its hallowed halls. According to her it is a world unto itself, a haven from the darkness of Malifaux, though touched by its own deep melancholy and despair. She told me of the army of servants which are annually brought over from Earthside to serve for a term, how they are restricted to certain wings, warned against locked doors and never let out to wander in the city. Then after a year the staff is changed, sent back through the Breach before signing contracts that they will never speak of what they have seen. For some reason this woman slipped between the cracks and did not return, ending up instead in a dark corner of Malifaux. When I asked her regarding the change of staff she only muttered something about

bad dreams and rumors of a vault somewhere in the enclave filled with Soulstones, somehow tainted by the souls held within them.

Beyond the Governor-General's residence and past the shadow of the Hanging Tree and its ghoulish ornamentations is the Guild Headquarters and the beating heart of its bureaucracy. For the hunters and marshals I imagine this foreboding building is a comforting sight and a reminder of the power of the Guild within Malifaux, though for much of the rest of the population it is like an evil eye watching their every move or a coiled snake ready to strike if they should step out of line. For me the building most evokes the memories of filling out forms and waiting in lines, as it is also the point of contact for many to get permits and permissions for everything from renovating a structure to registering a union. On any given day you will find a small crowd of citizens listlessly waiting in the permit and patent offices for their chance to get a stamp on their form. Though, from my own experience, while the Guild seems to regulate and enforce a myriad of licenses and permissions they are less than forthcoming when it comes to issuing them and often a hopeful applicant will need to return more than once before he is lucky enough to get the response he is after.

Another eyesore of Downtown is the Gaol, where ostensibly Malifaux's hardened criminals are kept before either being sent back Earthside or the short walk to the gallows. There are very few permanent residence of the Gaol, perhaps because so many of the crimes punished by the Guild require either death or exile, or perhaps because the Guild is too clever to let such a potential source of rebellion organize and fester right under their noses. The only part of the Gaol (and then only semi-officially attached to it) which seems to have any kind of continuous residence is the asylum, the terrifying underbelly of the structure and arguably more secure than the Gaol itself. Even through the Guild has few qualms about hanging madmen, even they are not so foolhardy as to let them out once they have them under lock and key. For this reason no one leaves the Gaol asylum once committed, unless it is to go to the noose, and rumors persist of long-time residents like Sawbone Pete and Little Sparrow Fingers still hidden in its deepest chambers.

The Deadman's Locker

The Guild mortuary, and its keeper Dr. Douglas McMourning, are an oft spoken about topic among the Guild bars and watch-stations of Downtown. Anyone which has had the misfortune of taking a body to the deadman's locker knows that there is something just not right about it or the man running it. Nevertheless it seems that anyone who dies within the confines of the city eventually ends up on a slab somewhere in McMourning's mortuary. Given the dangerous and often violent nature of Malifaux this means than more than once the mortuary has been expanded to accommodate more bodies; long, perpetually freezing rooms filled with slowly decaying dead flesh. More than one Guild agent or officer of the watch has become lost while searching for a victim, and stories are quietly told about whole sections of the morgue which have been sealed off, yet still hold rows of corpses which can now only be glimpsed through broken brickwork.

Forbidden Factories and Blighted Boutiques

Malifaux is a modern city where progress is always on the go. Around the edges of Downtown and spreading out into the northern Slums are vast industrial areas where factories and warehouses replace residences and businesses. Many Earthside industrialists are drawn to Malifaux not just because of the unique resources it boasts (like Soulstones) but also the lax labor and safety laws laid down by the Guild. Even those coming from the less civilized parts of the world are often amazed by what they can get away with as long as they turn a profit and keep their problems behind closed doors. Examples of these include Mr. Peregrine's Porcine Products and the Hartford's Fine-Teeth Blades and Combs, both of which have complexes within the industrialized areas of the city. Rumors are especially rife regarding Mr. Peregrine's business as it seems to produce a great deal more pork product than local pig supplies would account for. Even its workers do not know where all the meat comes from and can only guess that Mr. Peregrine has a private suppler somewhere, whose diminutive representatives can sometime be spotted through the frosted glass of the boss' office.

Downtown is also home to the bulk of the city's businesses, from the curio shops to the gun merchants, all drawn together by the wealth and protection the Guild can offer.

Bars, theaters, and public houses are a bit more upmarket in Downtown, though still parochial and raw by the standards of grand cities like New Amsterdam or old London. Among these the Star Theatre is perhaps the most well-known, with its famous nightly shows by Colette de Bois and her legendary mannequins. There are many others though, like the Washington Theatre and the Oldway Puppet House. The Puppet House especially has garnered a dark reputation of late, as its owner, Johnson Oldway, likes to put on seditious performances with his puppets about the Guild, portraying them in a less than wholesome light. There are also rumors that Mr. Oldway was not always like this and it is his puppets which are to blame, which seem to have started taking over his life, and if the ranting of his ex-wife are to be believed talking to him in his dreams.

Drinking houses can also be found on most street corners, places like the Broken Noose, a well-known watchman's bar and a good place to find like company (or information) if one works for the Guild, or the Ferryman's Due which hosts some unique pub games like Bloody Pumpkin and Pin-finger. Many of these places also brew their own local beers and spirits (including the questionably legal Soulstone gin) like Old City Whiskey and Gremlin Brew (rumored to either be brewed by real Gremlins or somehow contain them).



Ghosts of the Sky

Zeppelins are not a new concept to Malifaux, and more than one intrepid explorer or inventor has tried to introduce them to the city. Unfortunately, after Gremlins shot down the last one, in an attempt to leave the city in a fiery wreck, the Governor-General has put a ban on their use, until a safer method of construction can be found. Instead, the Guild uses a series of "aircars" that operate on ziplines to prevent accidental crashes.

One inventor Hubert Muller, a Prussian with a knack for these whales of the sky, is attempting to resolve the safety issue. In secret Muller has been testing his latest zeppelin, the *Black Kaiser*, and flying it silently over the city at night, giving rise to rumors and stories of ghosts in the sky and other such superstitious nonsense.

Muller is hoping to find a crew brave enough to join him on a test flight outside the city limits to prove that zeppelins have a place in Malifaux and allow him to go into production. Muller's secret to protect his craft comes from a special light-weight armored hull he has fashioned to protect the balloon from harm and a series of sealed compartments within so that should one section be Breached or set aflame the craft can still keep flying. Dubbing these new craft as his Panzer-Zeppelins Muller has high hopes for what they can do for the city and its safety.

Slumming it in Style

The Slums are not so much a specific place as they are a generic term for anywhere where people live which is not Downtown. In many ways it is a buffer between civilization and the utter ruin of the Quarantine Zone, holding back the worst of the city's horrors so that the residents of Downtown can go about their business in peace and walk the streets and night in relative safety. As a result the Slums can range from rundown but respectable for those areas close to Downtown to almost indistinguishable from the ruins which they border on the edges of the Quarantine Zone. In many places the Slums have evolved into almost autonomous communities, like in the case of the Little Kingdom, where they both protect and govern themselves and are openly hostile to interference from the Guild. For those sections close to the ruined heart of the city this behavior is as much about independence as it is about survival, after all if the Guild is not going to protect them from the horrors of the night then they must fend for themselves.

A Shadow of the East: Gamblers and the Fighting Arts

Much like their Earthside counterpart, the Little Kingdom is a mysterious and sealed community where outsiders can walk the streets, buy from the stalls, and eat the food but will always remain as outsiders. Under the 'protection' of the Ten Thunders criminal organization Little Kingdom has thrived among some of the worse neighborhoods in the city, its streets safer (at least for certain residents) than some places in Downtown. Even despite the cold welcome many travelers from other parts of the city receive, many still come for the things they cannot get anywhere else like the elixirs and potions found in the Dragon's Tears. Run by Mistress Woo Heng (a suspected Arcanist, though one which enjoys the protection of the Ten Thunders), it is a shop filled with hundreds of multi-colored bottles and flasks of all shapes and sizes, each one with a tiny label in the spidery script of the Three Kingdoms which it seems only Mistress Heng can read. As her sign claims, she has a potion for every problems and an elixir for every mystery, provided the price is right, a price which is as often as not a favor as it is Guild Script.

In addition to the wealth of curio and trinkets one can find in the stalls and shops, the Little Kingdom is also among the best places in the city to gamble. Numerous gambling houses exist in the Little Kingdom, run both by locals and those seeking a quieter part of the city to host their bets, covering everything from simple card and dice games to elaborate contests of wit and luck as well as even magic. This in turn attracts a skilled set of folks, some coming all the way from Earthside; professional gamblers of all shapes, sizes, and dispositions. Ekard Siegenson is one such gambler, a cardsharp out of the new Dutch port towns and a recent arrival in Malifaux. Mr. Siegenson has such a skill with the turn of a card or the roll of a dice that some suspect him of using illicit magic or dark deals to turn his luck, the reality however is altogether more mundane and underhanded. Mr. Siegenson was in fact a stage magician of no small skill and has perfected both his sleight-of-hand and the use of numerous trick cards and gambling apparatus, which he now puts to good use right under the noses of even hardened criminals like the Ten Thunders. Unfortunately for Mr. Siegenson, Jakob Lynch has recently taken an interest in him, as have the Guild, who both are interested in turning the Dutchman's talents to their own ends.

The east has always had a reputation as a place of highly developed martial arts, whether it is fighting with a weapon or one's hands and feet. The Little Kingdom is no exception and the Lao Mi House of Wind is a place where one can learn these ancient mysteries, provided the masters grant one entrance. In reality the first test to train in the House of Wind is to discover a way inside, no easy task even considering it has no high walls or even gates to speak of. The 'house' is actually surrounded by numerous laundries, with no clear path to its door, and even then after pushing through the steaming lean-tos and strung out washing the hopeful entrant will come upon a wall of silk. Pushing through this wall leads into a maze of fluttering and billowing curtains which seem to wind around and around in ever tightening circles, leading one not closer to the center but further out, and ultimately back into the steam and bustle of the laundries. It is said that only those that do not fight the wind (or push against the silk walls of the maze) will find the true path, letting the swaying sheets draw them in to where the wise masters await.

Pugilists and Pitfighters

Bareknuckle boxing and prize-fighting are as popular in Malifaux as they are back home and the place to see the best in the city is at Ringside. Run by Jacob Samuels it has a reputation for good clean fights and good honest gambling. Currently there are several notable fighters which draw crowds from near and far, such as Conrad 'Crook-nose' Dayworth, an ugly brute with a distinctive drunken swagger, or Mike the Mick, a flame haired bruiser who like to sing a lilting shanty as he pounds his opponents into the canvas. Even a good loser can make a name for himself Ringside and Travis Tobermeyer seems to end every match on the ground spitting teeth, though continues to come back, either out of sheer bloody-minded determination or some deeper need that drives him to keep fighting. Some say Tobermeyer is playing the long game, waiting for his odds to become so terrible that he can unleash is true skills and make a fortune in a single bout, earning enough money to retire or perhaps for a ticket back home. It may even be a good play provided he can survive long enough to see it come to fruition.

The Pits are Ringside's dark cousin and where those who are more interested in bloodshed than sport go to seek their fun. Here fights to the death are the norm and weapons, beasts, and magic are often employed to enhance the experience. Mr. Samuels enjoys relative immunity due to his connection with the Guild, and make a tidy sum off the rich and bored which come to see the fights, but even with the money he is pulling in the venture is not without its problems. While hopeless men and women are easy to find in Malifaux and con into turning their fortunes around (something as rare as those that leave the pits alive), the exotic beasts and Neverborn horrors which draw the biggest crowds are harder to come across. For this reason Mr. Samuels employs men to hunt out these creatures within the Quarantine Zone, the sewers, or out in the Bayou, compensating them well for what they bring back. It is even rumored that he pays of certain bounty hunters to bring their catches to him before the Guild, selecting the best for his fights and promising that they will meet their final justice... just not at the end of the Guild rope.

Mr. Samuels is not alone when it comes to hunting Malifaux creatures outside the remit of the Guild. The other major source of these semi-suicidal individuals is the Malifaux Exploration Society. Comprised of stuffy old men and spoiled young heirs for the most part, the society organizes elaborate hunts both within the city limits and outside it. Unlike Guild hunters or those desperate criminals hired by Mr. Samuels, the society ensures that its members never go out alone and often send them out with sizable entourages. It is the job of these men and women to keep the member alive, luring away beasts and scouting ahead so that when they are absolutely sure it is safe the member can make the kill-shot from a comfortable position. Such is the danger involved for the entourage in these hunts it sometimes attracts members of the Freikorps, who normally disdain such pointless work, but like others are attracted by hard coin. The mercenaries then treat the hunt like any other mission and use it to test weapons and hone their skills as ruthlessly as possible.

Wrought Iron and Insanity

Constructs are not a new invention in Malifaux, but have in recent years advanced in leaps and bounds. The Guild makes extensive use of the semi-sentient creations for policing the city and striking back at their foes, as do the Arcanists, relying on them as a solid counter to Resurrectionist undead horrors and Neverborn demons, both of which can weaken the minds of mortal men. What the Guild and Arcanists seldom talk about, though, is the mental degradation and insipid insanity that these creations can suffer. More than once a Construct has turned on its handlers or on innocent citizens and had to be put down. Guardsmen working with Constructs also swear they catch them talking or singing when left to their own devices, and exhibiting peculiar idiosyncrasies like trying to tie their shoelaces (odd considering Constructs are not typically build to include shoelaces – or shoes) or grooming themselves in front of mirrors. One explanation is that the Soulstones used to power the Construct's contain the souls of dead men, which might somehow be bleeding into the Constructs mind, bit by bit. If this is true then the Guild should be worried, considering the number of murders and criminals they have killed to recharge their Soulstone reserves.

Malifaux Quarantined

When we first came to Malifaux it was a city in ruins, rubble-choked streets and crumbling building worn down by the effects of time and decay. In the years since human habitation much work has been put into rebuilding vast sections of the city, clearing away the detritus and raising up new structures on top of the old. Despite these years of construction and the efforts and money poured into the city by the Guild there remains huge sections of Malifaux still untouched by progress. These areas, for now beyond the Guild's ability to explore or police, have been sectioned off behind high walls and sturdy gates and are known as the Quarantine Zones. It is a peculiar phenomenon that allows these areas to exist next to a living, breathing city of men, where a citizen can look out his window and see across a walled-off street rows of ruined buildings, partially collapsed structures, and shadows moving among the rubble in the distance. While most ignore these regions and respect the Guild's law that marks them as off limits there are those that see only the promise of adventure and the lure of secrets yet to be uncovered.

Sealed Gates and Eldritch Gaslights

While wandering the city I have seen, like others, the signs that mark out the Quarantined Zones, and the gates which bar entrance (and exit) to them. While I have heard that one can find a way into these ruins via the sewers if a path can be found (or a guide) the gates remain the only reliable way to enter, and the passage the Guild uses when sending out expeditions or culls of any creatures nesting too close to the wall. Stout constructions, the gates stand ten or more feet high, adorned with fearsome warnings, spikes and solid iron bracings, though the wonder of the gates is not their size or strength but the fabulous clockwork locks which keep them sealed tight. Designed to be foolproof against locksmiths and thieves alike these cunning devices can only be opened for one hour each day, and then only at an appointed hour of which each gate differs. Even so to open a gate it must be both the appointed hour, and in the presence of the correct key, in this case a twin fob watch whose unique mechanical ticking is linked to the workings of the gate lock. Though I do not pretend to understand the precise method by which this works (whether magic or some fiendishly clever clockmaker's craft) I have seen Guild agents pass through such a gate by holding the counter watch close to the lock and waiting for the hour to strike. I can only surmise that one must have a keen understanding of time if one is to use these gates, and a clear understanding of which gate corresponds to which hour of the day.

The clockwork locks are not the only things which the Guild appears to use to keep people out of the Quarantine Zones and I have seen eldritch symbols and strange devices adorning the walls. At first glance some of these things appear to be gaslights; glass enclosed and mirrored lanterns affixed atop iron poles or to the wall itself. Only at night does their purpose seem to reveal itself as they glow and eerie blue rather than the normal welcoming yellow warmth of most gaslights. While it can be argued that this is more a trick of the air or the gas used (it is not unknown for gaslights to burn with different color depending on such circumstances) it is such a steady hue and so even in the light it sheds that one must suspect it to be unnatural. I have also witnessed the effects these lamps have upon those intending to Breach the wall or the gates. It seems when a man steps too completely into the glow of the blue gaslight he becomes mesmerized, like a moth drawn to a flame, his mind consumed by the steady constant light. This leaves him standing there, mouth agape until Guardsmen appear to take him away. I have heard it has a similar effect on the undead, and these lifeless creatures are equally entranced by the flame, so that even should they break out across the wall they will not wander far. Whether these blue-burning gaslights are indeed ensorcelled the Guild will not say for sure, and I will trust to what I have seen rather than test their power for myself.

Despite these wards and heavy gates people can and do find their way into the Quarantined Zone, going under, over, and often through the wall. Criminals, explorers, treasure hunters, and Resurrectionists all have interests beyond the wall, as do the Neverborn which use the ruins as a place to strike out against the Guild and the other human interlopers. For some they can linger in plain sight and use Guild sanctioning to pass the wall, posing as hunters and agents in addition to their true purposes for scouring the ruins, whatever they might be. Others use the sewers, that vast maze

of tunnels which remains largely unmapped and with which it is said one can get pretty much anywhere within Malifaux, and beyond. There are also rumors that some of the buildings in the Slums, those that lean against the wall, have secret passages and tunnels leading into the ruined areas, either with or without the knowledge of their occupants. This is a favored method of all kinds of criminals, who enjoy having a quick escape route into a region where the Guild will find it hard to follow. A few enterprising explorers use the aircar network to 'hitch' a ride over the wall, running guide lines under the carriages and then repelling across at night. This last practice is extremely hazardous at best and more than once a household has been woken in their beds as some miscreant comes crashing down on their rooftop.

A River of Filth

As anyone who has stepped into the Malifaux sewers will attest, a viler place is hard to imagine. As a dumping ground for the population of the city it is often the last stop of the discarded and the broken, cast down into the dark to rot among the rubbish and the waste. Because of this anyone brave enough to venture into the dark stinking tunnels must prepare themselves for anything, and the Guild tends to have a high turnover of sewer-jacks working for it. These desperate men and women are drawn to the task of sewer maintenance either because they are useless for anything else or because they have displeased someone somewhere along the line and been sent there as a punishment. This makes for a motley crew of workers, with unique and colorful histories, who spend much of their lives wading through the filth below Downtown.

I had the misfortune of meeting such a worker once, a man calling himself simply Jeb, who told me some of the sordid secrets of the sewers over a bottle of cheap whiskey. According to Jeb the jacks only really work the sewers in Downtown, and largely then to make sure the entrances and exits to the system (a series of heavy barred gates) are kept sealed and safe. Even then he said this relatively limited area of the sewers is poorly mapped, with new chambers and tunnels often discovered as the tides of vile filth rise and fall with the river and the seasons. Sometimes his team would venture further afield, but even then only to deal with a blockage and usually under guard, returning quickly before anything might take notice of them.

Jeb also told me of the underground river which links the sewers together, and which perhaps was the very first sewer system the city had, perhaps before it was even a city. It seems it runs from some deep source up into the river and is a sluggish ripple in places or a racing stream in others. Flood gates are used to control the river and this is often the jacks only line of defense if they run into trouble, sealing and flushing a tunnel in the hopes of dealing with whatever was inhabiting it.

Rumor persist about the source of the river and some vast natural cistern deep below the city, Jeb swore he had spoken to someone who knew someone who had seen it. Apparently it is an ancient temple to some deep water god, a creature of rock and river which hungers to drown the city in a flood. Jeb also told me of the men and women he has known which have gone in search of the source and the supposed god's temple (and whatever treasure it might contain), none of which, quite unsurprisingly, have ever returned.

The river god's temple is only one in a host of rumors about what lurks below the sewers, and there are tales of countless arcane ruins and ancient foundations hidden in the dark below. It is easy to see why such rumors exist when walking the sewer tunnels, and one can see where newer tunnels meet old, relatively fresh cut stone walls blending into those laid centuries ago and covered with illegible worn script or incomprehensible symbols. Especially when one ventures out beyond the Downtown sewers one encounters more and more of this kind of thing, where the Guild has yet to clean or clear out the old and bring in the new.

Whole sections of the sewers are untouched by man, filled with chambers, tunnels, and doors hiding a myriad of secrets. Beyond Downtown the sewers also pass from the control of the Guild to become an open battleground, between hunters, monsters, and the various competing factions of the city. Resurrectionists use the sewers extensively to get to and from the Quarantine Zones where many have their hideouts and their labs, as well as using them to dump their failed experiments. Neverborn stalk the sewers as if it were their own (which perhaps it is) and use it has both a place to hide from hunters as well as a place to conduct their dark agendas.

The Wild Frontier

It was some time before I ventured out of the city and into the surrounding countryside, such were the dire rumors and terrible stories I had heard. I know that for many that cross the Great Breach they only see Malifaux for a moment before going on to towns like Chastity or Promise and a life in the mines with the Guild collar (both figurative and sometimes literal) around their necks, but for me it was a significant step.

People often make the false assumption that the towns and wilds beyond the city limits are no different than the vast stretches of the new world back home or the primitive countries and remote locales they have experience with in their travels. The truth of course is that the wilderness of this world is altogether more deadly, a place where the creatures of this world and even the land itself remain hostile and uninviting. After even a short spell residing in one of the mining towns, a jaded and ignorant soul may well concede that for all its faults (and dangers) the city of Malifaux at least has walls.

Ghost Towns and Graveyards

There is a desolation which seems to grip the lands around the city, the further a man wanders from the smoke and filth of Malifaux the more he feels alone, the great eye of this alien world becoming fixed upon him. From the safety of the bars and clubs of the city citizens will often talk of places like Chastity, Hollow Marsh, Promise, and the Contract Towns with a shake of their heads and the mantra, "Well, it could be worse, we could be living in the wilds." Such is the dark reputation many of these places have.

Like the remote frontier towns of Earth, these places exist because of what they mine and the money they send back to their investors. These towns cling on to life only while there is purpose for their workers. Otherwise there is little reason for these towns to thrive, the fallow countryside and hostile wildlife are as uninviting as can be imagined. Even so, those that can't make it in Malifaux head out to the towns to try their luck.

There are two kinds of folks which seem to inhabit the frontier towns; those sent there under Guild contract and those which have, for one reason or another, come by choice. The former far outweigh the latter and the bulk of mine workers are paying off some debt to the Guild, usually of the criminal kind. Given the rough and suspect nature of most of these folks, lawlessness is a constant problem for these towns, the Guild seldom caring about the safety of its citizens as long as the Soulstone makes it to the trains and their agents remain unmolested.

To deal with local problems each town usually has a mayor and a sheriff with broad and usually ill-defined powers to deal with unrest. In some places this can mean a fair and evenhanded man is in charge, interested in justice and the wellbeing of his township, while in others it can lead to a tyrant who uses and abuses his powers to get his own way and who dishes out petty revenge on anyone who crosses him. Unfortunately for travelers there is no way of knowing what kind of sheriff they are going to find when they walk into town, until they either break the law or look at him the wrong way across the saloon.

Pretty much all the towns, good or bad, are built near a functioning Soulstone mine and are at most a day or so from the rail so that it can be ferried back to Malifaux and then on to Earth. Some of the mines, especially the new ones, are just holes in the ground, little different from caves save the detritus and tents scattered around their entrance, while other, more established, mines go deep into the earth and boast steam-elevators, conveyors, and large sorting and breaking sheds. Almost a town unto themselves, the largest of the mines will have a mine boss which nominally answers only to the Guild (though is also often influenced by the Steamfitters and Miners Union) concerned only with his quotas and getting the most out of his workers and his mine.

This can lead to friction between the mine and the nearby town were the sheriff or the mayor might clash with the mine boss, especially if a crime takes place in or near the mine. I have heard tell of instances where there has even been armed confrontation between deputies and mine guards over criminals taking shelter in the mine, especially those with the favor of the mine boss or useful to him and his running of the mine. Though I think this has less to do with the mine boss versus the sheriff and more to do with the Guild versus the Miners and Steamfitters Union, as the two factions play out their differences with the locals.

Sunken Treasures and Endless Swamp

South of the city the land turns to swamp and stretches out as far as they eye can see into a vast sunken forest of mud and brown water. Even though most folk have little need to travel to this forsaken place the Guild has found wealth beneath the Bayou and hunters also make the dangerous journey into its depths in search of prey.

By far the greatest peril of the bayou is the Gremlins which infest its fetid heart, and which have disturbingly taken on human culture (if their backwoods ways can be called culture) in a dark parody of their city dwelling neighbors. Quite apart from the local monsters, quicksand reefs, and sunken barges, when a traveler braves the Bayou they are really preparing to face the Gremlins and their wild pigs, another phenomenon which can catch the unwary off guard. Only the reckless or suicidal take to the swamps unarmed or alone, and even then a man needs to have good reason to venture into its soggy depths.

As in the mountains to the north and the wastes in between, the swamp is host to numerous ruins and lost settlements, some since the time of man's arrival but most from long before. Hunters and rivermen often bring back tales of these places, sunken buildings or tilted towers glimpsed through the swamp mists and seen as shadows in the water below the drafts of their boats. Though when the time comes to retrace their steps they cannot remember the way, they have no way of knowing the exact location in a wilderness without permanent landmarks or roads.

Among the more recent ruins there persists the tale of the Greystar Pig Ranch and the town it once supported. As the story goes there was a rich cattleman known as Jake Greystar, with a powerful reputation back home and a skill for turning beef into cash. When Greystar came to Malifaux he tried for many years to replicate his successes Earthside but time and again was defeated by poor weather, scarce feed, and Neverborn monsters (which it seems developed a taste for cow).

On a trip to the Bayou he discovered one species of animal which seemed to thrive in this world; the pig. To capitalize on this notion he built a vast pig ranch on stilts in the swamps, where he would breed the finest pigs around. For a time he made a lot of money, but in his hubris he forgot the Gremlins and their feeling for the swine. One terrible night the little creatures descended on the ranch in their thousands, gnawing through the stilts and sending it into the swamp along with hundreds of pigs and their keepers. It is said that somewhere in the swamp the ranch rests, half taken by the swamp, the remains of Greystar and his wealth just waiting for someone to stumble upon its treasures.

The Bayou has a number of natural resources useful to the city and its people. Among these is the presence of methane gas and oil which several companies have begun mining for, resources which are used in everything from gaslights and furnaces to the running of machinery and maintenance of firearms.

Among these I have heard tell of the Fairburn Brothers Gasworks company, which has set up several pumping stations on the edge of the swamp. The brothers (in actuality a brother and sister called Henry and Henrietta, both of dubious morals) have created a floating refinery of sorts, which chugs and belches out smoke and steam from its various drills and pipes.

In addition to their stationary works the Fairburns also have a large riverboat (the Sunken Queen) which they have modified to travel deep into the swamp in search of gas reserves. Always a dangerous mission, the Sunken Queen often takes on mercenaries to complete its task, who must protect it while it drills, the noise and light invariably attracting hordes of Gremlins to see what all the fuss is about. Among the Gremlins the Sunken Queen has taken on a near legendary status as a strange wood and metal beast which comes to feed on swamp-blood, and more than one Gremlin has decided it would make a fine trophy if they can catch it.

FACTIONS OF MALIFAUX

"I don't scare easy, never have and never will. These critters might think that they got it all over us, that they can spit in the Guild's eye and keep this city for themselves, well me and my Peacebringer have got something to say about that, don't we Betsy."
—Caster Johns, Neverborn Hunter (Deceased)

It's easy to be fooled into thinking that Malifaux is all about us against this wild frontier world, with the brave men and women of the Guild holding back the night for its faithful citizens. While I can attest firsthand that there are indeed things out there in the dark, vile terrible things which would like nothing better than to see us all rotting in the streets, the real dangers in Malifaux are the ones we have brought here ourselves.

I speak of the violence and the politics that man cannot seem to get away from, even in a place so far from home as Malifaux. Throw in the lure of Soulstones plus the money and power that go with it and you have a recipe for what amounts to a state of near constant warfare. Everyone who lives in this city will have heard the screams and gunshots in the night, the wild howls of beasts in the distance, and the inhuman moans of things that shy away from the light. Citizens are also used to finding the broken bodies, bloody cobbles, and shell casings outside them homes or on their walk to work, reminding them of the war which rages just out of sight.



The Guild

There are many stories about the origins of the Guild, about the power it wields both in Malifaux and back on Earth, but wherever they came from no one can deny they have grown to become the single most powerful force in the city, and their influence stretches far beyond its walls. I have heard some of these tales firsthand, but my own experiences and research into the Guild have uncovered darker secrets behind this militaristic institution and the Governor-General and his staff.

As the story goes, when the Great Breach was first discovered all those years ago it was by an ancient cabal of wizards, part of an eldritch and esoteric organization which has existed on Earth since time immemorial. These councils, conclaves, and covens of sorcerous practitioners had long seen their power waning on Earth, undermined by the failing power of magic and the rise of technology, until it was all they could do to maintain their power in secret.

The Great Breach and the Soulstone discovered on its other side were their lifeline and as has been documented they seized upon it, making sure they had a deciding stake in those that would cross over. Thus the Guild came into being, and created the stranglehold on Malifaux it has, seeing law and order maintained all for the good of the Soulstone trade, and a steady flow back to Earth where it keeps the magical powers of the cabals alive.

Unfortunately for these wizards of the old world, when the Guild was created they could not have predicted the power it would harness by controlling the Soulstone trade, and in a few short years it has grown into something more than an agent of Earth, to the point where it can now dictate terms to the organizations back home which first gave it life. I hear rumors that this is a state of affairs that the cabals cannot abide, and whispers that the time will come when they send their most powerful across the Breach to deal with the upstart, though I think even they do not appreciate what they will find and that such an action would not just pit them against the Guild but Malifaux itself.

Removed from its ties to Earth, for most who live in Malifaux the Guild is a collection of watchmen, laws, and high walls which ostensibly keep them safe from the all too real monsters which dwell in the dark places of their city. For the most part a citizen can ignore the Guild in this way, pretending they are living in any city back home where the presence of the police and government fade into the background as long as one keeps their head down and doesn't get into trouble.

What is harder to ignore are the agents of the Guild, the Death Marshals, Witch Hunters, and Neverborn Hunters for which there is no true analogue back on Earth. These men and women, like the legendary Lady Justice or the Ortega family, are as much a symptom of Malifaux as they are a cure to its ills, their skills and actions keeping the city's major opposing factions in check and dealing with those things most citizens would prefer not to think about.

As a result those hunters sanctioned by the Guild tend to have far reaching powers, even more so than a federal lawman or government agent might have on Earth, and from my own experience it is well advised to get out of their way if you should cross their path, as when the bullets and spells start flying they seem to be under no obligation to keep bystanders alive. This is part of the harsh reality of hunting Neverborn or dealing with necromancers and rogue sorcerers, that only a no-holds-barred approach will do, along with swift and brutal violence.

Of course the hunters are not there to protect the citizens, despite what you might read in the Record about women, children, and property being saved by their actions (well maybe the property bit), they are there to protect the infrastructure of the Soulstone trade. This is and has always been the core of the Guild and its interests, and also the target of most of the factions which work against them.

Even though the Arcanists and Resurrectionists might speak about ideals or furthering their dark art, none of that is possible without large amounts of Soulstones, which can only be obtained by taking them from the Guild. Equally, while there are rumors about Arcanists and Resurrectionists using murder as a means to restock their reserves of Soulstones, the Guild are the only ones who would consider doing it

publicly, executing criminals in a vile exchange of life for power, where everyone can see. This is even more worrying as there seem to be more and more crimes that deserve the death penalty, always in the presence of a spent Soulstone. It is only the ignorance of the populace at large that keeps such brutal acts secret. If the people truly understood how Soulstones worked, they would revolt.

The other aspect of the Guild control over Malifaux is the amount of armaments it brings in and has begun to manufacture within the city. While local businessmen and gunsmiths still fashion everything from bespoke revolvers and cavalry sabers in the various nooks and crannies of Downtown, the Guild has set up a number of larger gun and munitions factories in the industrial zones, places where it can cut out the middleman and have a steady supply of guns and ammunition for its agents.

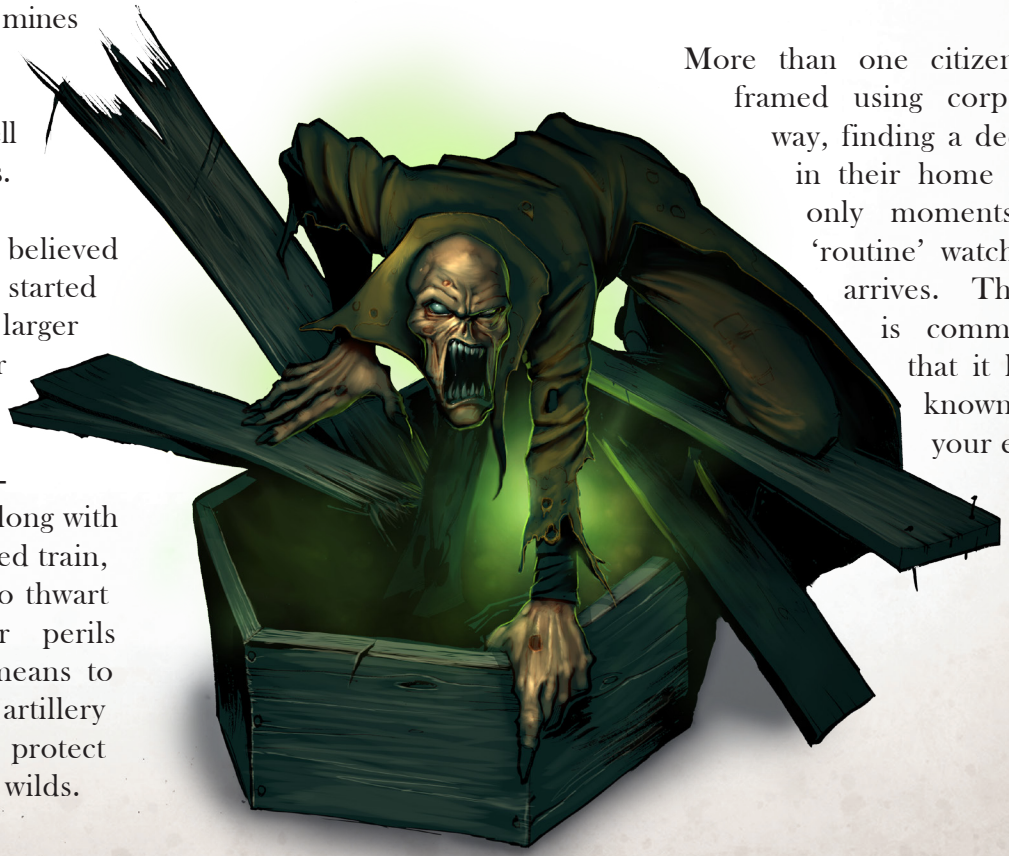
Known locally as the cordite corridor, there is a stretch of factories along the northern edge of the city which lives under a constant pall of black smoke and the harsh sulfuric stink of gunpowder and other chemicals. Heavy, iron-sided wagons constantly rattle along the cobbled streets of these factories in an endless stream, taking armaments either toward Guild armories in the center of the city or out by rail to the outlying towns and mines where they will keep the watchmen and mine bosses well stocked with weapons.

If rumors are to be believed the Guild has even started the manufacture of larger gun and cannon for the protection of the Guild halls and the Governor-General's enclave, along with some kind of armored train, part of their plans to thwart bandits and other perils as well as have a means to deliver cannon and artillery along the rails to protect their interests in the wilds.

Harsh Justice

The Guild is the law in Malifaux and its officers and watchmen are zealous in enforcing it, probably because they have seen what happens to those that cross the Guild. While anything to do with disrupting, looting, or destroying the Soulstone trade is usually a one way trip to the hangman's noose, there are many other laws the Guild maintains unique to Malifaux and often largely unknown to its citizens. In fact it was only when I came across a book on these various statutes that I myself was enlightened.

Apparently it seems there are a number of harsh laws concerning the keeping of bodies past a certain point without committing them to the ground or giving them over the Guild custody. While to some degree this makes sense, as in Malifaux there are numerous ill practices one can use a corpse for, I thought it somewhat unfair that the period is typically only a few hours after the deceased has expired, leaving little time for grieving as watchmen arrive to manhandle it into a pine box and whisk it away. Woe to the family which leaves such a death unreported for too long, as even the slightest signs of decay or rigor-mortis can be enough to spark an investigation with heavy fines for every (proven) hour the death was hidden from the authorities.



More than one citizen has been framed using corpses in this way, finding a decaying body in their home or business only moments before a 'routine' watchman patrol arrives. This practice is common enough that it has become known as 'stiffing' your enemy.

Arcanists

For every oppressive government or monarch there are those who buck under the yoke of its unfair and harsh laws. If popular opinion is to be believed the Arcanists and the organization they represent are part of this opposition to the Guild, standing up for the underdog and the downtrodden citizen when they would be crushed by the greed and hatred of the Guild's leadership.

The reality though, as I have uncovered, is not quite in fitting with these fanciful stories. From the point of view of the Guild an Arcanist is anyone who has developed significant magical abilities (or had their magical abilities enhanced) by coming to Malifaux, and who does not work for them (or is somehow in their thrall via blackmail, contract, or threat of death). These are the men and women that are targeted by the Witch Hunters, and are among the most feared of the enemies of the Guild for their ability to hide in plain sight, mingling among the normal citizens of Malifaux and those of lesser magical ability.

For an Arcanist (using the Guild's definition) it can be a terrifying ordeal to discover their power upon reaching the city only then to find that they are marked for death because of it. Many people have come to the city seeking to find a new life, escaping the danger and poverty of the old world, only to be driven into the service of the Miners and Steamfitters Union. More accurately they are recruited by the criminal organizations behind the M&SU, which are run by Dr. Ramos.

These poor souls do not trust the Guild not to lock them away for good or execute them, and they desperately seek any port in the storm. Sadly these fears are well founded, as the Guild does not tolerate Arcanists well, preferring to remove them as threats rather than attempt to make use of their power. The Guild trusts only its own magical practitioners, who follow a school of magical theory ominously called "The Thalarian Doctrine."

It is the Arcanists which have in many ways formed the strongest ties with Malifaux among the newcomers, their blossoming powers often finding root in one of the old gods or wild beasts of this place. This could be because these forces are looking for a way to be channeled, seeking out release through a suitable human vessel, or it could be that this is where the true power of magic resides and it is in fact these animals and ancient deities which hold it.



Powers like the December, a primal force of winter and ice, is a good example of this kind of force, latching on to humans and granting them magics or focus for their gifts for its unknown ends. Rumors say that December was once a prisoner in Malifaux until someone released it, making a bargain with the old god for a fraction of its power. There are those which go on to say that December was not alone among the imprisoned, and there are ruins in the wilds where other gods languish in magical cells, held in bondage for some ancient crime, waiting for a man or woman of sufficient power to free them, and claim their rightful places as the god's agent in this world.

Not all Arcanists seek power from the old, or hunt to uncover lost gods like some ancient questing hero, instead they embrace the new, merging technology and magic in an unholy union of science. Among the Arcanists are those who were engineers, architects, or craftsmen before coming to Malifaux, and these men and women have turned their skills to the creation of fantastic arcane steam-works. With the use of Soulstone as a source of power and even artificial intelligence, the Arcanists have been able to create weapons, vehicles, and machines unheard of on Earth.

In the contract towns and wilderness stories circulate of vast steam-powered diggers with the ability to sniff out Soulstone and other minerals, repeating weapons which fire shots that never miss, knives which burn and shock when they cut, coats that project etheric fields which can turn aside bullets, and even mechanical birds which spy for their masters, their copper wings glinting in the sun from high above.

Whether or not half of the stories about the steam wonders created by Arcanists are true one cannot deny that since the Guild took power in Malifaux and man began to spread out among its ruins his mastery of strange and advanced technology has increased. As the saying goes, for every arcane weapon and brass clad automaton the Guild has created you can be sure as Soulstone that there is an Arcanist out there who has made something similar, or even something better (or at least more dangerous).

Modern Politics

Among the fledgling Arcanists there are those who do not subscribe to the beliefs of Dr. Ramos. These young firebrands are protagonists and rabble-rousers from Earth. When they came into their powers upon reaching Malifaux, and were in turn drawn into the shadowy circles of power behind the Miners and Steamfitters Union, they decided that this was their chance for bringing about political change. They would begin first in Malifaux and then in the world beyond.

I have seen some of these idealistic men and women handing out leaflets in the Slums or organizing their clandestine meetings, boasting such titles as the Advocates for a Proletariat Arcane State or Conscientious Objectors to Spiritual and Sorcerous Oppression. One such young woman tried to recruit me to their cause, saying it was the civic duty of every member of Malifaux to stand up for their magical rights. She declared that Soulstone was a resource of the people and that it should be distributed not according to the crumbling feudal laws of the Guild but rather in a way which would feed to a social collective. I'm still not entirely sure what she meant, but I think it had something to with stealing Soulstones.

With the financial resource that is Soulstone comes a measure of political power as well. Even on Earth the M&SU is able to make their power manifest. There are rumors of massive Earthside factories where smuggled Soulstone finds its destination. On these clandestine assembly lines soldiers are made, powerful, unthinking, and obedient Construct soldiers of steel and steam. If this is true, then surely there is trouble on the horizon for the nations of Earth.

Resurrectionists

If something is possible, regardless of the consequences or morality involved, it is likely there is someone out there that will embrace it. Such is the nature of necromancy and the men which have been drawn to it and the power it can bring. Unique to Malifaux, the 'art' (as its practitioners sometimes like to call it) of necromancy was among one of the secrets uncovered by the first men to explore the ruined city. Its use and methods are detailed in ancient books and its effects limited to this side of the Great Breach, or so I have been told by reputable sources.

Tales of its powers, and the promise of the ability to animate the dead (for various nefarious purposes), have drawn those skilled in the arcane from near and far, and incidentally created an entire arm of the Guild, the Death Marshals, to hunt them down and stamp out the practice. Such is the natural human aversion to bringing back the dead it was never considered that necromancy would be legal in any sense, nor that the Guild would explore or research it themselves. However, stories also persist that suggest the existence of various Guild 'sanctioned' necromancers. Stranger still, is a suggesting that the Death Marshals themselves are trained in a form of necromancy, albeit far removed from the corpse collecting skills of those they hunt.

To the Resurrectionists, though, there is nothing wrong with using the dead in such a manner. As the romantic name they choose to give to themselves suggests, they see themselves as giving the deceased a second chance at life (albeit in their thrall) rather than creating an abomination.

Like Arcanists, Resurrectionists often hide in plain sight, and as I have learned more than one necromancer holds a position of power in Malifaux. This secret heretics must sneak away in the dark hours of the night to some hidden lair or laboratory to do their experiments. I am sure some are not completely taken by the rush of power that comes from having a hoard of mindless animated corpses under one's control, but rather it is likely that some are driven by a scientific need to understand how and why the dead can be brought back.

I once read an extensive treatise by a man named Otto Vorbish, on this very subject. Vorbish maintained after working as an underling for a powerful Resurrectionist for many years, that the power to reanimate the dead is tied to the city itself, and that this is because everyone who dies in Malifaux somehow remains, their spirits trapped and unable to move on. He goes on to talk about how the large quantities of Soulstone under the ground and diffused into the air of this world have a similar effect to how a Soulstone can capture a soul upon its death and preserve its power.

If he is to be believed it would mean than any of us that breath our last in Malifaux are doomed to remain trapped, held between worlds and denied our final reward (or perhaps punishment) until our souls are either used to power some spell or act as host to the demented experiments of some Resurrectionist. Otto Vorbish has since disappeared. I have heard rumors that he has returned to Earth, but that seems unlikely.

It is little wonder that the Resurrectionists must practice their craft away from the populous areas of the city, given that the byproduct of a spell gone awry can lead to some hungry deathless horror crashing out of their basement and rampaging off into the city. Fortunately for the up and coming mad scientist, Malifaux offers countless dark and forgotten corners for them to set up shop, most notably the Quarantined Zones. Within these unpatrolled areas the budding necromancer has both a relatively safe haven from the Guild and a convenient dumping ground for their failed projects.

Over the years numerous necromancers have set up boltholes in the ruins, many of them becoming abandoned either because the Guild caught up with them, they fell to one of their own creations, or they died at the hands of another Resurrectionist (there seemingly being little honor between those that prey on the dead). Hunters and treasure seekers will pay good coin to find one of these lairs, as the lore contained within can often be sold to the Guild, or another Resurrectionist. They can be dangerous places though, even more so than the ruins in which they are hidden in, as when a necromancer passes on, he nearly always leaves behind dead things. These uncontrolled undead either guard his lair or have become trapped there, listlessly clawing at their cages and hungering for fresh meat. In some cases the Resurrectionist himself might remain, animated by the very forces he sought to control and just as dangerous in death as he was in life.

Not all Resurrectionists are motivated by a desire for power or scientific pursuit. One such tale I have heard is that of Edgar Pulrock, a man who took up the practice of necromancy not to increase his personal power or standing but out of love. Mr. Pulrock arrived in Malifaux in the company of his wife Eunice, though sadly while he traveled in first class she traveled in an oak casket. Once he was in the city he immediately set about hunting down information about Resurrectionists and someone to help him bring his beloved wife back from the beyond.

These inquiries eventually drew the attention of the Death Marshals, and Mr. Pulrock was driven into the Quarantine Zone to continue his research in peace. As the stories go he eventually learned the spells to bring her back, but only for short periods of time, such was the degraded condition of her soul (or so Pulrock believed) and he sought out more and more Soulstones for less and less time with her. Eventually he realized he could only be with her in death, and used his last Soulstone, powered by his own soul, to spend a few precious moments with his wife. The unexpected consequences where that it was the power of his own soul which brought her back for good, leaving him a corpse at her feet, and dooming Mrs. Pulrock to wander the ruins forever, pining for her lost love.

Bring Out Your Dead

Corpses in Malifaux have a disturbing habit of going missing, either on their way to burial or cremation or after they have been put in the ground. To combat the wayward nature of the dead, newly commissioned Death Marshals are often given the thankless task of death watch, following the transportation of bodies to and from their places of rest. The corpses of especially powerful or influential folks are sometimes given extra guard by these Death Marshals, for fear of the secrets they might spill in the hands of a skilled Resurrectionist, and more than once there has been a gunfight in a graveyard or funeral home to protect the dead.

While the young and inexperienced Death Marshals might see a death watch as a waste of time it remains of grave importance to the Guild and the Director of Deaths and Mishaps, Mrs. Enid Kinsley. Mrs. Kinsley likes to know where all the bodies are, and keeps close track in her great book as to their comings and goings. It is often said among the Death Marshals that a man is not truly dead until Director Kinsley marks them so in her book.



Neverborn

Little is really known about these native inhabitants of Malifaux, at least by the general public, and I must admit even after I had lived in the city for months they remained nothing more than cautionary tales about going out at night unarmed. For weeks I would jump at shadows and shiver in my bed over tales of Lilith and her nightmare menagerie coming to get me, which is of course half the power of the Neverborn and the lion's share of the terror they embody. They are to most citizens the unknown, the alien, and the terrible thing which they dare not name; a conglomeration of human horrors dredged up into the waking realm.

Theories abound among scholars of Malifaux as to the origins of the Neverborn, and the reasons many of them choose to take human form, or a form drawn from humanity's mythology. Some point to the Gremlins and their aping of human culture as an example of this, claiming that the Neverborn and natives of Malifaux had no form without men, and are shaped by our fears; wearing a skin to hunt their prey as it were. I have never accepted this idea, as there must have been something here before us, something that spawned the Neverborn in the first place and gave them purpose and form.

There are few even among the Neverborn Hunters of the Guild which have had extensive contact with these monsters, only glimpsing them from afar or in the light of a hastily raised torch or abrupt muzzle flash. Because of this the Neverborn remain frustratingly hard to classify, each one apparently unique, whether it takes human form or something more monstrous. In the Quarantined Zones you hear tales of beasts which prey on explorers and treasure hunters, things with fangs and tentacles or beaks and claws which no man could mistake for any earthly creature.

The Neverborn who walk the streets of Downtown and the Slums are far more insidious and dangerous, as they often come in a pleasing human form or appear as innocuous and harmless items. One story I have heard is that of the bullet wisps, tiny fairy-like creatures which have an unholy appetite for gunpowder. Bullet wisps are attracted to gunsmiths and munitions factories where they gorge themselves on the stuff. They roll around in the black powder until they have had their fill before slinking away to sleep. Occasionally though, a bullet wisp will fall asleep nestled in the powder and be unknowingly packed into a shell casing or powder box. This enrages the little creatures whose only recourse is to eat their way out. If these tales are true (and not some elaborate hoax to cover up the incompetence of the munitions works) then more than one man has lost his life when his gun failed him, its ammunition rendered useless by a hungry bullet wisp.

I have often pondered on the motivations behind the Neverborn and their opposition to humanity in Malifaux. As much as one can understand their alien desires they do however seem to practice many of the forms of aggression and attack common to humanity. In fact the very nature of their terror campaigns against the Guild and their taking of citizens or acts of wanton murder seem to suggest some kind of organized struggle.

I think that, like the Bayou Gremlins, the Neverborn are using humanity's methods against them, striking back at a more powerful and numerous foe like a guerrilla force might, by spreading terror and raiding, working constantly to weaken the whole until their power grows or they can deliver a death blow. The real question remains, though: is this something they have come to themselves, picking over our culture as we pick over the ruins of Malifaux, or more worryingly is someone from the other side of the Breach helping them?

I have never felt comfortable in Malifaux since I heard tell of the existence of Neverborn which choose to wear human faces. That I could have dealings with these alien creatures, or even place my trust in them, without my knowledge is a terrifying prospect indeed. I once spoke at length with Caster Johns, a Neverborn Hunter now sadly no longer with us, about these monsters in disguise. He called them the skin-walkers or mimics and told me of his efforts to hunt them.

Apparently there were several signs to spot one of these skin-walkers, subtle things that ordinary men might miss, such as the way they walked, the way they dressed or even words that they used. According to Caster every man or woman in Malifaux is a native of somewhere else, come through the Great Breach from the Three Kingdoms, New Amsterdam, or some other such place. As such they all bring with them a tiny piece of their culture which is impossible to hide. This is something the Neverborn cannot master, something that always rings false when questioned or observed and something which will always give them away.

Ten Thunders

Like an ill-wind from the east the Ten Thunders have swept through the Great Breach and into ,Malifaux, infecting every corner of the city with their criminal empire. Ancient crime lords, led by their mysterious and powerful Oyabun, in their few short years in the city they have spread out from the Little Kingdom to dominate much of the local criminal enterprises.

While the Little Kingdom is undoubtedly firmly within their grasp it is rumored that they have a vested interest in most areas of the city, where everything from gambling and prostitution to protection rackets and assassination fall under their purview. I have on occasion come across their agents in my travels, as it is almost impossible to avoid them, especially when dealing with the underworld. Though fearsome and difficult to read I found their word to be reliable, as long as you followed their rules and didn't try and cross them. It seems there is no quicker way to end up in the river (or worse, a Little Kingdom butcher's shop window) than to try and get one past the Ten Thunders, such is the extreme vengeance they reserve for traitors.

The Ten Thunders have brought with them much of their eastern culture, which is most evident in the streets and alleyways of the Little Kingdom. On the surface this means strange holidays, unusual cuisine, or a habit of hanging paper lamps everywhere. But in the case of these oriental criminals it also means special weapons, tools, and methods of torture. Several of these I have heard tell of, and some I have even seen for myself, like the flexible wind-blades favored by some of their thugs. These short broad-bladed knives are both incredibly sharp but also bendable, in the same way as a saw might bend to help it cut at odd angles. In action the blades are drawn across an opponent's body, twisting as they do so to create terrible wounds. No one can mistake the scars left by a wind-blade, and it almost becomes a badge of one's dealings with the Ten Thunders, for better or worse.

In the Little Kingdom, Guild law is seldom enforced to the degree it is in other sections of the city. The Ten Thunders having their own rules about what constitutes a crime and what kinds of punishment are fitting. These are largely laws which they have brought with them from the Three Kingdoms, or ones which have been crafted to suit the needs to their ever expanding criminal organization.

When a crime is committed in the Little Kingdom any citizen (provided they are a recognized member of the community) can approach the Ten Thunders to ask for justice. I know of one such case where a man's tavern was wrecked during a drunken brawl between rail workers and one of his waitresses badly injured. Even though the man did not pay protection to the Ten Thunders (though he let their men drink there for free) he approached them asking for help to get compensation from the guilty parties.

The Oyabun considered his case as with all cases and weighted up the crime against the interests of the clan, deciding in the end that the guilty men would now work for the tavern keeper to protect his residence, and while the tavern keeper would not pay a protection (as he had not before) the men would pay some of their wage to the Ten Thunders. In this way the peace was restored but the clan gained more muscle; notably muscle with a grudge against the tavern keeper who would then be willing to turn his tavern into another asset of the Ten Thunders.

I hesitate to mention this here, as it is completely unsubstantiated rumor. I would be remiss, however, if I did not at least note the possible existence of a settlement across the mountains, where the Ten Thunders maintain their own, smaller but secret, Breach.

Painted Men

The tattoos of the Three Kingdoms, with their strange motifs and eldritch creatures, are a strange sight to behold to western eyes, enchanting and beguiling like the land from which they come. Among the men and women of the Ten Thunders these tattoos seem to take on another meaning entirely, and in my travels in the Little Kingdom I have learned something of the way in which they are worn.

When a youth is initiated into the Ten Thunders they are often marked with a unique tattoo. This could be a dragon or a tiger, rabbit, or monkey, but illuminated in a specific way. Wreaths of smoke around the creature indicate the person works in the opium trade. Knives or swords indicate that they are an enforcer. Lastly, coins, dice, or cards mark them as dealing with gamblers. As the individual rises in the ranks of the organization tattoo is added to and embellished until a veteran criminal will have most of their body covered by colorful swirls and intricate patterns.

Outcasts

The Guild and its greed, the Arcanists and their rebellion, the Resurrectionists and their pursuit of forbidden lore, and the Neverborn and their alien hungers are only part of the tapestry of conflict which makes up Malifaux. Among these larger players and their sweeping concerns are lone contractors, mercenaries, and enterprising souls that walk the fine line between success and ruin.

I have often considered the mercenary's life myself, given my certain set of skills and the wealth of knowledge I have about the city. However, in truth it is simply far too dangerous, given that everyone seems arrayed against you and even your employers will not raise a finger to help you should things go awry. There is also a certain dark reputation that mercenaries carry with them, something that sets them apart from the common citizens, whether it is in the swagger of their steps or the low slung pistol at their side. Either way I have never known one to be welcomed anywhere, even by the people with jobs for them, who seem to just tolerate them until they can send them on their way.

Over the years I have seen various attempts by powerful or rich bounty hunters to form some kind of organization or society to protect their interests. To date, though, only a few stand out as an organized mercenary group. The Freikorps are possibly the most elite group, though I do not count them considering theirs is a shared motivation which they brought with them across the Breach. In addition, the Freikorps could also be considered a political power in Malifaux, simply thanks to its military might.

The Castalan company, likewise, shares motivation, but also an assumed national identity. While this is unwarranted, young men seeking identity are drawn to the group. It also functions as a pseudo-democracy, although this is mostly for show to the younger members of the company.

Some of those that have failed include the Fen Brotherhood, a group of hunters drawn to Malifaux by their interest in the alien Bayou and the critters rumored to be hidden in its depths. The Brotherhood would take commissions from wealthy men back on Earth or living in Downtown to capture and stuff beasts for their homes, a task they took very seriously, and they gained a good reputation for (it not being easy to kill some Neverborn horror while remembering to preserve the corpse for taxidermy). Each member of the Brotherhood was a skilled swamp-hunter and they would wear long trench coats and broad-brimmed gray hats with golden bands to mark their status.

Unfortunately for the Brotherhood they bit off more than they could chew by taking a job to land a vast brown-water leviathan known as the Snapper. They vanished without a trace, lost in the depths of the Bayou along with all their gear and their boat. Rumors has it that the Snapper got them, though others say that it was the Gremlins, who had been watching them for months to learn their ways. This latter theory might hold some credence as from time to time a Gremlin is spotted in the swamp wearing a gray hat with a golden band.

Not all outcasts and independents are mercenaries and bounty hunters, motivated solely by money or fame. Some are genuine businessmen, or magical practitioners come from Earth to increase their power and influence. Among the most successful of these are the Gaywyn sisters; acrobatic cat-burglars and skilled Arcanists. Identical triplets, the Gaywyn's, Peg, Meg and Heg, were particularly agile daughters to a traveling salesman, proving their worth time and again by entertaining his customers and also, if the stories are to be believed, fleecing them of their goods.

When the sisters grew up they discovered that their talents were in high demand both as entertainers and consummate cat-burglars. Eventually the sisters' luck ran out and they were sent, in chains, to Malifaux to work off their debt, though no sooner had they arrived than they escaped, discovering that Malifaux had given them the gift of magic.

Stories such as these are commonplace in Malifaux. While many are obviously fanciful, the sheer influx of immigration leads to a desperate dilemma for many. Work is scarce, and safety scarcer. Survival often comes at the end of a barrel or blade. It is the gang that supports itself, and provides what meager sanctuary there is to be had. These outcasts, while not organized in a larger sense, provide pockets of resistance and defiance that calls to the downtrodden and desperate.

For a Few Script More

The Guild cannot be everywhere at once, nor can its hunters and marshals bring in every wrongdoer or track down every marauding monster. For this reason the Guild regularly posts bounties on the most dangerous and troublesome of its enemies. Some bounties come and go swiftly, like the reward of 1000 Guild Script for the head of notorious arsonist Guam Le Hest, which had local watch stations checking heads against his likeness for a week until it was discovered the criminal had killed himself in a burning inferno.

Others seem to have become fixtures on the Guild notice boards, like the bounty for Patchwork, an ill-defined and seldom seen Neverborn known only by a vague description and a long list of grizzly crimes. Even though the current reward is up to five pounds of high grade Soulstone, most who go after the creature never return, and those that do tend to swear off the bounty hunter's game. Even so there never seems to be a shortage of folks looking to cash in the bounties, looking to make some quick cash and maybe a name for themselves with a quick draw and steady aim.



DRAMATIS PERSONAE

"No one comes to Malifaux because they are leaving something better behind, at least not by choice. They say this city is a land of opportunity and adventure, I call it the last stop on the road to the bottom."
—Floyd Rothstein, Malifaux Train Conductor

There are countless unique and interesting characters in Malifaux, driven by a variety of motivations and representing a variety of factions from the Guild to the Neverborn. During the Fated's adventures they will likely meet many of these, some as enemies, some as allies, and some as both.

The persons presented here represent some of the notable figures of Malifaux and their dark little secrets, as recalled by Mr. Dobbs, so for the Fatemaster and players to explore as they see fit. As with all dark secrets, though, one should always take them with a grain of salt, for there is no telling what scurrilous lies their enemies have been spreading about them...

The Guild

For better or for worse it is the Guild that keeps Malifaux operating. Key individuals within the Guild are the driving force behind the steady power gains the Guild has made since the reopening of the Breach. It cannot be understated how much every human being in Malifaux feels their presence or the reverberations of their machinations.

I would like to take this opportunity to note two notable missing members. Sonnia Criid and Samuel Hopkins. These two are the most prominent members of the Witch Hunters, the Guild's own personal inquisition against sorcerers. While Hopkins has been seen around the city near the rail station from time to time, Sonnia Criid has been absent from public eye. I do not know if she is still alive, but her Witchling Stalkers can sometimes be seen in dark alleyways. I have also heard rumors that Hopkins has been receiving orders from a mysterious woman.

The Governor

Little is actually known about the Governor-General, given the power he wields over Malifaux. I myself have only glimpsed him on occasion, and then usually only as a shadow in a coach window or behind the beefy shoulders of his bodyguards. Rumors are rife of course about what he gets up to in his enclave, surrounded by piles of Soulstone and hundreds of well-paid servants.

I won't dwell on the more outlandish tales, like how he likes to listen to the screams of the damned via secret listening tubes connected to his dungeons or how he had one of the most skilled craftsmen of the Guild construct for him an automaton wife (before having them all killed to keep their silence). No, the tale I will relate has to do with the disturbing stories I have heard about his past.

Once a lowly servant of a powerful sorcerer's cabal from old London, he only gained the job as a punishment. As the tale goes none of the other wizards of the cabal were brave enough to travel to Malifaux (especially after what happened last time) and so they sent him instead, for some infraction or other against their order. The reasoning I guess being he was trustworthy enough to send but not so much that they cared if he lived or died. Well it seems the joke is on them as since then the Guild has only grown in power and control over the Soulstone trade, and for us the joke is that among all the criminals and exiles the Governor-General is the biggest one of all!

Of course, this is just one such tale. The mystery of the Governor's real persona tends to spark outlandish tales. Others put forward that he doesn't exist at all. Instead, the Guild is actually run by the heads of each department. This cabal within a cabal is apparently keeping the Governor's death a secret, and ruling in his name. A ploy meant to keep more influential individuals from being sent to through the Breach.

Still others contend that the Governor-General's Secretary is the real power behind the throne. If this is to be believed, however, it would require the Governor-General to have actually been an man whose power is now subsumed by Lucius. This is utter madness, considering the scope of such a ruse.

The Ortegas

Hardened Neverborn Hunters, the Ortegas have a well-deserved reputation as some of the finest gunfighters and trackers known to the Guild. Led by the beautiful and dangerous Perdita, she and her kin have accounted for more Neverborn than anyone else among the ranks of the Guild or on their pay, racking up an impressive body count and drawing the attentions of Lilith herself for retribution.

The family maintains a stronghold out in the Badlands called Latigo. Its defenses are manned around the clock, and it is unknown exactly how many Ortegas have taken up residence. Indeed the family is massive, encompassing brothers, sisters, cousins, and even friends of the family who have simply taken the name. It is possible that the Ortegas are nearly an army in and of themselves with such numbers.

I myself have met two of the Ortegas. Francisco, Perdita's older brother, is about as hard a man as I have ever laid eyes upon. I saw no pity in his face, only the hard lines of a killer and the determination to do whatever it takes to get the job done. The other was a madman I only knew as "Guapo" Ortega. This name was, assuredly ironic. He boasted a web of scars that came from exposure to Neverborn blood. Nevertheless, I have only heard legends of men who were as quick with a pistol as he was.

It is little wonder, then, given their fearsome reputation, that not many people talk about the Ortegas lost cousin, the one who fell from grace and vanished into the darkness of Malifaux. All rumor and conjecture, it is said that when the Ortegas came to Malifaux they each offered their skills to the Guild, seeing this as their duty and their calling in this dark and godless place. All but one, Manuel Ortega, youngest of the brothers and weakest of the clan.

Whether he exists or not, the story of Manuel is a sad one, driven into the arms of the Neverborn in search of power and wealth, something he could never find as part of his own family, he eventually learned magical means to improve his power and even drew the favor of Lilith. It is said when an Ortega puts down a Neverborn they offer to spare it torment and give it a quick death if it will tell them where to find Manuel, though as the rumor goes, not one has ever accepted.

Lady Justice

Easily the most famous of the Death Marshals, Lady Justice is a force to be reckoned with and a powerful foe to any who would dabble in the necromantic art. The fact that she is blind, at least in the sense that you and I would understand it, does not seem to have slowed her down at all.

She is seldom seen without her companion The Judge, who serves as her as her eyes, as well as being a talented investigator in his own right. Apparently, so I'm told, he also has duties as an actual judge, but he takes this role only in the field, and only in a court of bullets and blood.

There are countless wild tales of the Lady bringing Resurrectionists to justice and putting the dead to rest. Through a combination of her skill with a two-handed greatsword (doubly impressive considering her lack of vision) as well as her innate powers to resist the dead and their sorceries, she has brought to justice over a dozen of the Guild's most wanted criminals. Considering that she was sometimes the person to post these bounties, however, these accolades have taken on an odor of accusation.

There is one tale that I hesitate to put to pen. If this is true, I take my life into my own hands, dear reader. It is whispered that Lady Justice and her cohort, The Judge, are both suffering from a form of necromantic plague. Whether this is due to her studies into the necromantic arts, or if it is a result of routine contact with undead, is unknown.

If my source is to be believed, however, there is nothing but rotted eye sockets beneath the good lady's blindfold. Her blindness, according to the tale, is a result of her disease. Likewise, it is said that the judges lower face is rotting away. My informant claims that he has no lower jaw at all, but this would render him unable to speak. This may be the case, however, as I have been unable to find anyone who would admit to having heard him utter a word.

Some others have claimed that she is secretly married to the Judge, but the reason for such clandestine arrangements is beyond me. Surely any relationship they have would be severely limited by their condition.

Wanted by the Guild

The Guild maintains a list of known criminals with bounties ranging from five script (for those wanted for questioning) to several thousand script. Presented here are those the Guild wants very badly, and is willing to pay considerably for.

Albus Von Schtook

A former professor of astronomy on Earth, Albus Von Schtook apparently came to Malifaux to study the sky of a new world. It is ironic, then, that he likely hasn't seen the sky in over a year.

Albus Von Schtook lives in the sewers of Malifaux and several of the ratcatchers I have spoken with claim that he routinely scrawls strange "lessons" on the muck clinging to the sewer walls. If he had simply been driven insane by his studies, that would be a sad story, but not one worth of a bounty.

Alas, the good professor is counted among the ranks of the Resurrectionists by Guild officials. He has turned his intellect towards building monstrous abominations that ascend to the surface to collect more bodies and scrap to fuel Von Schtook's strange university of the macabre. His bounty fluctuates between a thousand and two thousand script, depending on how recently his "students" made one of their treks topside.

Lilith

The first and most fearsome of Malifaux's Neverborn, Lilith has made it her business to make sure the Guild know her name and recognized her handiwork. Leading a brood of Nephilim, ranging in shape and size to encompass a range of human nightmares, she is the terror that fills the void in a man's mind when he dwells on the unknown and the first thing to haunt a child's dreams.

Whether or not her motivations for raiding and murdering the citizens of the city are part of a greater plot to drive them out, or simply as recreation, remains unclear to the Guild, though it cannot be denied that she is fulfilling both amply. I have never had the misfortune to come across Lilith or one of the Nephilim, though I have seen the aftermath of her attacks. It seems to be a skill of Lilith to find out the fears of her victims and fashion their demise to match her strange poetic license.

The stories tell of how a man who is afraid of heights will fall to his death, while one afraid of spiders will be found covered in tiny bites, or a woman scared of her own children will end up bludgeoned to death by a child's toy, tiny bloody hand-prints on her face. Even those hunters which try and go up against her or her Neverborn tell of coming across their childhood fears and secret phobias.

One hunter told me about his fear of cockroaches, and how once out in the Quarantine Zone he came across a body infested with the insects. At first he held his nerve but when the body clambered to its feet, cockroaches spilling form its mouth and eyes, and began to shamble forward he turned tail and ran. He told me he felt no shame in fleeing as he really didn't want to find out exactly how one can be killed by corpse full of cockroaches.

At the time of this writing, the bounty on Lilith's head is set at four thousand script.



The Mask Serpent

This is a strange case, and one that the Guild tried to keep quiet for a long time. However, their inability to bring anyone to justice has forced their hand. Someone is killing Guild lawyers, and he or she is doing it brutally.

As you may know, the Guild's lawyers all wear masks when performing their court-appointed duty. This hides their identities from the accused in an effort to avert reprisal. This is only necessary because so many cases heard by the courts are complete shams where the accused has no real chance of proving their innocence.

This is where the "criminal" I've taken to calling the "Mask Serpent" has come into being. He is murdering Guild lawyers, usually by choking them with a length of chain (that could be from a manacle) and the he is splitting their tongue down the middle so that it looks like a serpent's.

I won't speculate on his motivations, except to say that it is likely he is seeking true justice for some poor soul wronged by the Guild's institutionalized malfeasance.

Nikolai Posie

The former owner and operator of an inn called "The Fox & Blossom," Nikolai Posie is wanted for a series of grisly murders. The apparent purpose of his actions was to supply a mysterious benefactor with fresh corpses, but the benefactor has never been found. Nikolai is wanted alive, so that he may be questioned, which is rare (and possibly unique) among those on the Guild's wanted listings.

In the wake of a rash of disappearances the Guild's routine investigation lead agents to "The Fox & Blossom." Apparently, Mr. Posie was poisoning newcomers to Malifaux and storing their bodies for later "delivery." In a frightening turn, Mr. Posie was nowhere to be found, and it is possible he was tipped off by a Guild official before his establishment was raided by Death Marshals. To date, Posie's whereabouts are unknown.

Pandora

As I have mentioned before, the worst of the Neverborn would have to be those which take on human form and walk undetected among us. Pandora is one such creature, pleasing to the eye but with a will to spread sorrow and despair wherever she goes. It seems she has a gift for this, twisting the minds of men and women until their worries come bubbling up, filling them with a deep hopelessness and overwhelming despair.

Such is the reputation of the creature, and those similar Neverborn who travel with her, that many attribute the general oppressive nature of Malifaux to her and her alone. While I do not subscribe to this kind of thinking, I cannot help but think that she is at least in part to blame.

One terrible story I have heard about her and her abilities is concerning what have become known as the suicide clubs. These are groups of people who make a pact to end their lives, relying on each other for the strength to see it through if they should falter. Difficult to detect, it is said that Pandora starts with a single depressed individual, nurturing their hopelessness like a tiny flame until they can turn it into a raging fire. She then sends them out to find other like-minded souls, manipulating their emotions along the way. Out of cruelty she even seeds in a few people who on their own would be in no danger, filling them with sorrow until such time as the pact is completed and their companions kill each other. It is at this point she removes her influence so that they can realize the horror of what they have done, just before they leap off a building holding hands with their mates or their companions shoot them in the head.

The Guild maintains a price on Pandora's head, although they have no likeness of her. Those attempting to come forward and claim the thirty thousand script bounty have been largely discredited and brought up on murder charges.

This has not helped to maintain interest in her capture.

The Red Chapel Killer

Perhaps the highest bounty (five thousand script) belongs to Seamus, also known as the Red Chapel Killer. To date, over a hundred murders have been attributed to him, from the bodies of children found in alleyways to several high ranking officials, and even a number of Death Marshals.

However, I have it on good authority that he only targets ladies of the evening. All other murders laid at his feet are either mis-attributed or were people who attempted to apprehend him.

Catching Seamus has proven difficult because of his reputation. The sheer number of mimic murderers has made catching the real Seamus nearly impossible. Indeed, it is likely that the original Seamus was brought to justice on some unrelated charge. This theory has some veracity, as there was a dip in murders befitting his personal flare for the dramatic late last summer.

If you see anyone fitting Seamus's description (tall, thin, usually wearing an outlandishly large top hat) then you might want to consider going somewhere public... where prostitutes do not frequent.

Som'er Jones

Som'er 'Teeth' Jones has the dubious honor of being the only Gremlin to make it to the Guild's wanted list by name. While any Gremlin corpse carries a two script bounty (which fuels many expeditions into the Bayou) Som'er is considered the ring leader, and is worth considerably more (two thousand script).

He is wanted, officially, for several assaults on the work sites of the M&SU and other assorted Guild affiliates. The difficulty in collecting his bounty is proving that the corpse presented to the Guild officials is indeed Som'er.

As all Gremlins look nearly identical, with only slight differences in dress and odor, it is possible that the bounty can never be claimed. Guild officials assure us, however, that Gremlins do indeed look different (one went so far as to laughingly call me racist), and that they can tell the difference.



Power Players

Dr. Ramos

The president of the Miners and Steamfitters Union Dr. Ramos is a powerful man with access to vast resources and a loyal following of workers. What many may not also know (though not anyone who really looks very hard) is that he is also mixed up with the Arcanists, and the vast criminal networks which support them.

I would hazard to guess that it is only his position that has thus far protected him from the Guild, and the fact that he never seems to get his hands dirty if he can help it. As the de facto leader of the Arcanists it is unsurprising that he has a keen interest in the development of magic and the magical sciences, going so far as to be behind many of the innovations turned out by the Union.

Some stories go further and say that Dr. Ramos is actually years ahead of the Guild in all kinds of magical steam-powered research, and those creations seen outside his labs are but a taste of what is to come. One particular tale talks about some great machine he is building, a kind of Soulstone funnel which will draw in the magical energies of hundreds of Soulstones at once and then use a special aetheric lens to focus them. This 'arcane eye' is said to be able to boost the power of a person's magic more than a hundredfold, turning even the meekest of users into a veritable god of sorcerous ability. If such a device does exist then the Guild are sure to be hunting it, which does not fill me with joy, as I can imagine the only thing worse than such a power being in the hands of the Arcanists is it being in the hands of the Guild.

Misaki

An agent for the Ten Thunders, Misaki was one of those who paved the way for the clan to enter the city and set up their criminal enterprises. A skilled fighter and cunning opponent, she has felled many a foe which underestimated her and as a result has risen rapidly in the ranks of the Ten Thunders.

I have only heard about her by reputation, but she has left her mark on many of the great crimes to go down in Little Kingdom and beyond, so much so that there are those among the Guild who see her as a greater threat than the Oyabun.

Perhaps this is rightly so, as I have heard that everything she is doing is part of some plan of hers to take over the clan and its interests. According to rumor the reasons for the recent closing of the borders of the Three Kingdoms has something to do with an internal power struggle, and that the powers that be within the Kingdoms are looking to expand their influence into Malifaux.

It would seem that the current Oyabun is loyal to a different faction Earthside than Misaki, and that she has been promised great things if she can pave the way for her own master's takeover. Combined with the worrisome rumors that another Breach has opened between the Three Kingdoms and Malifaux, somewhere out in the wilds, this could be a big problem for the Guild, which might soon find themselves subject to an invasion both from without and from within.



THE LOST CITY

Malifaux is a city like no other, a setting ripe for telling compelling narratives centered around the Fated. Stories in Malifaux involve the unusual, the bizarre, and, frequently, the macabre. This chapter describes techniques and advice on presenting a unique and engaging adventure or campaign using the city of Malifaux and its surrounding areas (such as the Bayou) as the backdrop.

Of course, no adventure in the Lost City would be complete without some kind of connection to fate, especially the destinies of the Fated themselves. This chapter also includes a great deal of discussion on how a Fatemaster can best bring the Fated's individual Destiny to the forefront.

CONSISTENCY

The role of the Fatemaster in shaping the overall flow of the game can be demanding. There are two tools that a Fatemaster should keep in mind when preparing his adventures in *Through the Breach*.

Often, maintaining the flow of an adventure or campaign comes down to keeping track of what you tell the players about the setting and their circumstances. These details bring the adventures to life in the players' imaginations.

One way to keep a campaign consistent is to take accurate notes; this can be as simple as remembering that a particular building has a creaky floor! When the players take note of the consistent details in the world that they encounter, they will begin to feel that Malifaux is a real place, even if only in their minds.

CREATING STORY LINES

"Every corner of this city has a story to tell, rotting like day old corpses lying in the shadows or festering just below the surface. And unlike day old corpses you don't need to be a Resurrectionist to dig them up."
—Jacob Dobbs, Author of the *Undercity Chronicle*

The city of Malifaux is a dark and dangerous place infested with monsters hungry for both blood and coin, and riddled with deadly schemes and plots ready to snare the unwary. Under the watchful gaze of the Guild its citizens toil endlessly for Soulstone in its mines, keeping their heads down and their mouths shut lest they draw undue attention and fall afoul of one of the many horrors this alien realm has to offer. For these meek individuals their time in Malifaux is a trial which must be endured, their debts paid to the Guild so they can travel back Earthside and be free of whatever crime or misfortune which brought them here in the first place.

For a rare few, like those which came willingly through the Breach seeking their fortune (the Fated often counting themselves among this number), it is so much more. For these reckless and courageous folk it is a place of high adventure and limitless potential, where a cunning and bold traveler can make his or her fortune, throw of the shackles of Guild oppression, or master arts and magics long since lost to Earth. For some Malifaux will always be a waking nightmare where the horrors of their imaginations, and the very real threat of, the Neverborn, Resurrectionist, and Guild bullyboys, haunt their days and nights, while for others it can be a playground of limitless potential, free from the oppression of the life they knew back home and the rules of the ancient kingdoms of Earth.

It is the job of the Fatemaster to bring Malifaux to life for his players, evoking the setting to paint a picture of the dark city that lingers in their minds and gives them ample opportunity for adventure. The FM also spins the tale that the Fated will walk, weaving into it encounters and events as well as challenges for them, of which Malifaux has more than its fair share. While this might seem a daunting task at first, given the scope and breadth of potential adventure through the Breach and beyond, there are a number of ways in which the FM can brand his adventures with the look, feel, and themes of Malifaux, regardless of where they are set or which plots and machinations drive them.

This chapter is dedicated to helping the FM create such adventures; exploring the themes he can work into his scenarios to give them the feel of the dark city, as well as giving them a unique feel found in no other setting. It also explores various styles of play, the motivation for the FM's Fated, showing how this can be tailored to the type of adventure the FM wants to run as well as his player's favored methods of dealing with challenges. At the end of the chapter these is also a collection of plot hooks for adventures set in Malifaux to get the FM started, plunging his players into the Machiavellian politics and dark secrets of the city.

This chapter also deals with the notion of fate—a key concept in Malifaux and part of every player's character. Fate is a tool which both the FM and the Fated can use to shape the story, change the outcome of events, or alter the course of their characters actions. Handling fate and invoking it largely falls to the Fatemaster, as does the job of interpreting it, and how the FM handles Fate in his adventures can dramatically alter their outcome. To help the FM in dealing with fate, as well as guiding the players in their use of their fates, this chapter provides a comprehensive guide to the various fates, as well as how they might feature in an adventure or an encounter and what effects they might incur. Ultimately, though, fate is the domain of the Fatemaster and another tool in his arsenal for creating and shaping his adventures in Malifaux.

Bringing Malifaux to Life

Don't let the signs fool you; Malifaux is like no city on Earth. A traveler might see familiar sights like the lantern-strewn streets of the Little Kingdom, so like the great cities of the Three Kingdoms, or the grand buildings of Downtown with their facades and great shop-fronts so reminiscent of New Amsterdam, but these are mere shadows of a world far removed from the one they walk in. A glance up at the cold distant sun or twin moons is enough to remind the traveler that he stands on an alien world, a place not meant for humans, a place which, should it have its way, would see him rotting in the ground or torn asunder by its denizens. Most that come to Malifaux, even those brought here in chains, spend their lives trying to shrug off this alien shadow, pretending that they are living in any large bustling metropolis back home, and trying to ignore the oppressive wilds which surround the city, or the Quarantine Zones walled off by the Guild to keep both scavengers out and the local predators in. It is a forlorn hope, however, as the human mind can never truly shake that alien shadow, that deep unease which haunts both waking and sleeping hours that screams into your subconscious that something about this place is just not right...



Themes within Malifaux

The city of Malifaux and the environs and wilds that surround it have their own persona distinct from anything on Earth and any place the character will have previously been familiar. As part of his job, it is the responsibility of the Fatemaster to bring the city to life and weave this atmosphere into his game to make Malifaux feel dangerous and exciting as well as singularly unique. To help the Fatemaster in this task presented here are a number of the key themes surrounding the city of Malifaux and the lands beyond the Great Breach. He can use them as a guide to breathing life into the setting and as a foundation for adventures and scenarios set within the dark city. While these themes are by no means comprehensive (Malifaux is after all a vast and complex setting) they do touch on the key aspects of what players can expect when they set foot within its shadowed streets and crumbling ruins, and will help inform the Fatemaster as to how the city might respond to their actions.

The Wild Frontier

Malifaux is a wild and brutal place, where life can be cheap and laws can be broken. Earthside there are still numerous frontiers, whether they are found in the American west or the countries of the Far East, but none are quite like the city of Malifaux and the lands beyond the Great Breach. Only a fool walks the streets of Malifaux after dark (or in certain places in broad daylight) unarmed, and those that survive for long in the city always have a ready firearm or blade at their side. This frontier mentality becomes even more pronounced as one ventures beyond the shadow of Guild law and past the heart of Malifaux, in places like the outlying Contract Towns of Prosperity and Fortune Falls, places only nominally under the control of their sheriffs and often defended solely by the presence of the Miners and Steamfitters Union. Those that venture beyond even this meager umbrella of civilization, into the distant mountains or deep swamps, accept that their ability to defend themselves begins and ends with their sidearms or magical aptitude; they walk a world far deadlier than the one they call home.

An Alien World

The city of Malifaux and the world in which it festers are only cosmetically like the one the players will be familiar with. Drinking houses, rail-lines, and stinking factories will remind them of home, but in fact they hide a world shaped by alien forces and orbiting a distant alien star. From the strange, twisted plants which sprout between the broken cobbles of the city streets to the chilling howls made by monstrous throats in the night, keen eyes can see that this is not the Earth they are familiar with. Even discounting the disturbing and violent presence of the Neverborn, or the vile rise of practices like Necromancy, Malifaux breeds the unknown and the alien. Characters are well warned never to take something at face value when walking the streets of the city or exploring the wilds beyond its walls, as that which appears innocent can harbor deadly intent or malign intelligence, a mistake which might cost the unwary far more than an unexpected shock.

Ancient and Forgotten

The Guild and the various factions which followed them are not the first humans to have set foot in Malifaux, and there is plentiful evidence within the city that suggests other civilizations once flourished here — not least of which is the existence of the city itself. The ruins which dot the landscape around the city are also further proof as to this lost race, their secrets only faintly understood by the Guild and those others brave enough to venture into their darkened, crumbling halls. Since the opening of the Great Breach only a fraction of this ancient history has been uncovered and even less fully understood. For the Fated, every ruin they explore or artifact they uncover will be a reminder of this lost time, and another enigmatic clue to something that lurks in the dark past of the city, linked to its collapse and the possible disaster which still looms over their heads.

Embers of Magic

Magic is an ever-present force within the city of Malifaux, and incidentally the reason mankind is here at all. Everything which transpires within the city and beyond has its roots in this hunger for the arcane and the endless pursuit of Soulstones by the Guild. Many humans which come to the city discover that once beyond the Breach they have begun to manifest the ability to manipulate magic, or if they had some semblance of talent Earthside then it is enhanced tenfold, turning them into true masters of the magical arts. Players will soon realize that magic flows through Malifaux like blood, pumped up from the heart of the world and saturating everything it comes into contact with, including themselves. This magic will enhance them and empower them in ways that they could not have imagined in their life back on Earth, but it will also enhance their enemies. As much as magic will be their ally in Malifaux it will also become their greatest enemy.

It's All Guild Business

The Guild rule Malifaux with an iron fist, controlling everything they can and claiming power over everything else whether or not it bows to their will. In control of the Great Breach, and the trains which use it, the Guild has a stranglehold on almost everything which comes into and goes out of the city. They also control the wealth of the Soulstone trade, and the mines and the miners that work them (despite the efforts of the Miners and Steamfitters Union to erode their power). This consequently means that if something is happening in Malifaux odds are the Guild has something to do with it, either because they want it to happen or they are trying to stop it. Even the Neverborn recognize the Guild as their major opponents, and the face of humanity's presence within the city, reserving their special hatred for its leaders and officers. Almost without exception the Fated will be in Malifaux because of the Guild, either coming through on Guild contract or brought here in chains to pay off Guild debt. They should never forget that the eyes of the Governor-General are always upon them, and woe be to those who act against the interests of the Guild.

Style of Play

The characters and allegiances which the players choose will have a dramatic effect on the kinds of adventures the Fatemaster creates for them. Whether they are aligned with the Guild, hunting down Arcanists, Resurrectionists, and Neverborn, or whether they choose to live in the shadows pursuing their own fortunes the Fatemaster should consider what style of play will best suit the needs and interests of his players, ensuring that they can explore Malifaux in their own way and by their own rules. Below are a few play styles which the Fatemaster could explore with his players depending on the motivations and backgrounds of their characters. These are intended to give the Fatemaster some ideas as to the kinds of games such Fated might flourish in, and should give him a sense of how a particular group of player characters might operate, whether the group focuses on a single style or is a mix and match of several.

Renegades

Malifaux is a magnet for criminal activity and shady characters, either brought over as forced labor by the Guild to pay for their crimes or as part of larger criminal activities like the Ten Thunders syndicate. Freelance and rogue elements also manage to find their way through the Great Breach in search of wealth and fame, or simply a more steady supply of Soulstones to fuel their innate talents or dark research. A group of Fated focused around the concept of renegades will also be at odds with the Guild, constantly looking over their shoulder for signs of Guild Guardsmen, Death Marshals, Witchling Stalkers, or even Lady Justice herself as they slink through the shadows. They might be aligned with Arcanists, working for the Miners and Steamfitters Union as a cover for their seditious activities, while embracing the idea of bringing down the Guild and all it stands for. Alternatively they could be interested in expanding their own dark skills or the 'scientific' endeavors of others by procuring bodies for Resurrectionists, or conducting their own experiments for profit. Of course there is also petty crime to line one's pockets, and in the sprawling slums of Malifaux there are numerous ways to make coin, fueled by a steady stream of unwitting new arrivals ready to be fleeced by cunning criminals.

The Century That Never Was

Malifaux combines numerous themes and concepts that may well be familiar to the Fatemaster and his players – themes like the Wild West, the Unapproachable East and Victorian Era taken from our own world and mixed in with the magic and darkness of Malifaux. Unlike our world though the Earth of Malifaux, the Earth that the Fated will know is different from our own, and while it exists at the turn of the 19th Century in a similar place technologically to our own Earth it is forever changed by the existence of magic. Even so, the Fatemaster can use this rich history as a source of ideas for his adventures and characters, drawing from the legends of the American Frontier or the Orient and its first forays into the West, adding a dash of magic and a steampunk twist to its technology to blend it in with the alternative world in which the Great Breach to Malifaux exists.

Campaigns and groups based around the concept of crime will often be rooted in the dark corners of Malifaux, beyond the prying eyes of the Guild, and the Fatemaster can use them to explore a darker side of the city the player characters might not otherwise get to see in all its glory. The Fatemaster should adapt his adventures to suit a group of Fated which operate outside the law, avoid the Guild, and are more than ready to take advantage of the common citizens of the city if it means profit or advancing their own goals. This can mean unexpected problems, such as going it alone without the aid of the Guild or the more upstanding institutions of Malifaux, and it may even make an encounter with the Guild just as harrowing as running into a pack of roving undead or the nest of a Neverborn. The strength of working outside the law, however, is that the Fated will not need to concern themselves with petty problems like permission or sanctioning when it comes to hunting down their foes or traveling to Quarantine Zones within the city. There are also numerous organizations and individuals who will welcome them as one of their own once they are convinced the Fated are enemies of the Guild.

Explorers and Scientists

Not everyone comes to Malifaux simply in search of Soulstones and the call of profit and power. Many, both under the auspice of the Guild or working for themselves, are drawn to the ancient city by the mysteries surrounding its history and the deep secrets it hides. There is a wealth of hidden knowledge and artifacts buried under and around the city which has barely been uncovered, but hints of far greater things lurking below the surface. Those brave enough to delve into the ruined Quarantine Zones or venture out into the wilds seeking old ruins do so because of the fabulous treasures they might find; scientific trinkets and eldritch machines of the likes unknown on Earth or ancient books and rare manuscripts detailing ancient and forgotten magical arts. This was how the practice of Necromancy arose and many of the Resurrectionists began their lives as explorers or scientists seduced by the power they had discovered over life and death. A group of Fated focused on exploring and hunting down this forgotten knowledge may well find themselves in possession of previously unknown secrets about Malifaux, giving them immense power and leverage if they can learn how to use it. Such knowledge is never without a cost, however, and just as it can enlighten and empower it can also corrupt and warp the minds of those that look upon it, changing them forever. The Guild also has very strict laws on the recovery and use of artifacts and lore recovered from the city and its ruins, and keeping such secrets to oneself can lead to becoming a hunted outcast, regardless of the Fated's intentions.

Many campaigns will include elements of exploration and scientific pursuit, and it is likely that the Fated's adventures will take them to places where lost and forbidden lore resides. A group of scientifically or especially adventurous player characters, can take this kind of exploration further, and specifically seek out things for their own inventions and studies or simply because they yearn to know what lies over the horizon or in the depths of a tomb. While it is possible to work within the restrictive laws of the Guild there will always be the danger that the Fated uncover something too good to give up or sell, something they want to keep for themselves, and take the first step on a road which could lead them to become infamous criminals of the likes of Seamus or Ramos, men that see no fault in what they do and consider the uncovering of the secrets of Malifaux and the furthering of 'science' to be their duty.

Arms of the Authority

The Guild is everywhere and tries to keep Malifaux on a tight leash with harsh laws and constant vigilance. The unfortunate reality is that the Guild has more enemies than it has resources to deal with them all, and a constant stream of new arrivals through the Great Breach only exacerbates the problem, bringing in potential lawbreakers and acting as a cover for even more dangerous individuals with their own dark agendas or which are working with those factions arrayed against the Guild, like the Resurrectionists or Arcanists. In such a climate of unrest the Guild is always looking for stalwart individuals to fill its ranks or freelance out and take on some of the overspill from its workload. This is where the Fated can step in, either as troubleshooters for coin or even as full-fledged members of the Guild, taking up the mantle of hunters and lawmen. Working for the Guild certainly has its advantages, and the Fated will be able to operate with the confidence of having the support of the most organized and powerful faction within the city, not to mention the feeling of righteousness that comes from enforcing the rule of law. Unfortunately, wearing a Guild badge also make the Fated a target for every criminal, monster, and malcontent that might cross their path, and there are many in the city that would like nothing more than to see a Guild hunter hanging by his neck or lying face down in a pool of his own blood.

Campaigns focused on working for the Guild will be more about pushing back the lawlessness and chaos of Malifaux and protecting its citizens, and more importantly the interests of the Guild. Fated can either be idealistic souls, intent on protecting and serving the people of city, trying vainly to make life better for them and keep the monsters at bay, or they can take a more cynical approach and accept that much of what they do is to keep the Soulstones flowing and the mines open and operational. In either case there is always opportunities for advancement within the Guild should the Fated prove themselves (and survive long enough to enjoy them), and player characters could even aspire to become ranking city Guardsmen, Death Marshals, or even famed Neverborn Hunters like the Ortegas. The Fated should be warned, however, that the higher they climb within the Guild the further they have to fall, and the Governor-General takes a very dim view on those that step out of line or endanger the Guild.

Restless Natives

Most humans that come through the Great Breach are instinctively repelled on some level by the alien nature of Malifaux and the strange world in which it resides, though for a few it feels like coming home. These individuals, whether they are miscreants which never fit in back home, or those corrupted by the insidious presence of the Neverborn, end up championing the cause of the city against its human invaders. 'Going Native' can occur in a variety of ways, all of them usually involving working against the Guild and undermining the authorities and the status quo. For some it might mean embracing the strange powers found only in Malifaux, like the secret arts of necromancy or the nightmare things which take shape beneath the city, while for others it is making pacts and deals with the Neverborn, trading their allegiance to humanity for a sliver of the city's power. Unlike more common criminals and outlaws those that side with the powers of Malifaux do so not just for themselves but for a great cause, to free the city from the taint of humanity and see an end to the tyranny of the Guild and the Great Breach. Not all those that take this stance are swayed by the lure of power or the desire to aid the Neverborn, some are coerced or enchanted into giving their aid, becoming slaves to the city just as they might once have been slaves to the Guild.

Throwing one's lot in with the Neverborn, or becoming thrall to their desires, can make for a very dark and twisted campaign for the Fated, though one with the promise of plenty of adventure and substantial rewards. The Fatemaster may tempt the players with the promise of power, if only they give up their frail human sensibilities and allegiance to the Guild and their fellow man. By contrast the Neverborn, a beguiling and deceitful lot, will go to great lengths to make themselves appear reasonable and just when compared to the Guild; wronged locals whose world is being ransacked by humanity, fighting back only as a matter of survival. As long as the Fated are of use to the Neverborn, or whatever dark powers are pulling their strings from the depths of the city, then they will find themselves with potent allies and access to secrets beyond even the greatest imaginings of the Guild.

The focus of games centered around working with the Neverborn can be as much about intrigue and subterfuge as they are about violent opposition (something the Neverborn are not adverse to, but which is hardly the only weapon in their arsenal). As 'traitors' to humanity the Fated can go places and do things a Neverborn cannot, and may well be called upon to bring down the institutions of the Guild from within. In the end, though, the Fated will have to ask themselves, if they do indeed rid Malifaux of the presence of humanity how long will it be before their former allies turn on them too...

Play Styles and Different Species

The above styles of play are largely concerned with humans (the most common kinds of Fated) and how they might react and fit into the structure of Malifaux. They are not by any means the only species to thrive in the city, and it is possible for players to explore different kinds of groups, or include within their group a member of the different species (whether they know it or not). While the motivations and ambitions of these variant species is as diverse as that of humanity, they will come with their own unique perspectives, whether they are working alongside humans or as part of a group made up solely of their own kind. The Fatemaster and the players should consider these differences when introducing different species into their games, and how they can change the focus of a group and the style of play they have chosen.

Neverborn

The unknown and unknowable indigenous inhabitants of Malifaux, the Neverborn are nightmare creatures tied strongly to the fears of man and often driven by their own alien desires. Neverborn Fated can have as varied motivations as the humans of Malifaux, and do not always completely oppose humanity or spend their lives trying to sow terror among the citizens of the city. As a product of an alien world, and tied to the dark magic which permeates it, Neverborn characters are often tied to some aspect of the world like specific buildings, mountains, or bogs, or elemental forces like wind, rain, or fog. As part of a group of human Fated a Neverborn could be either an interloper, a Neverborn wearing a human mask and hidden even

from the other players, or as a deliberately alien ally, chosen by the others regardless of their origins. Regardless of the reasons why a Neverborn would team up with humans (or other species) they can make for potent companions, where their knowledge of Malifaux and their old alliances with others of their kind can give the Fatemaster a variety of options in his adventures.

Invented

Constructs, usually fashioned by the Guild or the Miners and Steamfitters Union, Invented are mechanical wonders, often powered by Soulstones. More than mere automatons, Invented Fated are nevertheless created individuals (often given sentience by the spirits trapped within their Soulstone brains) and will usually only be a few years or even months old. Invented are also usually the property of some organization, like the Guild or the Arcanists, and assigned a keeper, which could be another member of the Fated's party. This does not mean that the Invented are without will, or that they will follow the orders they are given blindly, but rather that they will likely always be viewed as property, even within a group of Fated, and when dealing with others will often be ignored or overlooked in much the same way as a horse or particularly impressive piece of furniture. Invented can use this to their advantage to go places others could not or go unnoticed, hiding their true intelligence and capabilities behind a mask of servitude and machine ignorance. As Constructs, the Invented are also immune to many of the perils which affect humans, and less inclined to fall prey to the psychological terrors of Malifaux, all of which can make them an ideal counter to both Neverborn nightmares and more mundane monsters.

Gremlin

Wild natives of the Bayou, the Gremlins have in recent years taken on aspects of degenerate human society, turning them into diminutive horrors with an unhealthy fascination with pigs. Gremlins are mischievous and troublesome by nature, and those that leave the swamps in search of adventure (or rogue swine) even more so. While they ape human society and enjoy dressing, talking and fighting like a collection of dull hillbillies, there is also a dark spark of intelligence in them which sets them apart from actual humans. Campaigns and groups of Fated containing or consisting of Gremlins are destined to be wild and chaotic affairs, where the diminutive creatures are either running into or away from trouble, it taking little to bend their tiny minds toward mischief or distract them from their task. Gremlins are also universally considered pests by the citizens of Malifaux, and even those pretending to be civilized are treated with suspicion. So strong is this reputation that many watchmen and agents of the Guild will shoot first and ask questions later when it comes to Gremlins, making their transition into regular society practically impossible.



CREATING AN ADVENTURE

"Congratulations, you are now a sanctioned Guild hunter licensed to track, capture, or kill Neverborn on sight… that is provided you see them before they see you."
—Tanner Harris, Guild Hunter

Malifaux is a dangerous and wild place where travelers do not have to look too hard for adventure, and may well find it even if they don't. While Guild law tries to make the city safe for its residents, and cause a minimum of disruption to the flow of Soulstones, the reality is that this is only really successful in Downtown, and even then not all the time. Once a person wanders into the Slums the iron grip of Guild law loosens and patrols of city guardsmen become less and less regular, while crimes often as not go unreported and people routinely just disappear. Beyond the Slums are the Quarantine Zones, places where even the pretense of Guild law is abandoned and travelers are on their own. Going into such a place without a weapon is inviting death, and even then only the cunning and skillful survive against roving bands of undead, Neverborn horrors, and worse. Still the promise of artifacts and treasures draws people into these places, ignoring the Guild warning signs, high walls, and barred gates. The wilds beyond the city limits are no less dangerous than these ruined zones within Malifaux, and in frontier towns and the trackless Gremlin infested bayous the presence of the Guild can often be barely felt at all. As in the depths of Malifaux desolate ruins and lost towns draw adventures with their siren song of gold and Soulstones, from which few ever return.

SOULSTONES: CURRENCY OF MURDER

If you dig deep enough into any plot or motivation within Malifaux it will inevitably lead back to the acquiring, use, or smuggling of Soulstones. These precious rocks and the magical power they hold are the reason for the existence of the Guild and the reason mankind came to Malifaux in the first place. A Fated which can secure a large amount of Soulstones is likely to see their power and influence rise accordingly along with the number of covetous eyes which are now turned in their direction. The Fatemaster can use Soulstones as a plot hook for the players (giving them a clear reward for success) or as a motivation for the various factions which they must deal with (everyone from the Guild to the Neverborn will be interested in a substantial amount of Soulstones). Soulstones are both the cornerstone of the Guild's power, as well as the reason for the existence of the Miners and Steamfitters Union, and as such vital to the existence of both. Most of the mining towns which have sprung up in the wilds around the city are also dependent on the trade of Soulstones, existing only to dig it out of the ground and see if ferried back to Malifaux and then onto trains back to Earth.

Soulstones, as their name suggests, also have a darker purpose in that they can trap and capitalize on human souls. Needless to say, while the practice of purposefully murdering people to recharge Soulstones is frowned upon by the Guild (it constituting murder after all), it is surprising the number of stones which just happen to be present when someone tragically dies. In this way a drained Soulstone can be almost as dangerous to carry as a charged one, and more than one adventurer has unwittingly given his life so an Arcanist or Resurrectionist can increase his power (Resurrectionists also finding a use for the body of the recently departed). Fated would do well to remember the power Soulstones have, not just to fuel magic but over the politics and economy of Malifaux, and it is always worth finding out just how many Soulstones are involved, where they come from, and who will benefit before accepting a job.

Malifaux is filled with adventure and possibility for the Fatemaster to explore with his players, whether they are struggling against one of the city's great factions, delving into its politics, or simply out for themselves and whatever they can find. Each section of the city, and the wilds beyond, offers the possibility to meet with different personalities, come up against different foes, and explore different locales. Presented here are some guidelines for the FM covering both the different themes and challenges of each area of Malifaux as well as some general tips and advice for crafting scenarios and adventures.

Plot and Pacing

Adventures are all about creating an interesting plot and then pacing it out over one or more gaming sessions as the players explore its many twists and turns before reaching a conclusion. If the Fatemaster is well prepared and knows the plot he has set out this will in turn make it much easier for him to run the gaming session, as he can let the story unfold and only needs to react to the player's actions, the consequences of which are often logical extensions of the plot. A plot can be almost anything the FM can imagine, and may range from a simple collection of events to grand world-shaking calamities or anything in between. When creating a plot it is worthwhile to imagine how it would play out without the involvement of the Fated. The advantage of this is that rather than creating a story which is wrapped tightly around the players and relies of their actions to progress the FM will get a much more organic story with a life of its own, which will occur regardless of the intervention of the players. This will make for a stronger and more interesting plot, as well as help the FM decide how the plot will react to the Fated.

Example: Damien wants to run a plot involving a young dancer newly arrived at the Star Theatre with a strange magical gift expressed only when she dances. Unfortunately for the girl Seamus, the Mad Hatter, has seen her dance and has been taken by the girl's grace and ability and wants to use her for one of his experiments (the whispers of his dark master informing him of her importance). Colette and Angelica are also aware of the girl's gift and will react very badly should she be interfered with. Before deciding how the Fated will factor into the story (perhaps hired on as guards during one of the girl's performances) Damien works out what would happen if they were not there (i.e. Seamus managing to stalk and kidnap the girl, taking her into the ruins of Malifaux, with Colette and her marionettes in pursuit) and any other factors which might play out. This means that regardless of the actions of the Fated he is not waiting to see what they will do to advance the plot, rather the plot will advance without them and it falls to them to do something about it.

Pacing is equally important to how a plot plays out. The Fated should be allowed to rest between chapters, come to their own conclusions about things, or make their own choices without everything happing to them at once. A good plot should build up from smaller encounters to a larger climax, giving a sense of progress and escalation which will make the Fated feel like they have completed a journey and add to their feeling of accomplishment at the end. There are a number of ways in which to pace out a plot, such as having it presented in layers, each one of which the Fated must peel back to reveal more of the plot and advance deeper into its machinations, or by having a more open approach where there are numerous paths to a central conclusion and the Fated must gather or follow enough of these before the full extent of the plot is revealed to them. In either case it is a good idea for the Fatemaster to pace out his plots and decide how much he can get done in a single game session. This means he can set cliffhangers between sessions or make each session feel like a distinct chapter of the story.

Example: Damien has created a plot which will see his players hunting down a dangerous Resurrectionist in the depths of a Quarantine Zone. Rather than simply point them in the direction of the Resurrectionist and let them go he builds up to the vile villain by pacing out the plot and using a layered approach. This starts simply by having the daughter of a wealthy Guild industrialist go missing, an investigation leading the Fated to a Little Kingdom smuggling ring dealing in body parts and organs, and then on to a mysterious buyer deep in the ruined heart of the city. Only once they have followed the trail to its conclusion, peeling back each layer of the plot to reveal the one beneath, will they find the missing girl (or at least most of her) and the madman behind her murder and eventual reanimation…

Plot Elements

Key elements to consider when creating a plot include:

- *Non-Player Characters:* Besides the Fated who are the people (or creatures) central to the plot, what do they want and what are they going to do to the Fated should they interfere?
- *Goals:* What is in it for the Fated? Why should they care about the plot, and what will be their rewards or consequences for completing the plot?
- *Complications:* What is probably going to go wrong (something always does), how will the plot change while the Fated are pursuing it, and how will they be able to deal with it?



NPCs

Central to most plots are NPCs, or non-player characters. These are the people that make up the population of Malifaux, from the filthiest of street beggars or gutter snipes up to the numerous powerful personalities of the city and the Governor-General himself. It falls to the Fatemaster to bring these people to life and find a place for them in his adventures. For the most part creating a memorable NPC requires only a brief description or noteworthy habit which the PCs will remember later. This could be the Workhouse Guard with a nervous twitch, a barmaid who calls everyone she meets 'petal,' or a Gremlin with a wooden spoon somehow permanently logged in its ear. This characterful detail is a simple way to make minor NPCs more memorable and make the world around the Fated seem more rich and detailed without the Fatemaster going to great efforts over describing in minute detail everyone they meet. Before running an adventure it can be worthwhile to write down a list of names and 'quirks' for this purpose, so when the PCs encounter a minor NPC during their travels the FM can choose one from the list without needing to come up with something on the spot.

For more detailed NPCs, those which will have a greater impact on the adventure or those that the PCs will come into direct conflict with, the FM will need to do a little more work. Apart from creating their game statistics (in case they find themselves fighting or competing with the PCs and it comes to cards), it is always worthwhile to consider the motivations of an NPC. What does the NPC want? If they are motivated by wealth then they may be swayed by coin, while if it is a deep thirst for vengeance or love which drives them material gains will seem less important. As long as the FM knows what it is driving an NPC he will have a road-map informing him of the choices the NPC will make in reaction to the actions of the PCs. This has the dual purpose of making the FM's job easier, since he does not need to think overly as to the actions of his major NPCs, and also brings an internal logic to the game where the players can predict the actions of NPCs if they understand what it is they want.

The other factor governing the actions of NPCs is how they will go about getting what they want. Is the NPC prone to violence or do they like to do things in a more subtle fashion? If pushed into a corner will they try to flee or will they turn and fight? At its most simple this can be equated to the courage and conviction of the NPC, as well as to a lesser degree their intelligence. A cowardly NPC will always think of their own safety first, while a braver soul may take risks. The Fatemaster should try and remember, though, that only the truly insane seek death, even in Malifaux, and few of the enemies the Fated encounter will be willing to throw away their lives if they don't think they have at least a chance of victory. That said, stupid or dim-witted NPCs may make mistakes and put themselves in dangerous situation or unequal combats without realizing it. This is where the Fatemaster should consider things from the NPC's perspective, using its intelligence, knowledge, and motivation to choose a course of action, even if the FM knows it is a poor choice.

Goals

It is important for the Fated that they have clear goals and their players know why it is they are at all interested in the plot. While it is possible to embark on an adventure just for the hell of it, it is far more satisfying and makes a lot more sense if there is a solid reason behind the actions of the Fated. Just like NPCs, the Fated should have their own motivations, and ideally they should share some motivations in common. By having all the players agree as to why their characters have come to Malifaux and where their loyalties (or lack thereof) lie the FM can make informed decisions as to how to structure an adventure which would interest them. Part of working out what the player's goals will be is determining what it is their characters want, while the other part is working out what kind of game it is they want to play. These two things go hand in hand and it is worth discussing them before the game begins, the Fatemaster working to help create a cohesive party during the character creation stage. There are an endless variety of groups which might operate within Malifaux and the Fatemaster can use any option to find out exactly the kind of party the players want to create. For example, a group which is geared toward Neverborn hunting and filled with Outcast bounty hunter characters might become bored if thrown into a game of heavy political intrigue within the Guild, while equally a group of spies and thieves affiliated with the Ten Thunders would be out of their depths trying to survive in the far reaches of wilderness.

If the Fatemaster knows what it is the Fated are after, be it Guild Script, fame, knowledge, or revenge, he can fashion good solid plot hooks to draw them in. This is not to say, though, that all the Fated need to want the same thing out of Malifaux, and they can certainly differ on the best way to enact a plan or who will share what portion of the rewards once they are done, but it will make for a smoother adventure and a more satisfying one if none of the players are questioning the logic of just why their character cares enough to continue. By that same token the FM does not always need to cater to the exact desires of the player characters, but there should always be some reason for them to continue the adventure, even if they know it might not be in their best interests. Ideally, if the Fated are motivated in their pursuit of the adventures goals because these are things their characters really want to achieve or overcome, the Fatemaster's job will be much easier, as the players become the driving force behind the advancement of the plot and the catalyst for the actions of their enemies.

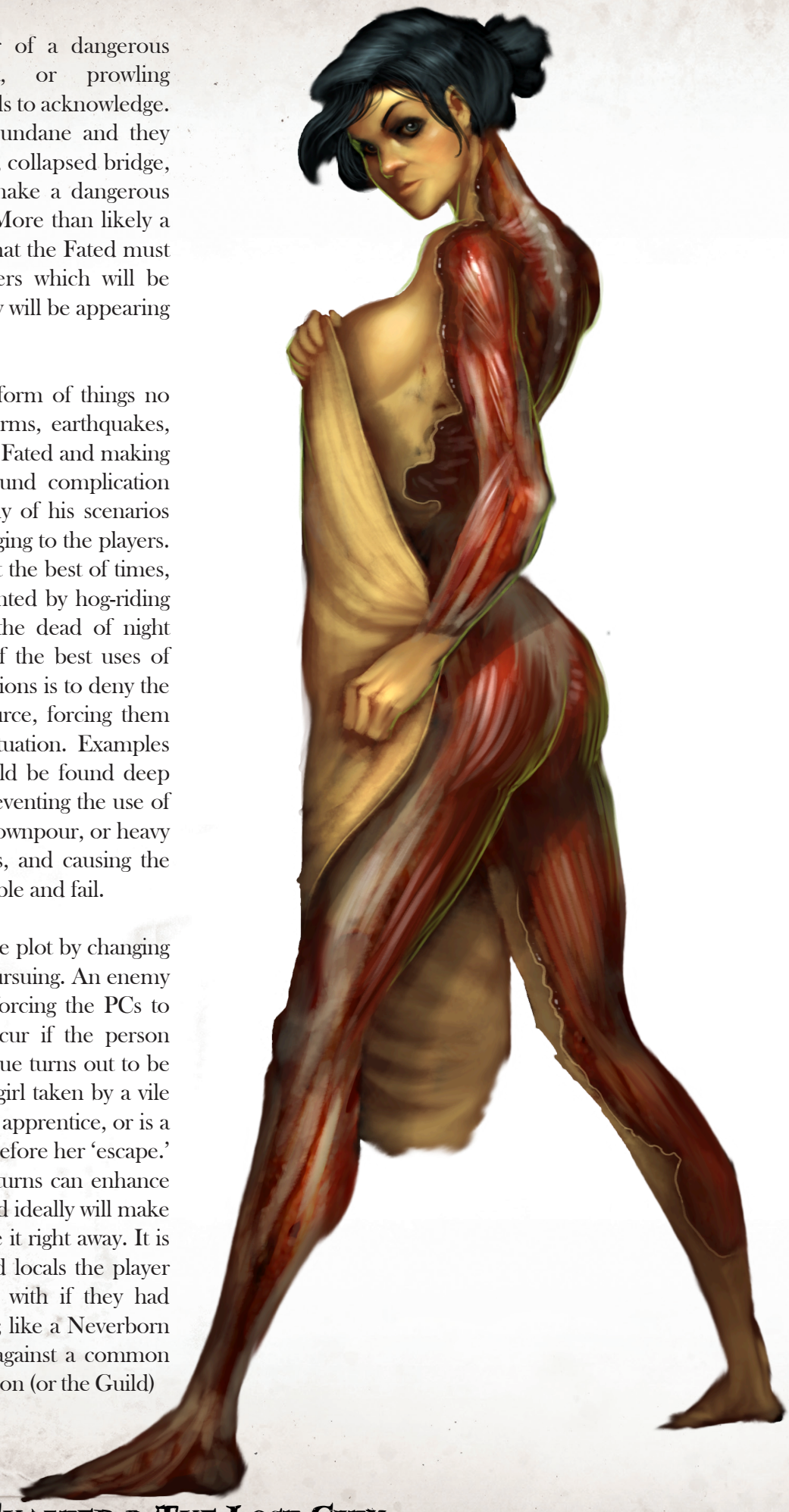
Complications

Nothing ever goes completely the way it should, and this is doubly true when it happens in the city of Malifaux. Aside from the actions of the NPCs and the PCs and their influences on the plot the Fatemaster should consider just what challenges he wants to introduce into his adventures and what might go wrong for the Fated. It should be rare that the Fated have everything their own way and that they enter into an adventure with all the facts; more likely they will discover problems as they progress and realize that either they might have been duped into believing falsehoods or that there were things afoot which no one could have predicted. The easiest kinds of complications will arise from a lack of knowledge about their goal, the enemies they will face, or the area they are about to blunder into. For example, if the Fated are exploring the sewers below the Slums, looking for a way into the Quarantine Zone, they might be working from flawed information or an old and barely legible map.

This might lead them into the lair of a dangerous Resurrectionist, insane Construct, or prowling Neverborn which their information fails to acknowledge. The danger might even be more mundane and they might find themselves facing a cave-in, collapsed bridge, or flooded tunnel forcing them to make a dangerous crossing or find another way round. More than likely a lack of knowledge will omit dangers that the Fated must overcome to reach their goal, dangers which will be made all the more deadly because they will be appearing suddenly and out of nowhere.

Complications can also come in the form of things no one could predict. This could be storms, earthquakes, or magical mischief descending on the Fated and making their lives harder. This is a background complication which the FM can use to enhance any of his scenarios or settings, making them more challenging to the players. Traveling through the Bayou is hard at the best of times, even more so when you are being hunted by hog-riding Gremlins, but almost impossible in the dead of night during a brutal thunderstorm. One of the best uses of these kinds of unpredictable complications is to deny the Fated some common crutch or resource, forcing them to find a new way to cope with a situation. Examples include a magical miasma (which could be found deep in a Quarantine Zone or the wilds) preventing the use of magic, or an unexpected flash flood, downpour, or heavy fog fouling weapons, soaking powders, and causing the Fated's firearms to become unpredictable and fail.

The Fatemaster can also complicate the plot by changing the nature of the goals the Fated are pursuing. An enemy might become an ally or vice versa, forcing the PCs to reevaluate the situation. This can occur if the person the Fated thinks they are trying to rescue turns out to be an enemy, such as if a poor innocent girl taken by a vile Resurrectionist turns out to be his new apprentice, or is a Resurrectionist herself living in secret before her 'escape.' Introducing these kinds of twists and turns can enhance the plot, provided they make sense, and ideally will make the players wonder why they didn't see it right away. It is also a good way to work in NPCs and locals the player characters might not have associated with if they had known their true nature from the start; like a Neverborn posing as a human and aiding them against a common enemy or agents of a criminal organization (or the Guild) secretly funding their endeavors.



DRAWING FATE

Some Fatemasters may wish to involve a certain level of randomness to represent the fickle whims of fate. In this way, the ebb and flow of fortune gains a certain amount of chance that is outside even the Fatemaster's control. Drawing Fate is an optional rule for those Fatemasters who wish to represent these strange winds of destiny.

This process is done after the Prologue, and only in sessions in which one of the Fated characters will be resolving his destiny. This means that Drawing Fate is usually available (as the Fatemaster typically designs a session around resolving a character's Destiny) but there will be situations in which the Fatemaster may declare that Drawing Fate is not an option.

Once it is clear which character's Fate will be resolved during the session (usually directly after the Prologue) the player of the Fated character may choose whether or not to "Draw Fate." If he does so, he shuffles the communal Fate Deck and looks at the bottom card. He then shows the bottom card to the Fatemaster. The player secretly notes down the positive effect, and the Fatemaster notes down the negative effect.

Once during the game, the Fatemaster may evoke the negative effect to force the player to automatically fail a challenge as described. However, the Fated Character may also evoke the positive effect once during game, automatically succeeding on a challenge as noted.

Interpreting Fate

All Fates have a negative and positive aspect to them, having the potential to help or hinder the Fated character depending on circumstance and situation. To help guide both the players and the Fatemaster each of the 54 Fates and situations where they might come into effect are detailed below. Fatemasters are encouraged to allow some leeway when it comes to using Fates and how and when they can be used, though he should retain the final decision as to if a Fate fits into a particular situation.

Black Joker: Omen

The character has an aura of death about them and there seems to be a curse on everything that they do or try to accomplish.

Positive Effects: The character can use this Fate to turn a failure into something useful or profit from a disaster even if it is they who have suffered most from it.

Negative Effects: The Fatemaster can use this Fate to have key parts of the character's plans fail or suffer unforeseen complications.

Red Joker: Destiny

The character is destined to meet a glorious end, selling their life for a place in history and a deed which will endure even once they are long committed to the ground.

Positive Effects: The character can use this Fate to grant them an escape from a certain death or to find a way out when presented with a dead end, barred gate, or blind alley.

Negative Effects: The Fatemaster can use this Fate to have enemies seek out the character, sensing his great destiny and hungering for the blood of this would-be hero.

He lept from the grave,
a rabbit from a whole.
He looked me in the eye,
a man with no soul.

I asked him there,
"How did you meet your end?"
He smiled back,
"The same as you, my friend."

1: Rebellion

The character is an anathema to authority and seems to always put those in charge on the back foot.

Positive Effects: The character can use this Fate to subvert authority in some way, such as by escaping justice.

Negative Effects: The Fatemaster can use this Fate to have aid from authority or a greater power fail to materialize or take a form the character was not expecting.

2: Bravery

The character has a reserve of bravery which even they are not aware of and can call upon it in times of need.

Positive Effects: The character can use this Fate to overcome crippling fear or find their courage when it is needed most, acting when others will not.

Negative Effects: The Fatemaster can use this Fate to have the character act recklessly or impulsively with unknown or unpredictable consequences.

3: Trepidation

The character is trapped by their ways and the instructions around them hidebound by duty, honor, and their own principles.

Positive Effects: The character can use this Fate to stay the course and resist the unknown.

Negative Effects: The Fatemaster can use this Fate to have the character miss something a more willing person might be open to.

4: Hesitation

The character is cautious when it comes to all things, considering the outcomes before leaping into the fray.

Positive Effects: The character can use this Fate to prevent themselves from doing something stupid or reckless even though the situation might call for it.

Negative Effects: The Fatemaster can use this Fate to have the character's hesitation cost them something dearly.

5: Hope

The character has an embodiment of hope as part of their Fate, a glimmering light which despite their dark moods is never truly gone.

Positive Effects: The character can use this Fate to keep their hope and the hope of those around them alive despite the darkness of the situation, maintaining morale even in the face of crushing despair.

Negative Effects: The Fatemaster can use this Fate to give the character and those around them false hope, making them believe there is a chance when none exists.

6: Solitude

The character is often viewed as an outsider or an outcast even though they might belong to an organization or be well liked by their group.

Positive Effects: The character can use this Fate to keep themselves apart from the group or make others see them as a loner and therefore not governed by the rules or laws of the others.

Negative Effects: The Fatemaster can use this Fate to undermine the trust the group or the character's organization has in him, keeping him outside their plans and plots.

7: Betrayal

The character is destined to betray someone, a betrayal that will have lasting consequences.

Positive Effects: The character can use this Fate to ensure their own safety at the expense of those around them, sacrificing trust for their own longevity.

Negative Effects: The Fatemaster can use this Fate to trigger betrayal in the character's allies which, sensing the character's own duplicitous destiny, move against him themselves.

8: Tainted

The character has a taint upon them which can turn allies into enemies or make deals go awry.

Positive Effects: The character can use this Fate to find flaws in those he deals with, testing their strength against his own tainted destiny.

Negative Effects: The Fatemaster can use this Fate sour the opinions of people toward the character, making him work harder to make friends and overcome prejudice.

9: Illumination

The character is destined to solve a problem or overcome a troublesome situation and has a knack for seeing the way through when it appears obscured.

Positive Effects: The character can use this Fate to shed light on a problem or malady suffered by the group or their allies and for which no one seems to have a decent answer.

Negative Effects: The Fatemaster can use this Fate to have a problem seemingly fixed by the character come undone, festering below the surface when it appeared resolved.

10: Alerted

The character will make an error in judgment, which will cost him and those around him dearly, by failing to identify a foe until it is too late.

Positive Effects: The character can use this Fate to respond to a surprise attack or danger from an unexpected quarter when their allies are unaware.

Negative Effects: The Fatemaster can use this Fate to insinuate an enemy into the character's presence, either by subterfuge or lies, allowing them to get close.

11: Read

The character is fated to see a vital lie before it has time to take root or work its way into the minds of those around him.

Positive Effects: The character can use this Fate to find the lie among the truth, whether it is part of a story they have been told or it is hidden among writings or other crafted objects.

Negative Effects: The Fatemaster can use this Fate to have the character see a lie when none is present, distrusting something he has heard or see even though there is no good reason to.

12: Blessings

The character is destined to undertake a task or an action which will have far greater effects than it should.

Positive Effects: The character can use this Fate to have an action take on greater importance and create other unexpected effects which, like the toppling of a domino, starts a chain reaction.

Negative Effects: The Fatemaster can have the character's action have unforeseen outcomes, creating situations and effects they did not wish to occur.

13: Rebirth

The character will rise from a failure or some personal disaster to reclaim their power and continue on in a new form.

Positive Effects: The character can use this Fate to gain a second wind and return to the fight when they would normally be spent by their actions or defeated by their foes.

Negative Effects: The Fatemaster can use this Fate to change the circumstances of the character if he suffers defeat or a similar fate, altering his allies, fortunes, or even appearance upon his return.

1📖: Ignorance

The character will avoid some truth or piece of knowledge which could harm them; ignoring or failing to see it amongst the information they are given.

Positive Effects: The character can use this Fate to find an alternative solution to a well-known problem or catch his foes off guard as he acts in an unpredictable manner.

Negative Effects: The Fatemaster can use this Fate to have the character and his allies miss an important piece of information or misinterpret an unclear message.

2📖: Stubborn

The character finds it hard to take direction and help from others, often trying things their own way even though it may seem flawed or inefficient.

Positive Effects: The character can use this Fate to avoid bad advice which would normally get them into trouble, finding their own course instead.

Negative Effects: The Fatemaster can use this Fate to have the character's choices turn out unexpectedly and their actions lead to unforeseen results.

3📖: Unstoppable

The character is destined to break something which is considered unbreakable, be it an alliance of men, an ancient seal, or even the trust of a long-time ally.

Positive Effects: The character can use this Fate to break something which normal strength or will could not.

Negative Effects: The Fatemaster can use this Fate to break something which the character and his allies would prefer remains whole, either in their physical environment or among their peers.

4📖: Exodus

The character will be a guide for others which do not know the way.

Positive Effects: The character can use this Fate to protect an innocent from the world and shield them from not just harm but also the psychological trauma of a situation.

Negative Effects: The Fatemaster can use this Fate to have dependents or bystanders distract the character from their task.

5📖: Unyielding

The character is fated to stay true to a course despite its failing or the weight of truth which might be brought against them.

Positive Effects: The character can use this Fate to resist coercion by outside forces.

Negative Effects: The Fatemaster can use this Fate to have the character cling to a lie, no matter the consequences.

6📖: Champion

The character is destined to take up the cause of their ancestors and continue a fight which is not their own against enemies which they did not make.

Positive Effects: The character can use this Fate to strengthen their resolve when combating the enemies of their ancestors.

Negative Effects: The Fatemaster can use this Fate to have enemies turn their attentions to the character.

7📖: Unloved

The character will turn away from his true companions because his trust and faith in them is flawed.

Positive Effects: The character can use this Fate to avoid becoming thrall to the needs of others.

Negative Effects: The Fatemaster can use this Fate to deny the character the favor or glory he might be due for his actions.

8📖: Unheeding

The character is fated to deny his aid in a time of need, turning away from someone he has helped in the past for his own needs or because the trust between them is broken.

Positive Effects: The character can use this Fate to avoid being drawn into the concerns of others, even though he might nominally own them a debt.

Negative Effects: The Fatemaster can use this Fate to estrange organizations and allies from the character, breaking the favor between them.

9📖: Serenity

The character will defuse a volatile and deadly situation by removing both the threat and the motivation from those involved.

Positive Effects: The character can use this Fate to retrain the anger of themselves and their allies, in turn diminishing the rage of their foes.

Negative Effects: The Fatemaster can use this Fate to sow the seeds of apathy in the characters peers as they lose their motivation along with their drive for violent resolution.

10📖: Revelation

The character is fated to see the darkness that no one else sees, an evil and a void in both people and places which to others might appear normal.

Positive Effects: The character can use this Fate to uncover the darkness in everyday life and the insidious kinds of creatures which lurk in the shadows of human society.

Negative Effects: The Fatemaster can use this Fate to have the character see shadow where none exists, detecting evil in the innocent and darkness in the light.

11📖: Exploration

The character will be the first to take a step into a dangerous place, or the first to choose a course of action which will lead them toward danger despite the misgivings of those around them.

Positive Effects: The character can use this Fate to overcome a barrier or obstacle (literal or figurative) that stands between them and danger.

Negative Effects: The Fatemaster can use this Fate to have events advance more quickly than the character would prefer, as they unleash their foes before they are ready.

12📖: Introspection

The character is fated to see into themselves and be the judge of their own actions for better or for worse.

Positive Effects: The character can use this Fate to justify their feelings and misgivings to themselves, doing what needs to be done without affecting their faith in themselves.

Negative Effects: The Fatemaster can use this Fate to force the character to account for what they have done, visiting upon them despair or doubt at their actions.

13📖: Fear

The character will be motivated by fear and cowardice during a time of trial and great import.

Positive Effects: The character can use this Fate to grant their fears positive effects and have an action motivated by cowardice turn out well in a time of crisis.

Negative Effects: The Fatemaster can use this Fate to have fear cloud the character's judgment during a vital encounter and force them to fight to overcome their own panic.

1X: Desperation

The character is fated to call upon an enemy to become an ally in a time of need despite the later ramifications of such an act.

Positive Effects: The character can use this Fate to create temporary alliance with their foes as long as a great threat exists and they accept it is for but a short time.

Negative Effects: The Fatemaster can use this Fate to force the character to work with an enemy against another foe even while they plot the enemy's demise.

2X: Mortality

The character is destined to come as close to death as is possible without being taken by the other side.

Positive Effects: The character can use this Fate to make their brush with death meaningful, changing the opinions of those around them or forcing their foes to check their actions.

Negative Effects: The Fatemaster can use this Fate to cause the character's plans to come unraveled, as their peers believe them lost and hope along with them.

3X: Maimed

The character is doomed to suffer a terrible blow which they will carry with them for the rest of their days, a scar or crippling injury which will be a haunting reminder of something terrible.

Positive Effects: The character can use this Fate to use an injury as a reminder and a motivation, drawing strength from a misdeed done to them.

Negative Effects: The Fatemaster can use this Fate to have the character become demoralized in the face of a terrible blow and the seeming power of their enemies to inflict harm on them.

4X: Powerful

The character will have power over the arcane and the sorcerous, bending magic to their will or the minds of those who use it.

Positive Effects: The character can use this Fate to overcome some kind of magic or spell, and either avoid its effects altogether or alter them from the will of their caster.

Negative Effects: The Fatemaster can use this Fate to have magic respond unpredictably around the character, even that conjured by themselves or their peers.

5X: Escape

The character is destined to escape their own execution, slipping free of an impossible situation when they have been marked for death.

Positive Effects: The character can use this Fate to find a loophole in an impossible situation arrayed against them if it would ultimately result in their demise.

Negative Effects: The Fatemaster can use this Fate to create false accusations against the character, turning a minor crime into a major misdeed as they escape one fate only to fall into another.

6X: Undermine

The character has been fated to undermine a great power with their actions and their lies, whether intentional or not they could bring down the mighty with a careless comment.

Positive Effects: The character can use this Fate to give their testimony more weight, turning a simple statement into a damning denunciation with far-reaching effects.

Negative Effects: The Fatemaster can use this Fate to have an unintentional missive or comment from the character deal a great blow to one of their allies or the organization they support.

7✗: Darkness

The character will walk the edge of the shadow, infecting themselves with the darkness of Malifaux.

Positive Effects: The character can use this Fate to use evil for their own ends and get away with it.

Negative Effects: The Fatemaster can use this Fate to have the taint of evil drive the character when he thinks he is doing right.

8✗: Rewritten

The character is destined to change ancient rules or destroy tradition in some way, altering things which have stood the test of time of many years and given meaning and purpose to peoples' lives.

Positive Effects: The character can use this Fate to break a rule or tradition, changing it for the better.

Negative Effects: The Fatemaster can use this Fate to have the actions of the character mark him as an outcast.

9✗: Secrets

The character is fated to hide a great secret from their peers which will eventually harm someone.

Positive Effects: The character can use this Fate to keep their secrets safe.

Negative Effects: The Fatemaster can use this Fate to have the secret revealed through the character's failure.

10✗: Inspiration

The character will change the fates of those around him, his own actions stirring lesser men to action and swaying those with weak wills or indecisive minds.

Positive Effects: The character can use this Fate to turn a mob against their chosen target or manipulate a weak-minded fool into an action of their choosing.

Negative Effects: The Fatemaster can use this Fate to have the character unwittingly start a chain reaction within a crowd, turning them to destructive ends.

11✗: Depravity

The character is destined to commit a heinous act by putting aside their feelings and morality, using only logic to determine if someone is to live or die.

Positive Effects: The character can use this Fate to overcome their conscience or the consciences of those around them to do what needs to be done.

Negative Effects: The Fatemaster can use this Fate to have the character's actions seem monstrous to others, even though they might be completely justified.

12✗: Haunted

The character will be haunted by the thought of their death and the hour of its coming, seeing the specter of their destruction everywhere and in everything.

Positive Effects: The character can use this Fate to delve into their madness and fear of death to see dangers others might miss or discount as fragments of their insanity.

Negative Effects: The Fatemaster can use this Fate to have the character see death everywhere and struggle with the shadow of doom which hangs over them.

13✗: Grave

The character is fated to walk with one foot in the world of life and one in the world of death, forever connected to the dark necromantic soul of Malifaux.

Positive Effects: The character can use this Fate to find the trace and taint of undeath where other cannot; looking into the beyond for tears in the fabric of mortality.

Negative Effects: The Fatemaster can use this Fate to have the character connected to the other side, and suffer more than others when necromancy is used against them.

1: Disguise

The character will don a disguise, turning to subterfuge and trickery when force and action fail.

Positive Effects: The character can use this Fate to give weight to a deception or a disguise.

Negative Effects: The Fatemaster can use this Fate to shed doubt onto the character's actions.

2: Resonance

The character is destined to be at the center of a delicate web of alliance, lies, and loyalty.

Positive Effects: The character can use this Fate to create connections between people and allies.

Negative Effects: The Fatemaster can use this Fate to have the actions of the character affect others adversely.

3: Selfish

The character will always think of themselves before others, beyond any perceived benefits.

Positive Effects: The character can use this Fate to perceive if the far-reaching outcomes of an action outweigh the immediate rewards.

Negative Effects: The Fatemaster can use this Fate to give the character pause when they must risk themselves, even if the effects seem to benefit them.

4: Failure

The character is fated to unleash an evil upon the world either by choice or by mishap, an evil which they cannot repress alone.

Positive Effects: The character can use this Fate to turn a mistake or an error into an opportunity.

Negative Effects: The Fatemaster can use this Fate to have a foe thought dealt with return to haunt the character and his peers, either escaping from captivity or returning from exile.

5: Humiliation

The character will suffer a great fall from grace during their life, rising high among their allies and peers only to come crashing down in a terrible and spectacular fashion.

Positive Effects: The character can use this Fate to survive even the worst slights against their name, though they might lose status and standing they will continue on.

Negative Effects: The Fatemaster can use this Fate to deal the character's reputation a blow and cast doubt upon their loyalty and their commitment to the cause.

6: Burdened

The character is fated to carry a terrible burden alone, keeping it a secret and shouldering the memory without help, so that he might save others.

Positive Effects: The character can use this Fate to help others with their burdens, quietly taking care of troubles without the knowledge of those which would suffer most.

Negative Effects: The Fatemaster can use this Fate to have the character given a task or trial which is not his own and which he cannot seek outside help to overcome.

7: Atrocity

The character is destined to conceal or destroy their own history and the histories of those around them.

Positive Effects: The character can use their Fate to hide a fact or throw someone off the trail, adding weight to a lie about the past or obscuring some fact which might be problematic for them.

Negative Effects: The Fatemaster can use this Fate to destroy evidence useful to the character or to hide something about one of their adversaries which could be useful in a coming confrontation.

8: Transformation

The character will undergo a metamorphosis at some point during their career, changing dramatically from one thing into another, whether it is of the mind, body, or the soul.

Positive Effects: The character can use this Fate to control a transformation within them, retaining vital parts of themselves even though circumstances might try to change them.

Negative Effects: The Fatemaster can use this Fate to subject the character to a change, forcing upon them emotional or physical change for them to try and overcome.

9: Pact

The character is fated to make a terrible pact which will color everything they do and place a stain upon their name regardless of its benefits.

Positive Effects: The character can use this Fate to gain benefits and aid from their enemies, though often at the cost of reciprocal aid or information.

Negative Effects: The Fatemaster can use this Fate to call in a debt or favor from the character which they might be reticent to pay back or which might have unpleasant consequences.

10: Indignation

The character is destined to unleash potent and violent revenge upon his foes, and see that the sinful receive their just rewards for their transgressions.

Positive Effects: The character can use this Fate to ensure only the deserving suffer their fate, though the cost will often be terrible and bloody.

Negative Effects: The Fatemaster can use this Fate to drive the character to excess and force them to deal out the maximum punishment for even the smallest crimes.

11: Fool

The character will fall for a falsehood and embrace some aspect of the world which is simply not true, even when evidence rises to the contrary.

Positive Effects: The character can use this Fate to convince others of the lie and use it to their own advantage, giving it weight and meaning by the strength of their own belief.

Negative Effects: The Fatemaster can use this Fate to have the character totally embrace a falsehood, even when others point out the deception and the damage it might be causing.

12: Obliteration

The character is destined to strike out against his fears in a brutal and final fashion, crushing them, burning them, and utterly destroying them at the cost of his own sanity.

Positive Effects: The character can use this Fate to overcome his fear through the use of violence, letting others pay in blood for what his mind cannot accept.

Negative Effects: The Fatemaster can use this Fate to have the character's fears take on shape and substance, forcing him to deal with them rather than try and wait for them to simply go away.

13: Widowed

The character is fated to fail to fill the shadow left by another, after the gift of greatness is granted to them they will not live up to the ambitions or glory of their predecessor.

Positive Effects: The character can use this Fate to resist a power or organization which would see them in its thrall, taking the place of a deceased boss or peer.

Negative Effects: The Fatemaster can use this Fate to have others lose faith in the character, doubting his leadership or rebelling against his efforts to take another's place.

Adventures in Malifaux

"Hear that? That's the sound of the dragon of fortune bellowing out to you my friend. Heed his words for he is wise in the ways of fate and most knowledgeable… what is that, dragon? He says you should come into my shop, we have much to discuss…"
—Tamino Akashi, Little Kingdom Purveyor of Scents and Secrets

Just getting off the train at Malifaux Station is inviting all kinds of mischief for travelers; whether they are looking for trouble or not the city has a way of bringing forth the unexpected and unknown. Even staying within the supposed 'civilized' environs of the city there are plenty of places Fated can find adventure, whether it is the cut and thrust of Guild politics and underhanded dealing of Earthside merchants or the criminal mysteries of the Little Kingdom and the shady streets of the Slums. This penchant for exotic encounters only increases should the Fated step off the beaten path and dare venture into the Quarantine Zones or the dark miles of tunnels which run under every city street. These are places where nefarious individuals conduct their business and forgotten beasts and unspeakable monsters fester in their shadowy lairs. They are also the places where treasure from Malifaux's obscured past can be found, along with all kinds of arcane lore and ancient histories.

What ordinary citizens might call misfortune or malady a Fated recognizes as adventure, these places are their natural environment and where they will doubtless spend much of their time. Presented here are a number of adventure ideas to get the Fatemaster started and challenge his Fated. The FM should feel free to change, combine, or otherwise alter these plots to suit his own needs, fleshing them out into full-blown adventures or weaving them into his own stories as additional encounters or interesting side plots.

The Lost Station

The rail network is a vital part of the city of Malifaux and the lifeblood of the Guild, ferrying Soulstones out and supplies in from Earthside. To date the rail lines extend across the city and to the remote mining towns beyond; regular trains thundering down their tracks to the tick of Guild clocks. The track does wind through some unsavory places in its journey, striking through heavily ruined sections of the city and dark stretches of the wilderness beyond. When track repairs or extensions take place in these locales it is often under heavy guard, nervous Guild soldiers urging the workmen to complete their tasks so that they can be well gone. It is in these dead zones that the wildest rumor abounds, and passengers will often swear to seeing the strangest things, glimpsed from darkened windows, as the train speeds past. One such tale tells of a train station deep in the Quarantine Zone, something which predates the arrival of the Guild, but which for some reason was incorporated into the rail network. Where this station is and what lurks within, however, remains a mystery.

Plot Hook

The Fated have heard tales of the lost station, hidden somewhere in one of the Quarantine Zones, and even more rumors about whole trains going missing. Either with official sanctioning (from an interested Death Marshal) or as part of a 'freelance' concern (there are both Resurrectionists and Arcanists who would like to know where the trains are going) they will be contracted to find out if the station is real. Alternatively they could simply board a train only to find themselves alone in their carriage. Further investigation will reveal the train is completely deserted, a mystery they will only just be beginning to contemplate before it shudders to a halt at a remote station...

Development

The lost station does indeed exist and has become the focal point for a group of free roaming undead lead by a creature known only as the Conductor. Retaining a spark of intelligence and vague memories of his previous life on the rails, the Conductor found the station after escaping from his Resurrectionist master. Along the way he has collected more undead to create a lair that even his old master chooses to avoid. The Conductor has retained his interest in the trains, and since restoring the station from time to time stops a train and takes some of its passengers before sending it on its way. Recently, though, with more undead staff at his disposal, he has started taking whole trains, a problem which is sure only to escalate as his needs increase.

Possible Outcomes and Complications

Finding the Conductor and the lost station will be the Fated's first challenge, as the creature does not stop every train that passes his station nor is every train diverted along the tracks that will lead to it. Unless they want to spend days or weeks riding the trains hoping for an encounter they will need to follow the rumors of strange, hunched, shambling, or foul smelling train staff and find a train which has been marked by the Conductor, then ride it to its fate, possibly sacrificing some of its passengers in the process unless they can figure out a way to get them off in time. Once they find the station destroying the Conductor will require more than simple bullets and blades, and only the Resurrectionist which raised the creature will truly know how to put it to rest.

High Stakes Wager

Felinous Hessan is a notorious gambler and adventurer with a rather questionable reputation on both sides of the Great Breach. Intrigued by modern technology, Hessan has come to Malifaux to investigate its miraculous aircar system, keen to ride the sky-rails and see the city from above. Rumors speculate that Hessan wants to copy the idea and take it back Earthside, allowing well-to-do individuals to pass over less savory areas of their cities in comfort and style. Whether there is truth in this or not he has been spending an awful lot of time examining the network and systems as well as riding it across the city, particularly the Quarantine Zones. This in turn has piqued the interest of the Guild, who think that Hessan might be up to something and his visit might have more to it than simply examining the aircars. In either case the Fated will be urged to investigate the gambler and find out just what he is up to, either for their own ends or that of interested parties like the Guild or the Miners and Steamfitters Union.

Plot Hook

One way or another the Fated will cross paths with Hessan, either because a higher power has commissioned them to investigate him or because they have heard tales of this extraordinary individual and want to meet him for themselves. Equally likely, they may also run into him in a bar (he often drinks at some of the more questionable Slum taverns and is not shy about throwing his wealth about). However they cross his path Hessan will take an interest in the Fated, seeing in them potential adventures and people of special talents. After a few drinks he will make a grand wager with them (offering up a sum of money which vastly exceeds that they are being paid by their employers) if they will race him across the city using only the aircars (though the exact wording will be to cross the city without touching the ground).

Development

Hessan's wager is more than merely drunken bravado, and he is actually looking for unwitting accomplices to aid him in a heist. In addition to his many other qualities Hessan is a notorious thief and skilled cat-burglar known Earthside as the Shadow-walker for his ability to steal almost anything. Now he has his sights set on a potent Guild Soulstone, the Weeping Woman, so called for its disturbing similarity to the visage of a crying woman. The race will start in Downtown above the Guild Headquarters with Hessan going west and the Fated going east across the city and finally meeting up at Southgate Station on the far side. Unknown to the Fated, Hessan has hidden the Weeping Woman in their aircar and plans to use them to ferry it to the far side of the city where he will collect it and make his escape.

Possible Outcomes and Complications

Almost as soon as the race begins (possibly with lots of fanfare and pomp as Hessan will have spread the word to cover his tracks) the Guild will notice the theft and begin their pursuit, sending along a skilled magical practitioner to track the Soulstone. Depending on the reputation of the Fated the Guild might very well shoot first and ask questions later. In any case they will be unlikely to talk their way out of it, especially as they won't know why the Guild is after them. The Guild is not the Fated's only problem, as their journey will take them over much of the Slums, the Little Kingdom, and large stretches of the Quarantine Zone. Along each leg and at every stop they run the risk of some other interested party detecting and trying to take the potent Soulstone. All of this is also complicated by the fact they must remain on the sky-rails, not to mention that if they do make it to Southgate Station Hessan will be waiting for them (with some hired thugs) to take the stone for himself.

Big Trouble in Little Kingdom

The Little Kingdom is a hotbed of criminal activity and strange occurrences, as uninviting as the current day Three Kingdoms and just as secretive. The Guild only has a token presence in the Little Kingdom, not even their guards and hunters are keen on staying overly long in the area, especially with the presence of the Ten Thunders and their powerful criminal connections. Recently reports have been coming into the Guild of girls going missing within the Slums; not something new and far from unique to Malifaux, but in such numbers as to be of concern. All trails seem to lead back to the Little Kingdom and, in an unusual display of restraint, the Guild wants to send in some investigators first, favoring those not associated with the Guild or obviously in the Guild's employ to poke around and see if they can find out the source of the missing girls and just who or what might be behind it.

Plot Hook

Someone important to the Fated has been kidnapped, a young girl who they know either personally or who is dear to one of their employers or close allies. The girl, whose name is Alice Hargreaves, is known as a sweet and innocent young thing, with not a tarnish to her name or a bad word said against her by any of those who know her, something which should immediately make intelligent Fated suspicious. It seems she has simply vanished from her home, walked out in the middle of the night and disappeared into the city. Either motivated by coin or a real desire to find the girl the Fated will need to pick up her trail.

Development

Alice did indeed leave her home of herself but only because she was in the thrall of a Beckoner. This is true of all the girls recently vanished, lured away from their lives by these dark ladies of the night and taken back to a brothel in the Little Kingdom where agents of the Hungering Darkness are using them to create more of their kind. A cursory investigation by the Fated, however, will reveal the presence of Ten Thunders agents around Hargreaves' house and also reports of their presence near other girls which have gone missing. This should lead them to Misaki and the heart of the Little Kingdom, possibly believing that they are the criminal gang behind the missing girls. In reality Misaki is trying to remove this threat from her domain. Her goal is to thwart the agents of the Hungering Darkness and stop the foul process by which more Beckoners are being created. Too many of the foul creatures are finding their way into the establishments of the Little Kingdom and not remaining in the Honeypot where they belong.

Possible Outcomes and Complications

Misaki will not simply explain to the Fated what is going on, and may at first resist their investigation once they cross into the Little Kingdom, sending her soldiers to 'dissuade' them from what she considers her personal business. This will probably convince the Fated that the Ten Thunders are behind the disappearances, and could lead to some unpleasant confrontations. Ideally for Misaki she will direct the Fated to the brothels the Beckoners are frequenting and try and use them to flush out the real agents of the Hungering Darkness. After some unpleasant encounters and close calls the Fated should be able to fund the rundown establishment where Alice is being held. There is also a reason why Alice was chosen, as it is often the case that the most pure hearted of girls make the most alluring of Beckoners, and if she has already been turned the Fated might find out for themselves just how powerful her charms have become.

Funeral Parlor Tricks

Necromancy is a new and dark form of magic unique to Malifaux, discovered by some of the first men to explore the city and then turned to vile purpose by those with magical talent. Because it is so unique and restricted to the city, rumors of its power and the 'miracles' it can perform draw curious and ghoulish individuals through the Great Breach in search of its mysteries. Misguided souls especially are drawn to those skilled in the use of Necromancy, believing that the art might hold the key to bringing back loved ones, or at very least giving them the answer to questions they wish to put to their dear departed. Such is the wealth some of these individuals can offer that it has given rise to a trade in bringing bodies across from Earthside and then arranging meetings with genuine Resurrectionists. This is a growing problem and one the Fated may well find themselves caught up in, from one side or the other.

Plot Hook

The Fated are approached by an elderly woman named Estelle Bellos (or approached on her behalf by the Guild) who is looking for her late husband Edgar, and has recently made the trip through the Breach from New Amsterdam. It seems that her granddaughter, Amy Bellos, has absconded with her husband's body, taken from the family mausoleum. Estelle has no idea why Amy would want to take Edgar but she had followed the girl halfway across the world before losing her through the Breach. Estelle will offer a handsome reward for the return of her husband, but wants the Fated to promise they won't hurt her granddaughter. The reality is that Amy is seeking out a Resurrectionist to animate her grandfather so that he might tell her the secret location of her grandmother's fortune.



Development

Aiding Amy is Arturo Demas, a funeral director and secret supplier of bodies to any Resurrectionist willing to pay his prices. In the past Demas has had to be careful, switching out corpses before burial and filling their coffins with bricks or selling information about the location of fresh graves and details of their contents, all under the watchful eye of the Guild and the Death Marshals. However, now from his funeral parlor in Downtown (Demas' Dearly Departed) he is smuggling bodies in rather than out. Using his connection to coffin and sundries suppliers Earthside he is bringing in supposedly empty coffins, actually filled with the bodies of people's dead relatives. He has arranged to set up a meeting for Amy with a Resurrectionist known as Drayk, and a promise of 'awakening' her grandfather. To find the funeral home before it is too late the Fated will need to track the dead man from the train station, though the bribed and crooked officials then cross the city to Demas' funeral parlor where the bodies are kept.

Possible Outcomes and Complications

Several things will stand in the Fated's path when it comes to recovering Edgar and possibly saving Amy. Drayk is planning on taking both the girl and the corpse in return for paying Demas (a plan the undertaker is well aware of), and then absconding with them to his hideout in the Quarantine Zone. Also, the Death Marshals have been investigating Demas, suspicious of the amount of coffins going in and coming out of his establishment. Either of these outcomes could mean a chase through the ruins of Malifaux, or a three way standoff with the Guild. Extra credit should also go to the Fated if they can keep Amy alive and Edgar dead.

A Broken Star

Out beyond the crumbling slums and ruins of outer Malifaux dozens of small settlements dot the wilderness, some rest stops along the rail and others existing on the Soulstones dug up from their mines. Even though these places are vital to the Guild and its wealth they are often neglected or overlooked, left to fend for themselves, provided the Soulstones keep flowing and no one complains too much. Penance is such a town, a miserable railhead on the way to Promise it boasts no great mines itself but caters to the occasional travelers and provides Guild trains with water and coal to continue their journeys. Built on the ruins of a much older settlement the ramshackle collection of wooden structures which make up its main street are centered around crumbling cobbled roads, crafted from a strange collection of asymmetrical stones hinting at the town's ancient origins. Like its rotting structures the inhabitants are equally trained by their isolation and dark influences of the Malifaux wilds which have gone unchecked for so long, making it a thoroughly unpleasant place to spend a night.

Plot Hook

For some reason or another the Fated will find themselves passing through Penance, either on their way to Promise (or their way back to the city), or perhaps seeking refuge after escaping from the wilderness. At first the town will seem like a welcome refuge as they are ushered in to the local saloon by a group of seemingly grateful locals. Keen-eyed Fated will notice, though, that the town seems especially quite, even for a remote place like Penance, and the locals seem more skittish than one would expect from those condemned to live outside the city. Once they are settled, fed, and watered the sordid truth will come out: the town is under siege by a band of Neverborn. It all started when the sheriff, Jenson Peel, started acting weird, talking all kinds of nonsense and locking up innocent townsfolk. When the locals finally took up arms and went to the gaol to confront him they found Peel standing over his own dead body, eating those unfortunates he had arrested one by one. Before the locals could kill him he escaped and assumed another form. This has been going on for several days, the point the locals can't trust one another and will offer up Peel's bloody star to the Fated to try and catch the Doppelganger.

Development

There are in fact three Doppelgangers working to destroy the town of Penance, moving among its residences, infiltrating their ranks and then luring people away to kill them and assume their identities. Currently the bulk of the townsfolk are holed up in the saloon, sitting around with guns drawn, watching each other and trying to stay awake, but there are other pockets of resistance, including Mr. Cordos Dray, a high ranking member of the Miners and Steamfitters Union hiding with his bodyguard in his offices, and a group of Three Kingdoms railworkers which have fortified the local laundry. Adding to the problem there are still lone individuals hidden in their houses or sneaking about looking for food, even at the risk of becoming food themselves of the Doppelgangers. To catch the Doppelgangers the Fated will need to conduct an investigation into the survivors, plot their movement, and look for clues to see if they are not who they say they are, though they can be sure if they start to get close to revealing a Doppelganger it will strike back.

Possible Outcomes and Complications

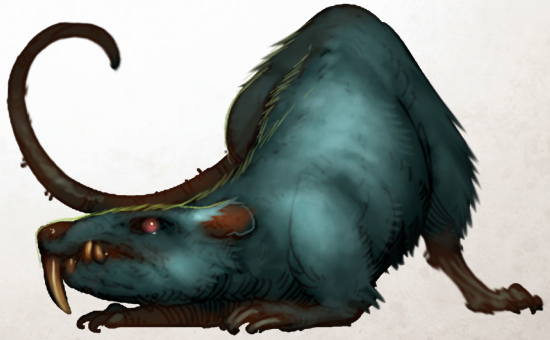
While the Fated work to uncover the Doppelgangers the creatures will in turn try and turn the survivors against them. As soon as any of the Fated are separated from the group they will try and stage a murder or attack and blame it on the Fated, leaving them standing over a bloody body or smeared in the blood of a victim. Those among the survivors will also try and spread rumors the Fated's arrival is in fact another ploy by the Doppelgangers to finish them off. Getting the trust of Dray or the railworkers will also take a silver tongue, but if they can centralize the survivors they will be in a much stronger position to weed out the Doppelgangers. If they simply try and run, leaving the town to its fate, then the Doppelgangers may well go after them, drawn to their cowardice, and haunt them even after their return to the city.

The Lord of Bits and Pieces

The Neverborn are often utterly alien to the minds of men and their actions can often seem to make no sense at all. This is especially true of the entity known as the Lord of Bits and Pieces, so dubbed by the Guild Neverborn Hunter Travis Kane who firmly believes the creature exists. According to Kane the Lord of Bits and Pieces is an ancient evil lurking with the city which collects small trinkets people leave behind; keepsakes, discarded jewelry, and misplaced gloves and socks. The hunter maintains that these things do not simply disappear but are taken, for some foul purpose which he has yet to divine, and something which doubtless imperils the inhabitants of the city. Unbelievably Kane is not mad (well not completely) and the Lord of Bits and Pieces does indeed exist, gathering itself a horde of tiny relics which humans seem to no longer have a use for but which can still hold power over them, invested as they are with a tiny sliver of their owner's anima.

Plot Hook

Travis is close to uncovering the trail of the Lord of Bits and Pieces, having spent long months researching reports and tracking objects throughout the city. He just needs the help of the Fated for the final hunt, following the trail into the Quarantine Zone and then ultimately below the city itself. If the beast can be found and dealt with he promises to share the Guild commission, though he will argue that against such a heinous beast the Fated should want to help, for the good of the city. It may even be that the Fated have been touched themselves in some way by the Lord of Bits and Pieces, some tiny trinket which was taken from them and now they want to recover, or at very least, learn the fate of.



Development

Following the trail of the Neverborn will lead the Fated across the length of Downtown and into the Slums, meeting with people Travis has identified as 'victims' of the Lord of Bits and Pieces. Even though most are not even aware of the items they have lost, all will confess to recent feelings of dread and strange dreams about a room filled with tiny objects and a set of dark glittering eyes. Travis will tell them that this is the influence of the Neverborn and part of his plan to steal the souls of the people whose trinkets he has taken. As the Fated get closer to the lair of the creature they will encounter numerous strange events, including being harried by tiny creatures made from discarded objects which will try to steal their things or harm them while they are slumber. Eventually, in the depths of the Quarantine Zone, Travis and the trail will lead them to a crumbling mausoleum sunken into the ground, which seems to predate the first human occupation of the city and is covered with carvings and statues of strange beasts.



Possible Outcomes and Complications

Travis leading the Fated to the ancient mausoleum and revealing the lair of the Lord of Bits and Pieces is all part of the Neverborn's plan. Entombed long ago in a heavy stone sarcophagus, the creature has only been able to exert a tiny influence on the outside world, crafting these tiny creatures from whatever junk it could find and then using them to take the only thing it was powerful enough to steal from people; their lost and forgotten items. Over many years it has built up a vast collection of these objects and planned to use them to manipulate someone into freeing it. By good fortune Travis uncovered the creature's plot and exposed so many fragments of its power (the many tiny objects it has stolen) that it was able to begin to magically manipulate him into finding some people to help it escape. To this end once the Fated are in the mausoleum the hunter will try to get their help to open the sarcophagus so that it can supposedly be killed. If they realize that Travis is in the thrall of the creature (perhaps seeing in him more extreme symptoms of those people interviewed along the way, or by spying some of his belongings—like a monogrammed handkerchief—among the horde) then they can try and stop him, otherwise they must deal with the Lord of Bits and Pieces themselves...

Intrigue in Malifaux

Adventures in *Through the Breach* are centered on mysteries. Many focus specifically upon the nature of Malifaux itself. The very existence of the city and its origins remain unknown to humanity. Some believe that discovering the answers to these questions represents a path to power, others are simply consumed with curiosity and feel that the hidden secrets are their own reward.

Mysteries often have their own dangers associated with them. Those who hold secrets are frequently willing to take extreme measures to preserve them. Sometimes this is because the mystery offers a tremendous profit to those who know it. Other times it is because permitting the secret to be known could place someone at tremendous risk—through damage to a reputation, legal concerns, or even supernatural threats. Of course Fated are often driven to solve the mysteries that they face, regardless of the potential profit. Similarly, a compelling storyline can drive players to focus more on resolving a mystery than on trying to gain benefits for their characters. In fact, a good story can lead the players to have their Fated undertake great hardship and sacrifice in the hopes of resolving a mystery to their satisfaction.

Not every adventure or even every campaign attempts to delve into all of Malifaux's mysteries. In order to keep things within a reasonable scope, it is appropriate to focus on specific aspects of the setting, gradually revealing information as the storyline progresses. From the perspective of smaller mysteries, this might work within a single adventure. Bigger secrets are better developed over the course of an extended campaign. In these instances, it becomes vital to focus not just upon the mystery as a whole, but also upon the clues that are gradually uncovered, leading to the eventual big reveal.

Often, the best way to plan out an extended campaign is to begin by selecting and detailing the mystery that forms its central focus. With this decision in place, it can be straightforward to select the other elements that come into play over the course of the campaign's adventures. The larger mystery typically requires the Fated to resolve numerous smaller mysteries before they can appreciate its full scope. As these separate pieces to the puzzle are assembled, the bigger picture takes shape. In a particularly well-assembled campaign, each piece offers some degree of satisfaction to the Fated and their players, but also leaves the game group curious about the bigger mystery.

Using the Neighborhoods

Malifaux is composed of numerous different districts and subdistricts. Each of these has distinctive personalities and their own share of mysteries. The residents of the different districts play a major part in determining what the players might expect when their Fated travel to the different locales. However, the relative degree of safety, any known organizations, and the specific locations that feature in the districts can set the tone for an adventure. Fatemasters must consider these different elements when deciding where to place the scenes of an episode, but also the major locations for a campaign. If the Fated are operating out of Downtown the campaign is likely to have a very different tone than if their primary residence is located in the Sewers.

Another important aspect to consider is that of consistency. Over the course of a campaign, the players are likely to visit some locations on multiple occasions. If the tone is different, the players are likely to notice this change and wonder about it. Familiar locations can help to bring the city to life, providing comfortable anchors for the campaign and a sense of veracity. Detailing a few locations during the early part of campaign design can help to create great recurring hooks for the game.

A bonus to such consistency is that future changes are great ways to later introduce clues and new mysteries. If the owner of a shop becomes a regular contact, the Fated may feel compelled to investigate if that character suddenly goes missing. Even better, a subtler hint, such as a recurring guard who suddenly seems hostile towards the Fated, could offer evidence that things are amiss. Fatemasters who work hard to develop the setting and present things in a consistent manner to the players have the opportunity to make a few minor tweaks such as this and have the players notice them. The challenge then becomes making certain that all of the elements are used consistently in each game session. One great solution to this issue, is making certain that a consistent tone is set throughout each neighborhood of Malifaux. Distinctive characters might present exceptions to this rule, but a consistent backdrop of personalities and places can effectively reinforce the tone that the players expect within different locales.

Downtown

Individuals who travel through Downtown generally feel that they are safe from the supernatural predators of Malifaux. The Guild continuously exerts all of its resources to keep this portion of the city secure. As the home of the Guild Enclave and Barracks, this level of security is vital to keeping up appearances. If Malifaux's inhabitants felt that the Guild could not secure their own base of operations, then they might be begin to suspect that the organization had all sorts of vulnerabilities.

This sense of posturing and keeping up the appearance of strength is core to any experience within Downtown. Those who live and travel through the neighborhood must appear as if they belong. Those who do not are certain to draw the attention and the ire of the Guild Guard. This attitude is more pronounced within upper Downtown, where the wealthiest inhabitants make their homes and conduct their business. In this subdistrict a common laborer stands out even when wearing his most formal attire. A broader range of social classes pass through lower Downtown on a regular basis, but even these individuals must be well kept and on their best behavior. Any who draw the attention of the guard by standing out are certain to face the consequence of bothering their social betters. This can be particularly problematic for any Fated who have business in Downtown after becoming accustomed to traveling through Malifaux's less acceptable neighborhoods.

A campaign that focuses on Downtown is likely to deal with characters that have a close connection to the Guild. Only characters with a very high social standing—possibly due to a royal lineage or wealthy ancestry on earth—are likely to be comfortable in this environment. Episodes are most likely to focus upon the different conflicting goals among the social elite who seek to control Malifaux. In some cases, these groups could be interested in uncovering other secrets, while some might work to make certain that information remains hidden from the majority of Malifaux's residents. The people that dwell in Downtown believe that they are far better than the laborers who dwell elsewhere in the city. In many cases, Fated who dwell here are targeted by NPCs who resent such an attitude—or who seek to take their place.

If the campaign is not focused on Downtown, then trips to that neighborhood are likely to be a rarity. Only characters with significant wealth or extensive social contacts are likely to be welcomed to the area. Otherwise, the Fated must feel that they are outsiders who are not wanted here. Guards may follow the party in an obtrusive fashion, clearly just waiting for them to step out of line so that some punishment can be enacted. Merchants might deliberately mark up prices for them—this is particularly true if their clothing or even their accents seem out of place. Characters who are dirty or obviously injured are unlikely to make it much past the neighborhood's outer edges before they are turned back or arrested. The Fated must feel as though they are outsiders whose very presence is an affront to decent society.

The people who live here are clearly far more affluent than the Fated are likely to be, but there is no generosity that accompanies their success. In some campaigns this attitude could be reinforced by a supernatural element that might be uncovered over the course of the campaign. In others, this could just be a representation of the inherent cruelty of humanity, especially within Malifaux.

The Slums

Home to the desperate, the downtrodden, and the hopelessly broken, the Slums are the largest inhabited districts of Malifaux City. The precise nature of their residents varies between locations, as does the overall degree of security. In some places, criminals are occasionally caught and the Guild's laws are actively enforced. In others, criminals hold sway and the only

laws are those of survival.

There are several districts of slums, and each houses a number of neighborhoods. These areas are never safe for those who dwell within them, but they are far more dangerous for outsiders—particularly those who cannot blend in among the local population. As a general rule of thumb, the relative level of security is directly proportionate to the Guild's interest in a region. Places closer to Downtown—which house many of the workers that have direct relationships with Malifaux City's wealthiest citizens—are much more likely to occasionally have functional security. Because of their personal connections, the Guild is typically willing to allocate resources to keep these areas calm and secure, also preventing riots from spilling over into the Downtown areas.

Regions located further from Downtown are more volatile. The exceptions are those slums that have powerful local rulers—generally in direct opposition to the Guild. Alternatively, places that are of direct interest to the Miners and Steamfitters Union often have security provided by those organizations. In places where criminal groups or petty tyrants hold sway, stability can only last as long as they can hold power. In the cases where such individuals might have a real chance at creating a community that could last for some time, the Guild is far more likely to disrupt their rule—as these kingdoms represent competition.

Fated can have any number of reasons for establishing a home base within the Slums. If they are particularly devoted to the plight of the helpless and downtrodden, then they might wish to dwell within that area so as to assist those who are clearly in greatest need of assistance. This could be true for those who have religious reasons for their generosity, but even warriors who sought to engage the Neverborn or the Resurrectionists might recognize that the citizens of these neighborhoods frequently fall prey to such monstrosities. Characters with a strong

Base of Operations

Even the most hardened explorer needs a place to keep his prized possessions secure. Few individuals are likely to happily carry all of their possessions on their backs as they explore Malifaux. Because of this, the Fated—either individually or collectively—are likely to want a base of operations. This could be the home or office of a business acquaintance, who permits them a small locker within his secure facility. Alternatively, they might pay rent on a living space within one of the more civilized portions of Malifaux. In some cases, the characters could even be bold enough to try to establish a secure—possibly hidden—headquarters within an untamed region. This runs a far greater risk of theft, but almost certainly eliminates any recurring financial costs.

For characters—or players—new to Malifaux establishing a base of operations could present a useful introductory story arc. This can be a great way to have their Fated explore various portions of the city, and learn about them and their inhabitants. Choosing where to establish their initial headquarters could say as much about the characters as it does about the campaign. For Fatemasters with a particular vision, it can also be useful to assign the Fated a base of operations at the start of the campaign. If this is already in place, it serves as an effective touchstone throughout the campaign. When the characters return to their home, they should encounter familiar surroundings and people. Depending upon the neighborhood, these contacts and locations can set very different default tones and voices for the campaign. If this is the central starting location for most episodes, then the players are most likely to take particular notice when the environment changes from that of their home neighborhood. Of course, if a particular mystery is the primary focus of the campaign, then placing the base of operations in a way that makes the mystery accessible can also be useful.

connection to either the criminal underground or the Union could also choose to dwell in the Slums, so that they might more easily make contact with these groups. Fated bold enough to try to carve out their own kingdom within Malifaux City might even try to create a residence in one of these regions. Alternatively, a group of Fated who spend much of their time exploring in other regions might attempt to maintain a residence within the Slums. After all, this is certainly an economical location to establish a base of operations, however the lack of security is certainly troubling for those who seek to leave valuable items in a secure location.

For characters that dwell elsewhere, a trip into the Slums should represent an encounter with the dregs of humanity. There are desperate people who may see countless signs that the Fated are valuable prey. Those who carry valuables—and show little sign of an ability to defend them are certain to come under attack. In many cases, the poor luck of these desperate wretches has transformed them into creatures whose actions are at least as heinous as the Neverborn.

Industrial and New Construction Zones

Though very different in terms of their actual inhabitants, the New Construction Zones and Industrial Zone are linked by their shared entrepreneurial spirit as well as their geographic locations. Both New Construction Zones exist because of disasters that predate the reopening of the Breach. Though their cause remains unknown, the inhabitants of both of these areas only dwell within because of the willingness to build a new community from the ruins of what had once been. Similarly, the Industrial Zone represents the pinnacle of organized labor within Malifaux City. Massive machines constantly belch forth smoke to refine Soulstone ore and to manufacture many of the commodities essential for human survival on this side of the Breach.



Those who dwell or work within these locations are often more concerned about their personal liberties and the lack of Guild supervision than they are with the threats posed by more supernatural elements. As a consequence, meetings that need to take place without interference from the Guild Guard can often take place in any of these regions. Further, because of the personalities involved, these locations can also be the best place to have a quiet discussion without fear of witnesses who are likely to take action.

Each of these neighborhoods has its own distinctive personality. The organizations that control the Industrial Zone, while weaker than the Guild, are monolithic compared to the independents in both of the New Construction Zones. The Northern New Construction Zone—technically located at least partially beyond the walls of Malifaux City—has an independent attitude that reflects the feel of explorers on a new frontier. Conversely, the more secure Southern New Construction Zone is home to vice that could not easily take place under the direct Guard supervision Downtown. This is accentuated by the traffic from the vessels that regularly navigate the river.

Fated who make their homes in either of these areas are most commonly focused on finding their power via their own machinations, somewhere far from the watchful gaze of the Guild. The New Construction Zones are populated by people who have a fierce independent streak and who are often willing to take paths to wealth that are not, strictly speaking, legal or ethical. Such individuals have developed a reputation as rough-and-tumble outsiders who value their freedom, no matter the cost.

In stark relief to the pioneer spirit of the inhabitants of the New Construction Zones are the captains of industry that make the Industrial Zone their home. This section of Malifaux is sparsely populated, but the captains of industry that do make it their home are, for the most part, master manipulators and shrewd economists. In any negotiation they are nearly certain to come out with the upper hand. Where the pioneers of the New Construction Zone seek freedom, these men instead seek to bring humanity under their sway.

Quarantine Zone and the Sewers

The Guild attempts to strictly maintain the divisions between the reclaimed portions of Malifaux City and the Quarantine Zones. Guild Guard maintain checkpoints, bulwarks, and emplacements to insure that those who would dare to enter such regions have the appropriate authorizations. The law further dictates that any who attempt to trespass—from either side—are to be immediately executed. The reality, however, is that the vast stretches of fencing are too broad for the Guild Guard to effectively maintain the quarantine. Further, the Sewers serve as a constant—and necessary—connection between the more civilized portions of Malifaux City and the Quarantine Zone. The two areas are inextricably linked. Attempts to keep them divided are an exercise in futility.

Officially, both the Quarantine Zone and the Sewers are unexplored areas. This is true only in the minds of the most gullible Guild sycophants, those who blindly believe any official edict. In reality, both of these regions are home to thriving criminal elements and a broad spectrum of different supernatural threats. Traveling between them and the Guild-controlled portions of Malifaux City is straightforward for anyone who is paying attention, and only dangerous for those foolish enough to attempt the crossing in sight of a Guild Guard patrol.

These areas provide a home to any activity the Guild would prohibit. This includes the trafficking of countless black market objects of desire, particularly those associated with the arcane. Further, the Neverborn, the Resurrectionists, and any other group that gleefully preys on humanity, are far more common in these insecure places. Those monsters that enjoy regular interaction with the people of Malifaux often make their homes in these regions, crossing over into Guild-controlled areas only when they need to find fresh prey. Some humans—particularly those who wish to operate with almost no chance of being bothered by Guild scrutiny also dare to dwell within the Quarantine Zones and the sewers. Some make successful livings by smuggling goods and travelers through the sewers and over the bulwarks between these areas and the neighborhoods where the Guild holds sway.

Fated who seek to prey upon (or combat) the Guild and its allies are the ones most likely to create a home within either of these districts. These areas provide a place for the characters to operate in complete freedom from Guild oversight. The Guild Guard recognize that they lack the manpower to effectively control these areas, and so their quarantine serves as an effective means of denying all responsibility for it. What happens here takes place without their oversight, though there are other entities—arguably more powerful ones—that can still exercise authority and power over these districts. In many cases, the residents of these regions merely trade one despotic ruler for another.

If the characters do not dwell in either of these districts, then episodes that feature trips to them should be filled with fear, doubt, and worry. Every shadow or blind corner could conceal a potent predator, and any interaction with another person might conceal layers of deceit or even present the character as a target. While countless arcane wonders and mysteries exist in these places, understanding and possession comes at a price. All too often, the Fated should be left wondering if they have accrued debts without realizing it or paid prices that they did not recognize at the time.

The Wilderness

Beyond the boundaries of Malifaux City, the sprawling wilderness presents a range of different environmental threats. A mix of recognizable creatures and unnatural ones—both of which can be deadly to the unprepared explorer—augments the expected dangers. To the unprepared, a journey beyond Malifaux's walls is certain to end in catastrophe. Even for those who have a veteran guide and ample preparations, any journey that seeks to map out new areas or involves prospecting for Soulstone can be extremely dangerous. Even routine trips to visit established human outposts can be fraught with danger, as horrific predators regularly attempt to prey upon small groups.

The counterpoint to the ever-present danger is that great riches lay beyond Malifaux City's walls. Discovering a new vein of Soulstone ore can provide enough wealth for a person to live in luxury for the rest of their lifetime—and possibly their children's lifetimes as well. The ruins of ancient cities that are distributed across the landscape are rumored to contain unimaginably powerful mystical artifacts and ancient arcane information. A talented explorer could work in concert with a skilled researcher to turn such finds into immeasurable power. These sorts of assets are often high priority targets for a daring Fated and can provide ample reason to risk the dangers.

Often, Guild sponsored communities need investigation and support. At other times, less reputable organizations can take an interest in opening up trade with one of these isolated settlements. In either instance Fated can serve as investigators or negotiators. In these cases, the characters must operate for an extended period of time in an extremely hostile environment, with little hope of support. This can create a challenge for the characters to carefully manage their resources at the same time as they try to decipher which individuals might be reasonably trustworthy.

Fated who dwell out in the wilderness are likely to be prospectors or to have an affiliation with one of the settlements already in place. In most instances, this would be a town built around a Soulstone mine, but it is certainly possible that they could be associated with a cattle ranch in the Badlands or even involved at Hollow Marsh Station. Far from the Guild authority in Malifaux City, matters of justice and power are always resolved first hand. Individuals can only control things when they are willing and able to directly assert their authority. In this environment it is abundantly clear that power is the only thing that other residents of the wilderness respect.

Characters who travel into the wilderness are likely to be surprised by the lack of authority or respect for legal and moral matters. Some may take comfort in the freedom, while others are likely concerned about the lack of any kind of support structure. Adventures in this environment might focus on the bleak isolation of those who dare to venture beyond the walls of Malifaux City. Encounters with supernatural creatures must stress their alien characteristics and unpredictable nature. At the same time, the recognizable concerns of the dry desert or dark swamp provide a more knowable threat.

Unending Mysteries

Starting with the opening of the first Breach, Malifaux has confounded humanity with layer upon layer of mystery and uncertainty. Fated who choose to explore the City and her surroundings are certain to wish to resolve at least some of these aspects—partly to sate their own curiosity, but also because these enigmas are likely to conceal untold personal profits. Any of these mysteries can make a compelling basis for a series of adventures, possibly even an extended series. While the answers to some have been answered in past Malifaux publications, others are likely to remain unknown. With this in mind, Fatemasters must choose which mysteries they wish to answer for their own campaign, and which they wish to keep secret from the Fated. In some instances, the Fatemaster could even wish to change specific aspects of the existing Malifaux history, to better suit his purposes and to keep the players guessing.

Each of the various factions active within Malifaux has its own series of secrets. In every instance, these secrets offer tremendous wealth to those who can uncover them—often to ranking members of other factions, but also to the power hungry within an organization. Characters bold enough to attempt to uncover these mysteries are often targeted for elimination by the societies that control the secrets. In some cases, this can be a matter of internal security, as leaders constantly work to maintain the stability of their power base. In other instances the faction is forced to remain cognizant of external threats, from those who would like to supplant a power base out of their own self-interest or even due to religious or moral beliefs.

Campaigns that focus on the secrets of a particular faction work best if the characters are all either members of that faction or if they have a sponsor who belongs to an opposing faction. In either instance, the characters have a compelling reason to gradually delve ever deeper into an organization's secrets. The quest can have startling, but gradual reveals. Over time, the Fated must build trust with the faction's members, at the same time as they assemble the puzzle that they intend to use to betray that group.

Inevitably, the characters are certain to build a deep-seated enmity with the organization whose secrets they reveal. This can work equally well with the authoritarian Guild or even the hidden mysteries of the Resurrectionists. In both cases, Fated who reveal hidden secrets are certain to spend the remainder of their lives in fear of revenge.

Mysteries that instead focus upon the very nature of Malifaux City and the Breach should be even harder to resolve. If the Fatemaster and the players wish to drive a campaign towards solving these issues, then it should gradually build towards it, likely with a number of less dramatic mysteries resolved in the process. Humans have spent many years on Malifaux attempting to decipher these puzzles. The Fated should not be able to quickly solve them, even if they begin working from the notes of someone who had already met with some degree of success. Challenges might involve recovering hidden or concealed notes from those who had previously died or gone missing under unusual circumstances. Eventually, as the Fated uncover additional clues, they could also be targeted by the supernatural machinations attempting to keep this information secret.

At the same time, not every episode needs to focus on solving a major mystery. Many must deal with more mundane challenges, including territorial battles or efforts to recover lost items or missing persons. In some cases, leading into a grander mystery could even begin with a subplot of such a seemingly minor episode, as the Fated uncover an important clue without initially even recognizing its value. A key, map, scroll, notebook, or even a seemingly worthless trinket might be a key element in uncovering a much larger mystery.



Exploration

Some mysteries are uncovered by rooting through shelves of documents or conducting countless interviews. Academics and débutantes often have greater success in these endeavors, as they avoid any personal risk (aside from the occasional poisoning or assassin's knife). Other mysteries require a Fated to risk life and limb crawling through the Sewers, a Quarantine Zone, or even the wilderness beyond the city's walls. In these cases, the discoveries are often ones that are completely novel to humanity. Some of these mysteries predate the time of the first Breach, and could represent information, that if known, could completely transform the settlement of this world.

The approach for both the Fatemaster and the Fated varies substantially depending upon the environment in which they dare to explore. Those who travel beyond the walls of Malifaux City must be prepared to operate without any operational support. They must recognize that a minor injury could spell doom for their operation and that running out of food or water would certainly curtail their operation. At the same time, because they are unlikely to face well-developed security, they are likely to be able to focus much of their capacity towards carrying these essentials rather than weapons that might be necessary to overcome a coordinated resistance.

Conversely, for those who travel the Quarantine Zones or the Sewers, it is often the case that detection remains their greatest threat. A meal, clean water, and even medical treatment are seldom more than a few hours journey away. However, detection by the Guild Guard or the agents of other factions can spell certain doom. Those who wish to keep information secret from the Fated have substantial and well-coordinated resources that can be used to track and eliminate any threats. Fated who travel these routes are much more likely to focus their planning around noticing others before they are noticed, while having ample supplies to overcome human—or human-like—opponents.

Fatemasters are encouraged to offer episodes that can force the Fated to confront unexpected threats. However, this probably should not be the norm. Establishing a baseline of scenarios that offer the players what their characters expect makes a scenario that differs substantially all that much more exciting. At the same time, such situations should be balanced with reasonable justifications and ample warning. A well-secured Soulstone mine in an area the Fated choose to explore is perfectly reasonable, as is a supernatural terror lurking in the Sewers. A Guild training barracks discovered several weeks journey into the Badlands, however, requires warning and explanation should the Fated encounter it.





DRAMATIC ENCOUNTERS

The Fated will encounter many beings on their journeys in Malifaux. Some are merely denizens of the Lost City, from agents of the Guild to common folk. Others are active agents in the Fated's lives, allies or enemies that help or hinder the Fated's progress towards his ultimate destiny.

This chapter is divided into sections that group the men, women, and creatures, of Malifaux into general groups, although individuals within a group may vary considerably.

This chapter also includes advice for judging the relative power level of creatures the Fatemaster intends to have the Fated fight, and how to properly balance an encounter.

This chapter also includes advice for using cards from the Malifaux Miniatures game as both Fatemaster aids and as an expanded Bestiary. Additionally, this section includes rules for running encounters using the Malifaux Miniatures game rules.

The Common Man: Normal men and women inhabit Malifaux, having come through the Breach either seeking new opportunities or fleeing troubles.

The Guild: Jointly oppressors and protectors of humanity, the Guild's presence in Malifaux is significant.

Independents: Malifaux draws many adventurers, mercenaries, free laborers and other such ne'er-do-wells in great numbers.

Horrors: The worst that Malifaux has to offer, these creatures have stepped from nightmares into reality.

Undead: The nature of Malifaux means that it harbors creatures and beings that can only be termed as monsters.

The Bayou: Helpful to some and harmful to others, the Gremlins have built a thriving community amongst the Bayou region outside of the city's walls.

Encounter Types

There are three rough encounter types, each with unique opportunities for adding to a game session. These encounter types are by no means discrete, and they are often blended in both subtle and overt ways. Their one unifying factor is that success and failure are meaningful to the narrative.

Combat

One of the most mechanically heavy types of dramatic encounter is combat. In fact, most powers and abilities are written from a combat encounter perspective, as combat encounters require clearer wording than other encounter types. Combat encounters are often the most straightforward encounter type for Fated characters, as success or failure is easy to measure.

Combat encounters are typically very straightforward, as the Fatemaster will present a threat and then call for the players to flip for initiative. Alternatively, the players may initiate the combat, in which case the Fatemaster will call for an initiative flip before the first Fated character makes his first attack.

The primary goal of combat is one of pacing. Combat does not provide the players with additional character advancement (outside of the odd looted weapon) and it is therefore designed to add excitement, which can help when players need a break from more narrative elements of the campaign.

Building Combat Encounters

Presenting a challenge to the players with a combat encounter can be done in a variety of ways, and isn't purely a matter of mathematics. Not all groups are comprised of gun-toting mercenaries and master martial artists. For this reason it is largely useless to use a value system for determining the challenge of an encounter.

When assembling a group of foes for the Fated characters to fight, the Fatemaster must consider a few things.

Fated Combat Skill

Not all Fated characters are skilled at combat, so it is important to have a general idea of each character's abilities. This system will provide an average comparison for the Fated characters, with regards to their combat prowess. This is not a definitive system, and is presented merely as a guideline for Fatemasters to generalize the Fated's combat skill. Consider whether the Fated has the following:

- Defense above 4.
- Willpower above 4.
- An Attack with an AV above 5.
- An Attack with weak damage above 3.
- More than 8 Wounds.
- More than Armor 1.

If the Fated has 2 or fewer of these points, they are not likely to be decisive in Combat without Cheating Fate. If the Fated has more than 4 of these points, then they are likely combat focused somewhat, and are going to be more engaged in the fight.

Danger Level

To determine if a combat is "dangerous" or not, consider the average value that a combat-focused Fated will require to hit or defend against an opponent. If the Fated requires more than a 5 to hit a target, it is fairly resilient and will take a while for the Fated to kill the creature. This will make the fight take longer.

If the Fated requires more than a 5 to resist the Attack Actions of the opponent, then the fight is likely fairly dangerous. This is because the players will be flipping a lot more cards over the course of a campaign than any individual enemy. The weight of these numbers will eventually lead to Fated deaths if they are routinely called upon to flip more than 5 against hordes of minions.

It should be noted that it is often preferable for a combat encounter to be easier than the Fatemaster anticipated. This problem is simple to fix (more minions show up, up the Rank of a few enemies, etc.). However, if a fight is too difficult, the Fated are likely to take serious injuries or die. The Fatemaster should spend the first few combats of any Campaign testing the relative strength of the group, gradually making combats more difficult. In this way, he will get a good feel for what will actually challenge the players.

Killing Enemies

Combats are frantic affairs where it is assumed Fatemaster characters will be killed, or at least incapacitated, by Fated characters. It would, therefore, be very cumbersome to track Critical Effects on each one.

Instead, it is safe to assume that a non-Fated character is unconscious when it has 0 Wounds remaining, and is likely bleeding to death. If there is a group, and the Fated are attempting to take one alive, then all but one simply dies at 0 wounds.

However, one enemy with the highest rank in the group (an Enforcer with some minions, for instance) should be tracked normally. In addition, all Henchmen or higher ranked characters should be tracked as normal, as they are important villains!

Social

When Fated interact with Fatemaster characters with a social goal in mind it is a social encounter. For the most part, these encounters are handled purely through roleplaying. The Fated should only be called upon to engage in a Challenge when they are doing something with a chance of failure.

More defined social encounters can give a socially focused Fated character a chance to shine. Social encounters can be resolved using an Ongoing Challenge. As the players roleplay their Fated, the Fatemaster calls for them to make Challenges, with a Fate Modifier based on their conversation and narrative actions. At the end of the encounter, the Fatemaster determines success or failure based on these results.

Ms. Tinae, Mr. Sterling, and Cletus have all acquired invitations to an important gala and they want to make a good impression at the party.

Ms. Tinae spends the evening dancing with the lawyers and generally being pleasant company. She works hard to make the more clumsy gentlemen look light on their feet, and laughs at everyone's jokes. The Fatemaster roleplays a scene in which one of the young men is a bit more enamored with her than she would like, and Ms. Tinae's player handles the situation by introducing the young man to a shy girl who has not yet found a dance partner. The Fatemaster decides that Ms. Tinae's may make two Challenges (one for dancing, one for being charming) against a TN of 5, each with a + for handling the suitor well. She earns a total of 3 Margins of Success.

Mr. Sterling uses this chance to entertain as well, focusing on the wealthy men and their wives. He is careful to remember everyone's names and to insert his special skills into conversation. The Fatemaster roleplays an argument between a husband and wife that Mr. Sterling is dragged along into, despite his reservations. Mr. Sterling deftly changes the subject rather than siding with either party. The Fatemaster calls for Mr. Sterling to make a single Convince Challenge with a TN of 5, and he earns 2 Margin of Success.

Cletus spends most of the evening gorging himself on finger sandwiches. The Fatemaster calls upon him to make a Stealth Challenge. Cletus scores 1 Margin of Success against the TN (5)… but only because he Cheated Fate to avoid belching loudly during a toast.

Together, the group earned 6 Margins of Success, enough to draw the positive attention of a small firm of Guild lawyers.

Events

Not all encounters are with other characters, many are simply events that the Fated characters must respond too. This could include natural disasters like an erupting volcano or an avalanche. This could also be driven by a character, such as a foot chase.

During event encounters it is likely that the Fatemaster will have the game enter Dramatic Time, but he will likely not need to determine Initiative order. In situations like a chase, for instance, the characters aren't realistically acting one after another. Instead, they are running and dodging over the course of a turn. The order in which they act is likely less important than the distance they covered, for instance.

Event encounters can also be resolved with a series of Challenges to determine the final result. Characters trapped within a burning building, for instance, might require a Challenge each round to resist smoke and heat, while also being allowed to each determine a different action (or aid each other) in their attempts to escape.

Malifaux Skirmish

The world of Malifaux began as a skirmish miniatures game and shares many rules with *Through the Breach*. Players of *Malifaux 2nd Edition* (M2E) may wish to employ those rules to resolve combat encounters using their collection of Malifaux characters. To do so will require a few considerations.

This is done by simply converting Fated characters into M2E character stats, and making a few considerations to the M2E rules. The largest of which, is that the game is not designed to be balanced in this context. Indeed, it is slanted towards the Fated characters. While it should be a challenge, if the Fated were to lose half of the time then it would be a very short campaign indeed!

The Fatemaster Deck and Hand

When employing M2E rules the Fatemaster will have his own Fate Deck. This is a complete Fate Deck. The Fatemaster has a complete hand of cards and obeys all the normal rules for M2E.

Twist Decks

Each player will draw cards from their own Twist deck instead of the communal Fate Deck. This is the main advantage that the players have over the Fatemaster. Their maximum hand size is three, however. They otherwise are each treated as a player within the M2E game rules, discarding and drawing cards as normal.

When the rules require a Fated character to "discard a card," for instance, it is the Fated characters player that will discard the card.

Initiative Order

Unlike standard games of M2E, the players and Fatemaster flip from their individual decks to determine which side activates a character first. Neither side may alter this flip in any way, and ties are reflipped.

Ranges and Wording

All ranges in *Through the Breach* are given in yards, when converting them to M2E, a yard is equal to 1 inch.

Whenever a *Through the Breach* rule refers to a character, simply replace the word "character" with "model."

No Remaining Wounds and Critical Effects

When a Fated character is reduced to 0 Wounds, he does not drop a Corpse Marker. Instead, the body stays in position and resolves critical effects as normal as per the *Through the Breach* rules.

Other characters are technically treated as normal under the M2E rules. This is, of course, up to Fatemaster discretion, and the Fatemaster may have certain characters act as Fated. Disabling a critical character could also be the victory condition for the game, which would end the Dramatic Time.

Conflicting Abilities

Many of the rules in *Through The Breach* share identical names with abilities from M2E. This is purposeful. When two abilities have the same name, use the version presented in M2E instead of the one from *Through The Breach.*



BESTIARY

The following sections are a form of Bestiary, for lack of a better term. Not many of the creatures presented within are actually beasts, indeed few are. The profiles presented here are designed to give the Fatemaster an easy starting point for many of the denizens of Malifaux.

The characters are presented in limited capacity, to make running the game as simple as possible. For the most part, this means that characters are presented as combat adversaries. No two individuals are exactly alike, and Fatemasters are encouraged to flesh out the character with additional talents, skills, and quirks if they intend to use one as a recurring character.

Each of the characters relative statistics, aspects, talents, and rules are broken down into sections so that the Fatemaster can easily reference their abilities.

Name and Rank

In the colored bar at the top of the profile is the profile's name (either the character's name or occupation) as well as the default Rank as presented in parentheses.

The rank of the character is factored in to some of the math later on (notably Acting Values and Defense/Willpower Target Numbers). When two numbers are presented in a profile, the parenthetical number is a value that includes the Rank value (always the lower odd rank number in the ranks range).

If the Fatemaster wishes to alter the character's Rank, he will need to recalculate these values, which should be a simple affair as the base value is also listed.

Aspects

These are the eight Aspects of the character. They are identical to the Aspects of Fated characters.

Derived Aspects

These are the characters derived aspects, including values that take into account the characters default rank (the number in parentheses).

Skills

Each skill is presented here with its associated rank in parentheses. These are the skills that are necessary for the character to function as presented, and it is likely that the Fatemaster will rule that the character has other skills as required by the narrative. A Barrister, for instance, might come from a long line of farmers, and he therefore also has skills to reflect that experience that are not noted on the profile.

Talents

The character's talents are listed here in the same way as skills. If the character is a type of person (and not an individual) these are the talents required by the occupation. Like skills, it is probable that the character has other talents, as the narrative requires.

Only those talents that are likely to come up during combat, and which cannot simply be addressed in other ways, are noted here. For instance, it is likely that some Artisans are Ingenious, but that is the Fatemaster's task to determine.

In addition, any talent that simply alters a value, such as Skill Specialization, is not noted. Rather, the suit is simply included in the Skills value on the profile.

Characters with defensive triggers list them in the talent sections. For instance, the Guardian has the following talent:

Df (📖) Metal on Metal: This character reduces its damage suffered by a further 2 damage.

When this character uses his Defense (such as when he is shot at by a Fated), and generates a 📖, then he may reduce the damage from an attack.

Combat Information

While many characters are considered "non-combat" characters, this section lists the character's Initiative Order, as well as any attacks or abilities that can be used during Dramatic Time.

These are only combat abilities and may not be representative of actions the character can take outside of combat. For instance, the Barrister has a "Rapidly Negotiate" Attack Action that represents his ability to coerce a character during combat. Likewise, characters with access to magical tomes will simply list their most common magical Attack Actions in this section, and the Fatemaster may wish to give them other abilities as necessary to the narrative.

COMMONERS

Artisan

Artisans are artists. They make everything from paintings and sculptures to novels and poems. They range in skill from apprentice to master, with varying degrees in between. Some artisans specialize in one art form while others attempt to master the arts as a whole. Many of the most famous, such as Michelangelo and others from the Renaissance, were true masters of all artistic mediums. This, however, is less common these days.

The pricing of items may vary from place to place. Years ago artisans joined guilds who decided pricing based on the skill and fame of the artisan. While the artisan guilds are mostly gone, a few are still around. Most artisans these days, however, are independent. They own their own shops and tools, supply their own materials, and set their own prices. Many artisans work on commission as well as creating their works from their hearts.

Most artisans are friendly but tend to keep to themselves. They spend most of their time on their craft or in their shops plying their trade. Not especially fit for combat, they tend to hide or duck for cover when a situation breaks out nearby. Artisans in large cities can be wealthy if their works are of noteworthy quality or poor if they are not famous for their efforts.

Artisan (Peon)

Peon, Living

Might	*Grace*	*Speed*	*Resilience*
0	1	-1	-1
Charm	*Intellect*	*Cunning*	*Tenacity*
1	1	0	-1

Defense	*Walk*	*Height*	*Initiative*
2 (5)	4	2	0 (3)
Willpower	*Charge*	*Wounds*	
2 (5)	4	4	

Skills: Art (3📖), Barter (2), History (2), Literacy (2), Notice (1), Teach (2)

(1) Art Supplies (Melee)
AV: 0 (3) Rg: /// 1 Resist: Df
Target suffers 1/1/2 damage.

Alchemist

While a good doctor is needed to set bones, treat serious diseases, or pull a bullet out of an arm, the Alchemist serves the medical needs of a community by providing chemical services. The Alchemist knows how to make all types of remedies for common medical problems that don't require a doctor's skills. Minor painkillers, salves for burns or cuts, and even more esoteric cures can all be found within a competent Alchemists repertoire of elixirs.

In addition, many of the more seedy Alchemists can be called upon to make poisons or acids, for the right price, of course.

Alchemist (Peon)

Peon, Living

Might	*Grace*	*Speed*	*Resilience*
0	1	-1	-1
Charm	*Intellect*	*Cunning*	*Tenacity*
0	2	0	0

Defense	*Walk*	*Height*	*Initiative*
2 (5)	4	2	0 (3)
Willpower	*Charge*	*Wounds*	
2 (5)	4	4	

Skills: Alchemistry (3), Barter (2), Literacy (2)

(1) Weights & Measures (Melee)
AV: 0 (3) Rg: /// 1 Resist: Df
Target suffers 1/1/2 damage.

Barrister

A Barrister is a skilled navigator of legal procedures, both in and out of the courtroom. Many serve the financially powerful interests who can afford their services, but some Barristers have open offices that will accept any client able to play.

Barristers use all manner of tricks, in and out of the courtroom, to get their jobs done. While these are usually proper courtroom etiquette, some of these tricks include jury nullification, offering alternate theories of crimes, blaming the victim, and accusing witnesses of lying because of a grudge against their client.

It is rumored that some will go so far as to bribe judges, threaten the families of jury members, and even have witness killed. However, this is more often than not difficult or impossible to prove. For all appearances, they are just very good at their jobs.

Many Barristers are lawyers who have been hand picked and trained by the Guild immediately after finishing law school but before entering into practice. Their Guild training includes different interpretations of the laws and many tricks with which to defend a client during prosecution. The Guild utilizes them to help keep their members, especially some of the more violent ones, out of jail and doing their duty in the streets. The Guild pays them handsomely for their services. The Barristers are also available for hire by anyone who can afford their services, provided that it doesn't conflict with their other obligations.

When not working on a case for the Guild, they travel the countryside from town to town looking for anyone needing their services. While on the road, Barristers usually carry a sidearm of some kind for protection. Many people are out to get them for keeping criminals on the streets. They are usually well dressed and most likely carry a case of documents and current case files on them. Also, it is likely that they have a good sum of cash on their person for bribes and such.

Barrister (Minion)

Minion, Living

Might	*Grace*	*Speed*	*Resilience*
-2	0	0	-1
Charm	*Intellect*	*Cunning*	*Tenacity*
-1	2	2	2

Defense	*Walk*	*Height*	*Initiative*
2 (7)	4	2	0 (5)
Willpower	*Charge*	*Wounds*	
4 (9)	4	4	

Skills: Bureaucracy (3📖), Convince (3🐏), History (2), Literacy (2), Mathematics (1), Pistol (1), Scrutiny (3)

(1) Collier Navy (Pistol)
AV: 1 (6) Rg: ⌐12 Resist: Df
Target suffers 2/3/4 damage.

(1) Rapidly Negotiate (Convince)
AV: (5🐏)10 Rg: 12 Resist: Wp
Target character gains the following Condition until the end of Dramatic Time, or until the Barrister targets the character or his allies with another action: "*Coerced*: This character may not target the barrister with harmful actions without first passing a Willpower 10 Duel."



Child

Children are fairly common throughout the land. They are usually accompanied either by their parents or by a group of other children. They are rarely seen wandering the streets or on some road on their own. Most people see children as helpless or requiring protection. The truth is, however, that most children know what to do to survive in their environments. Many of them are taught by their parents or just learn by example and are far more capable than they are given credit for.

In many of the more rural areas, children follow whatever trade their parents are making their living off of. This is due to the fact that their exposure to the outside world is limited. However, many of them do have dreams of becoming something greater than their small experience will probably allow for them. Most of them will undoubtedly toil away their lives at whatever menial task is set before them because of the lot fate drew for them at birth.

The children of Malifaux are hardened by a rough life and constant turmoil. They tend to be desensitized to violence and many of them will watch a fight or duel with glee. Because of this, they are more prone to violence than children from smaller towns and more rural areas. Many of them join one of the factions in hopes of becoming either famous or infamous or out of some ideal they wish to serve.

Child (Peon)

Peon, Living

Might	*Grace*	*Speed*	*Resilience*
-1	1	0	-1
Charm	*Intellect*	*Cunning*	*Tenacity*
1	-3	1	-1

Defense	*Walk*	*Height*	*Initiative*
3 (6)	4	1	1 (4)
Willpower	*Charge*	*Wounds*	
2 (5)	4	4	

Skills: Acrobatics (1), Athletics (1), Deceive (1), Evade (1), Lock Picking (1), Notice (1), Pick Pocket (1), Pugilism (1), Stealth (2)

Talents: Unimpeded

(1) Shin Kick (Pugilism)
AV: 0 (3) Rg: 1 Resist: Df
Target suffers 1/1/2 damage. If this attack does severe damage the target also suffers the Hobbled Critical Condition.

Manipulative 10 (Deceive)
When an enemy character targets this character with a harmful action, the enemy character must pass a TN 10 Willpower Challenge or the action immediately fails.



Craftsman

Craftsmen are a necessity in the world. They ply their trade to make sure that everyone has the things needed for their everyday lives. Craftsmen make everything from horseshoes to saddles to guns and even newer and more profound technologies. Their pricing is based mostly on demand and availability of materials rather than quality. But, of course, the very high quality items will probably be a bit more expensive, as is to be expected.

Most towns have at least a blacksmith, but there are usually others such as candlemakers, cobblers, tailors, and leatherworkers. For many things that are less common, it might be necessary to find a large city or purchase the item from a general store. These shops can range in size based on their location and their proprietor's fame as a craftsman. Some of the more prestigious craftsmen only make items by request, and there is usually a wait time as they have a list of requests from many wealthy patrons.

Craftsmen vary in ability and demeanor based on their chosen crafts. For example, blacksmiths tend to be strong, gruff individuals while cobblers may be thin men who are shy and reserved. These stereotypes, however, do not always hold true. Most craftsmen are not in their line of work because they chose to be, but because their parents were in the trade and that's the only way they know make a living. Of course, those in the more rural areas will probably also have some other skills in line with their harsh environments while those in cities would tend to be more socially oriented while not at work on a project.

Craftsman (Minion)

Minion, Living

Might	*Grace*	*Speed*	*Resilience*
1	1	-1	-1
Charm	*Intellect*	*Cunning*	*Tenacity*
0	1	0	1

Defense	*Walk*	*Height*	*Initiative*
2 (7)	4	2	0 (5)
Willpower	*Charge*	*Wounds*	
3 (8)	4	4	

Skills: Appraise (2), Barter (2), Blacksmithing (3), Engineering (1), Homesteading (3), Labor (2), Mathematics (1), Notice (1), Teach (1)

(1) Small Hammer (Melee)
AV: 1 (6) Rg: 1 Resist: Df
Target suffers 1/1/3 damage.

Coachman

The coachman is a ubiquitous sight in Malifaux, ferrying people to their destinations in the day and providing escort home in the evening. A coachman is therefore prepared for some of the worst Malifaux has to offer. He will routinely find himself fending off thugs, zombies, and even the occasional native creature. It is unsurprising that so many have gained a reputation with their shotguns, and few attempt to rob a coach without considerable preparation.

Coachman (Minion)

Minion, Living

Might	*Grace*	*Speed*	*Resilience*
0	2	-1	-1
Charm	*Intellect*	*Cunning*	*Tenacity*
1	-1	1	0

Defense	*Walk*	*Height*	*Initiative*
2 (7)	4	2	0 (5)
Willpower	*Charge*	*Wounds*	
3 (8)	4	4	

Skills: Husbandry (3), Scrutiny (1), Shotgun (2)

(1) Chesterfield 1897 (Shotgun)
AV: 3 (8) Rg: 12 Resist: Df
Target suffers 3/4/5 damage. The damage flip gains +.

Doctor

The world is a dangerous place. There is almost always someone being stabbed, shot, beaten, or injured in some way nearby. Aside from that, there are many illnesses that may incapacitate or even kill an individual. Because of this the need for doctors is great. Doctors can be found in almost every town and cities like Malifaux have several within their borders. If a doctor is needed, rest assured that there is one not too far off. Occasionally there are traveling doctors that make rounds between towns. These, however, are usually specialists such as surgeons or more commonly disease specialists ensuring the health of the people in his territory and stopping outbreaks from spreading.

Doctors are very well-educated individuals. They are usually older gentlemen because of the years of school they are required to attend in order to obtain their license. They tend to be mildly wealthy and attend many of high society's functions. There are, however, a few doctors that do their work for free or for whatever someone is able to pay. Some of them may simply be kind hearted people who truly care for the well being of others while others are men who have done horrible things in their past and now feel that they owe something back to the world as some sort of penance. Whatever their reasons, they usually travel through rural and poor areas looking for anyone that they may cure.

While in their shops there are many different tools available to them, from the usual tools and medicines to full herb gardens and alchemical labs. While traveling, however, they carry much less with them. They may carry a pistol for protection, but are usually not very skilled in its use. Other things that they usually travel with are the tools of their trade; medicines, herbs, surgical tools, stethoscope, bandages, and usually some grain alcohol to use as a painkiller.

Doctor (Minion)

Minion, Living

Might	*Grace*	*Speed*	*Resilience*
-1	2	0	0
Charm	*Intellect*	*Cunning*	*Tenacity*
1	3	0	3

Defense	*Walk*	*Height*	*Initiative*
2 (7)	5	2	2 (7)
Willpower	*Charge*	*Wounds*	
5 (10)	5	4	

Skills: Alchemistry (1), Doctor (3📖), Labor (1), Literacy (3), Notice (2), Stitching (1), Teach (2)

(1) Medical Bag (Melee)
AV: -1 (4) Rg: /// 1 Resist: Df
Target suffers 1/3/4 damage.

(1) Makeshift First Aid (Doctor)
Target character may heal 1/2/3 damage. This ability may only be used on a character once per day.

He's only missing a leg and arm, he's still got his brain and pumper, get him to doc.

-Zeek Murton

Field Hand

Ranches and farm don't run themselves. The owners need help in order to keep up with the overwhelming amount of work required to maintain their land. These hired men are called ranch hands. Not simple laborers, ranch hands help oversee the major workings of plantations and ranches. They manage the field workers, keep watch at night, help find more workers when necessary, and assist in payroll distribution. They may even run errands into town to get supplies if the owner trusts them enough to send them off with that much money in hand.

Their appearances, backgrounds, and skills are as varied as their job duties. Many of them are from rural families and grew up on farms and ranches. Those that come from these backgrounds know the job very well, having done these duties as an adolescent working for their parents. Others are perhaps drifters, having nowhere else to go and needing work for the season in order to supply up and continue their travels after a few months of hard work. Still others may be hiding from the law and a change of name and a job in the range provides great cover until the hunt dies down. Whatever their reason for being there, they provide a great service to the owners and are compensated well for their hard work.

Field Hand (Peon)

Peon, Living

Might	*Grace*	*Speed*	*Resilience*
2	-1	0	2
Charm	*Intellect*	*Cunning*	*Tenacity*
0	-2	-1	1

Defense	*Walk*	*Height*	*Initiative*
3 (5)	4	2	1 (4)
Willpower	*Charge*	*Wounds*	
3 (5)	5	7	

Skills: Athletics (2), Heavy Melee (1), Homesteading (2), Husbandry (2), Labor (3), Notice (1), Teach (1), Toughness (1)

(1) Sledge Hammer (Heavy Melee)
AV: 3 (6) Rg: /// 2 Resist: Df
Target suffers 2/3/4 damage. Whenever this weapon deals Severe damage, the target suffers a Weak Critical Effect, in addition to any other Critical Effects it would suffer.

Field Overseer

To ensure that the work gets done, large groups of field hands are often accompanied by a field overseer. Usually little more than a brute who is expected to report back any laziness, a field overseer is not a proper manager of men.

What he lacks in people skills, however, he makes up for in brawn. The field overseer is tasked with making sure the work happens, and any threat to that work will be met with a fist or club. Some overseers have been known to beat travelers for so much as asking for directions from field hands. This aggressive nature has been the downfall of some, to be sure, as they bite off more than they can chew. That doesn't stop a good overseer, as he is paid to do a job, and sometimes that job means tackling with Terror Tots or Gremlins.

Field Overseer (Enforcer)

Enforcer, Living

Might	*Grace*	*Speed*	*Resilience*
2	-2	-1	2
Charm	*Intellect*	*Cunning*	*Tenacity*
-1	-2	1	1

Defense	*Walk*	*Height*	*Initiative*
2 (9)	4	2	2(6)
Willpower	*Charge*	*Wounds*	
3 (10)	4	9	

Skills: Intimidate (2), Melee (2), Toughness (3)

(1) Night Stick (Melee)
AV: 4(11) Rg: /// 1 Resist: Df
Target suffers 1/2/3 damage.

Gambler

Games of chance are common in Malifaux. Anything from card games, dice games, animal fighting, and bare knuckle boxing matches can be found throughout the city. Where ever there is a contest of skill or luck, there are people willing to bet on them. Bets can range anywhere from simple win-loss wagers to side wagers on how many rounds or hands or rolls the player takes before he either hits big or washes out. Although many people gamble on these and other events and games, it is a very specific type of person that can truly be called a gambler.

Professional gamblers make their livings by betting on anything and everything. They are very adept at playing the odds. That isn't to say that they always win but they definitely win more often than not. Some people think that their success rate has to do with being good at cheating and not getting caught. That assessment, however, comes mostly from those who lose large amounts to them. The only real challenge for a gambler is when they face off against another of their ilk. When this happens it is likely that one of them will lose everything.

Gambler (Minion)

Minion, Living

Might	*Grace*	*Speed*	*Resilience*
-1	2	1	0
Charm	*Intellect*	*Cunning*	*Tenacity*
2	1	3	-1

Defense	*Walk*	*Height*	*Initiative*
3 (8)	7	2	3 (8)
Willpower	*Charge*	*Wounds*	
2 (7)	-	4	

Skills: Deceive (3), Evade (1), Gambling (3), Literacy (2), Mathematics (2), Notice (2), Pick Pocket (2), Pistol (1), Scrutiny (2)

(1) Collier "Rough Rider" (Pistol)
AV: 3 (8) Rg: 10 Resist: Df
Target suffers 2/3/4 damage.

Guard Dog

Malifaux isn't necessarily the safest place. There is a large criminal element present within the city. For this reason, many of the residents of Malifaux utilize trained guard dogs to protect their property while they sleep or are away from their residence. Guard dogs are trained by experts and are available for either purchase or for sometimes for rent.

Guard dogs are trained to first bark at an intruder. This serves two purposes, both notifying the owner and scaring off the thief. If that doesn't do the job, the dog will try to get the thief cornered and keep it there until someone arrives to arrest him.

While capable of combat, these animals have nowhere near the training and natural aggression of the hounds the Guild uses. A guard dog's primary function is to cause fear, not to attack. They will, however, fight back if they are attacked or cornered, or if their masters are threatened.

Guard Dog (Minion)

Minion, Living, Hound, Beast

Might	*Grace*	*Speed*	*Resilience*
1	0	2	0
Charm	*Intellect*	*Cunning*	*Tenacity*
0	-2	-2	0

Defense	*Walk*	*Height*	*Initiative*
3 (8)	5	2	4 (9)
Willpower	*Charge*	*Wounds*	
3 (8)	7	7	

Skills: Notice (2), Track (3)

Talents: Unimpeded

(1) Bite (Pugilism)
AV: 1 (6) Rg: 1 Resist: Df
Target suffers 1/3/4 damage. A target hit by this attack must pass a TN 7 Might Challenge in order to disengage from this character.

Gunfighter

Malifaux attracts rough people. Many of these are just brigands and street fighters but some are far more dangerous; men who are able and willing to shoot and kill someone for even the slightest insult or for the right price. These men are called gunfighters. Gunfighters live and die by their guns. It is both their means to fame and fortune and likely their path to the grave, or worse.

Many gunfighters have very gruff personalities. They tend to be loners who travel a lot. They really aren't much for settling down for too long. That could have something to do with the fact that they have a bad habit of getting into all kinds of legal trouble. However, it isn't usually hard to find one. Most taverns and saloons have one or two in them at any given time.

Gunfighters aren't hard to recognize. Most of them wear hats with a large enough brim to keep the sun from their eyes but not so big as to obstruct their vision. They tend to wear long dusters that cover the pistols that invariably hang on their hips. They are hard men and have a hard, worn look to them and their stare is as cold as the graves they have sent so many other men to.

Gunfighter (Minion)

Minion, Living

Might	*Grace*	*Speed*	*Resilience*
-1	2	1	2
Charm	*Intellect*	*Cunning*	*Tenacity*
0	1	1	2

Defense	*Walk*	*Height*	*Initiative*
4 (9)	5	2	3 (8)
Willpower	*Charge*	*Wounds*	
4 (9)	5	6	

Skills: Evade (2), Intimidate (2), Notice (2), Pistol (3✗), Toughness (1)

(2) Rapid Fire (Talent)
The character may discard a Twist Card to take three 1 AP attack actions with a Ranged weapon against a single target.

(1) Collier "Rough Rider" (Pistol)
AV: 5✗(10✗) Rg:⌐10/⫻ 2 Resist: Df
Target suffers 2/3/4 damage. When this character takes a Rapid Fire action, he gains +2 to the Attack Flips generated by the Rapid Fire action.

Harlot

One of the upsides of being in a city like Malifaux is that there is very little, if any, moral outrage over prostitution. Every hotel and saloon has at least a few harlots on staff. If they didn't, they would lose business to other establishments that were willing to provide this kind of service for their guests. While in the high society parts of the city the harlots may not be as open or obvious, even in the finest neighborhoods there are sure to be women of the night.

Lower class harlots are easy to recognize. They wear shorter dresses with their garters showing. Their painted eyes constantly scanning the men in the room looking for one that makes eye contact. With that, they smile and move in. One thing is clear, when dealing with a harlot, it's going to cost.

Harlot (Peon)

Peon, Living

Might	*Grace*	*Speed*	*Resilience*
-2	2	0	-1
Charm	*Intellect*	*Cunning*	*Tenacity*
3	2	1	0

Defense	*Walk*	*Height*	*Initiative*
2 (5)	4	2	2 (5)
Willpower	*Charge*	*Wounds*	
2 (5)	4	4	

Skills: Bewitch (3♥), Barter (2), Deceive (1), Notice (2📖), Pistol (1), Scrutiny (1)

(1) B & D Pocket (Pistol)
AV: 3 (6) Rg: ⌐10 Resist: Df
Target suffers 2/2/3 damage.

Household Servant

Possibly the most common of the commoners is the household servant. They are a commodity for the wealthy. Most are paid, however slavery and indentured servitude aren't entirely unheard of. Servants cook, clean, do laundry, set the table, mend clothing, and do many less savory tasks.

There are many different kinds of servants. There are butlers who open doors, bring drinks to guests, and other personal touch tasks. Maids do most of the cleaning. Cooks, of course, cook. There are serving staff that work in the kitchen, serve the meals, and then clean the table and wash dishes. These are just a few examples of servants, there may be many more.

Magistrate

Magistrates are traveling judges. They wander the countryside from town to town on a circuit. This is why they are sometimes referred to as "circuit court judges." A Magistrate usually has a County that he is assigned to, much the same way as a Sheriff. In fact, their territories are usually the same so the Magistrate and the Sheriff build a bit of a rapport since they work together frequently. This does have some complications however. It allows for favoritism and other corruption to take place within the judicial system.

Like any judge, magistrates are lawyers. They attend law school and must practice law for a number of years before putting their name in for election. It is likely that once elected, no one will run against them for some time as lawyers are not common by any means. This means that a magistrate will serve for as long as there are no others versed in law to challenge him, making him very powerful in his territory. If he can manage to keep other lawyers away somehow, he can serve on the bench for as long as he is living and capable.

Household Servant (Peon)

Peon, Living

Might	*Grace*	*Speed*	*Resilience*
-1	0	0	-2
Charm	*Intellect*	*Cunning*	*Tenacity*
1	-1	-1	-1

Defense	*Walk*	*Height*	*Initiative*
2 (5)	4	2	1(4)
Willpower	*Charge*	*Wounds*	
2 (5)	4	4	

Skills: Homesteading (2), Labor (2), Literacy (1), Notice (1), Teach (1)

(1) Broom (Melee)
AV: -1 (2) Rg: /// 2 Resist: Df
Target suffers 1/1/2 damage.

Magistrate (Minion)

Minion, Living

Might	*Grace*	*Speed*	*Resilience*
-2	0	0	-1
Charm	*Intellect*	*Cunning*	*Tenacity*
3	3	2	2

Defense	*Walk*	*Height*	*Initiative*
2 (7)	4	2	1 (6)
Willpower	*Charge*	*Wounds*	
4 (9)	4	4	

Skills: Bureaucracy (3), Convince (3), Deceive (2), History (2), Leadership (2), Literacy (2), Mathematics (2), Notice (1), Pistol (1), Scrutiny (3)

(1) Collier Single Action Army (Pistol)
AV: 1 (6) Rg: 12 Resist: Df
Target suffers 2/3/4 damage.

Night Watchman

During the day the Guild Guard patrols the streets with little to no opposition or problems. They walk the city and ensure that all is safe. However, at night the job gets much harder. The Guard gets thinned out by the overwhelming number of crimes committed under cover of darkness. For this reason, they use volunteer citizens to assist them. These night watchmen keep an eye on the rougher parts of the city and report what they find to the nearest Guard unit.

While they do have the authority to make arrests, their primary function is observe and report. Most of them are rough individuals with some fighting experience. They are generally unarmed or carry nothing but small clubs called "night sticks." However, some of them are armed and a few of those are even trained in their weapon's use. They may not be the best fighting force around, but they get the job done.

Night Watchman (Minion)

Minion, Living

Might	*Grace*	*Speed*	*Resilience*
1	2	-1	0
Charm	*Intellect*	*Cunning*	*Tenacity*
0	-1	1	1

Defense	*Walk*	*Height*	*Initiative*
3 (8)	5	2	2 (6)
Willpower	*Charge*	*Wounds*	
3 (8)	5	5	

Skills: Evade (1), Intimidate (1), Melee (1✗), Notice (2), Scrutiny (1), Shotgun (1), Toughness (1)

(1) Night Stick (Melee)
AV: 7✗ Rg: 1 Resist: Df
Target suffers 1/2/3 damage.
✗ *Hobble*: After succeeding, the target gains the Hobbled Critical Condition.

Proprietor

Every establishment has a proprietor. Whether it's an inn, a shop, a saloon or tavern, a stable, or even a brothel. Proprietors are the owners and usually the managers of pretty much anywhere that is open for people to spend their money. Perhaps they bought their business with family money, maybe it was earned at some menial job they slaved at for years. Whatever the case, most of them came to Malifaux with enough money to start their dream business and are now "living the dream," so to speak. However, many of them found out the hard way that it isn't as easy as they thought it was going to be.

Many proprietors have some background in combat and other skills. They have endured the hardships of traveling through the wilderness protecting their caravans and personal goods. The trip to Malifaux is not an easy one and most who come from the other side have seen their share of difficulties. They have their problems in the city as well. Malifaux isn't the safest place around so there are constant threats from all fronts, within the city and without. These men tend to be armed and at the very least mildly skilled with their weapons of choice.

Proprietor (Minion)

Minion, Living

Might	*Grace*	*Speed*	*Resilience*
1	0	0	-1
Charm	*Intellect*	*Cunning*	*Tenacity*
1	1	-1	1

Defense	*Walk*	*Height*	*Initiative*
2 (7)	4	2	1 (6)
Willpower	*Charge*	*Wounds*	
3 (8)	4	4	

Skills: Appraise (1), Barter (3), Labor (1), Leadership (2), Mathematics (2),Notice (1), Pistol (1), Scrutiny (1), Teach (2)

(1) Collier Single Action Army (Pistol)
AV: 1 (6) Rg: ⌐12 Resist: Df
Target suffers 2/3/4 damage.

Socialite

Socialites are a major part of the high society of Malifaux. They attend balls and spend a large portion of their time at plays, ballets, and other fancy events. The socialite society has a hierarchy based seemingly on popularity. The truth is, however, that those not at the top secretly hate those above them and seek to dethrone them and thereby move up in the grand scheme of things. To this end, they employ various tactics such as gossip, spying, conspiracies, and even bribery to get what they want. Openly they pretend to be someone's best friend but as soon as they aren't around the plotting begins to take place.

It isn't uncommon to see socialites wandering about the city, particularly in the higher class areas, shopping in groups of three to five. They prefer to stay in groups so that they can make snide comments to each other about passersby and laugh at them. This is their way of maintaining their ego as they are so easily bruised. In order to prove to themselves and their peers that they are, in fact, better than others they must continually point out the ways in which others are lacking.

Socialites are generally thought of as wealthy sycophants. This, however, is not entirely true. While most of them are, in fact, wealthy, not all of them are. There are some that spend a large portion of their resources on clothing and jewelry just to fit into a high society world where they don't actually belong. These people may tailor their own garments, craft their own jewelry, or find other ways to conserve money so that they don't end up penniless in the gutter somewhere. Their ultimate goal, however, is to fool people long enough to get married and improve their station in the social hierarchy of Malifaux.

Note: Socialites come in many forms, but two are presented here, the vapid socialite provides little for society and is little more than a social speed bump for many savvy characters. The imposing socialite is a shrewd man or woman of both means and skill.

Vapid Socialite (Peon)

Peon, Living

Might	*Grace*	*Speed*	*Resilience*
-3	0	0	-2
Charm	*Intellect*	*Cunning*	*Tenacity*
2	0	-2	-2

Defense	*Walk*	*Height*	*Initiative*
2 (5)	6	2	1 (4)
Willpower	*Charge*	*Wounds*	
2 (5)	-	4	

Skills: Bewitch (2📖), Deceive (3📖), Evade (1), Forgery (1), Gambling (3), Notice (1), Pick Pocket (1), Pugilism (1), Stealth (2)

(1) "Thumbs in" Fist (Pugilism)
AV: -2 (1) Rg: /// 1 Resist: Df
Target suffers 1/2/3 damage. After hitting the target this character suffers 1 wound.

Imposing Socialite (Enforcer)

Enforcer, Living

Might	*Grace*	*Speed*	*Resilience*
-2	2	-1	-2
Charm	*Intellect*	*Cunning*	*Tenacity*
-3	-1	3	-2

Defense	*Walk*	*Height*	*Initiative*
2 (5)	6	2	1 (4)
Willpower	*Charge*	*Wounds*	
2 (5)	-	4	

Skills: Art (3), Barter (2), Bewitch (3📖), Convince (4📖), Evade (1), Forgery (2), History (2), Literacy (2), Notice (3), Pistols (2)

(1) B&D Gatling Derringer (Pistol)
AV: 3 (10) Rg: ⌐6 Resist: Df
Target suffers 2/3/3 damage. This attack gains + to the Attack and Damage flip.

Stable Master

Every town of any decent size has a stable, unless they want everyone just hitching their horses up to whatever post is most convenient. Likewise, every stable has a stable master to make sure that everything goes well while horses are stabled there. Stable masters are skilled in husbandry. They care for the horses while they are staying in the stables. This care includes feeding, washing, brushing, and ensuring the horse get daily exercise. In smaller stables the stable master also cleans out the stalls but in larger cities he might employ a stable hand or two. Of course, the stable master also ensures the safety of his guests.

All of this is not free, however. The cost is usually based on the cost of food added to whatever the stable master thinks his time and skills are worth. The fee is usually assessed daily and paid when the horse is picked up. Some stables may have weekly rates as well, usually at a slight discount. The security of the horses is very important to their owners. There are bound to be several weapons hidden strategically around the inside of the stable, ready to be pulled from hiding at a moment's notice. The stable master himself also likely carries a sidearm and a knife of some kind. If a horse is stolen or harmed in his establishment, it is unlikely that he will get much business in the future.

Stable Master (Minion)

Minion, Living

Might	*Grace*	*Speed*	*Resilience*
1	1	0	1
Charm	*Intellect*	*Cunning*	*Tenacity*
2	0	-1	0

Defense	*Walk*	*Height*	*Initiative*
3 (8)	4	2	1 (6)
Willpower	*Charge*	*Wounds*	
2 (7)	5	7	

Skills: Athletics (2), Homesteading (1), Husbandry (3), Labor (3), Long Arms (1), Melee (1), Notice (1), Pistol (1), Shotgun (1), Teach (1), Toughness (1)

(1) Bowie Knife (Melee)
AV: 2 (7) Rg: 1 Resist: Df
Target suffers 1/3/4 damage.

(1) Collier Lightning Army (Pistol)
AV: 1 (6) Rg: 18 Resist: Df
Target suffers 3/3/4 damage. When fired using both hands the Attack Flip gains +.



The Guild

The Guild is an omnipresent and oppressive political power that, despite its Machiavellian nature, does keep the people safe from the many theatres of Malifaux. It does this by dividing its forces into task groups. The following entries are broken down into four rough groups.

Guild Guard

The Guild Guard are, for the most part, the constabulary force of Malifaux. They keep the peace and investigate mundane crimes. Whenever possible they call in more specialized forces to handle unnatural threats. Guild Guard also encompasses several common constructs that the Guild employs. While every branch of the Guild works side by side, Guild Guardsmen are available to any of the more specialized branches as additional resources, and any of these characters are very likely to see service alongside the others.

Death Marshals

The Death Marshals are an elite cadre of undead slayers. They mercilessly hunt down the Resurrectionist threat in Malifaux and are permitted to take great liberties when chasing this goal. Indeed, the Guild allows the Death Marshals to train in Necromancy, literally fighting fire with fire.

Death Marshal personnel is not limited to the Death Marshals themselves. Also under the auspices of this branch of the Guild are the Executioners, the Bag Men, Exorcists, and both the Mortician's and Undertaker's offices.

The Death Marshals are led by Lady Justice who oversees the Death Marshals larger goals and operations, and The Judge, who is often seen in the field on "routine" work and who also oversees the training of new Death Marshals.

Witch Hunters

Like the Death Marshals crusade against the undead, the Witch Hunters tirelessly work towards limiting the Arcanist threat to the denizens of Malifaux. While not as terrifying to the people as the undead menace, rogue wizards are none-the-less a threat that cannot be allowed to fester unchecked by the Guild.

Lead by Sonnia Criid and her chief lieutenant Samael Hopkins, the Witch Hunters operate with fear and fire. Those sorcerers they manage to catch are often turned into Witchling stalkers. Indeed, many rumors abound that the Witch Hunters are not above taking innocent souls, or prisoners, to bolster their ranks.

The Ortegas

The Ortegas are less of an official branch of the Guild (although they do carry its authority) and more a family of demon hunters. No two are truly alike, but one thing they all have in common is a burning desire to hunt down and slaughter the Neverborn. A desire the Guild puts to good use.

The Ortega family operates from Latigo, a combination family home, forward base of operations, and fort. Its location in the badlands make it a perfect staging grounds for anti-Neverborn hunting parties, as well as a target of frequent Neverborn assaults.

The family is ostensibly lead by Perdita Ortega, but, in true family fashion, each member is relatively independent. The family will rally to her call, obeying orders as is appropriate to her position, but the Ortega clan is not an organized group. Individuals are free to come and go and many can be found in the company of non-Ortegas, putting their skills to use.

Note: The Ortega family is not presented in this book, as they are highly individualistic and therefore not appropriate to this Bestiary. Their groups description is included here for completeness, and so that the Fatemaster can include the organization in his narrative.

Guild Guard

The Guild Guard aren't just the high profile men and women who patrol the streets, the group encompasses a wide variety of specialized law enforcement agents.

Guild Austringer

Almost a lost art by the time the Guild entered Malifaux, falconry was once a large part of law enforcement. As it turns out, the creatures commonly known as Gremlins have a scent that drives birds of prey into a frenzy. It is unclear whether it is a hatred of the monsters or a taste for their flesh that causes this. As a result, the Guild has seen an opportunity to use the raptors to find and eliminate the threat of these little monsters. Thus the Austringer branch of the Guard was created.

Deployed mostly along the Bayou, they use their falcons to keep the Gremlins contained within the swampy areas. The raptors can scent a Gremlin from sever hundred yards off and use their razor sharp claws to rend the flesh of any of the creatures that get too close. This allows for a larger safe area throughout the region for the expanding human population.

However, there are some that use their skills in Malifaux itself, and who may be deployed within a unit of guards. Their unique skills provide a distraction for criminals, making it easier for those criminals to be caught. Raptors can also be used as messenger birds, allowing for quick communication over long distances. Austringers themselves are recognizable from other guards by the wings embroidered on their uniforms and, of course, by the large padded glove they use to handle their companion.

Austringer's Raptor

If one sees a raptor in the sky, it could very well be one of the many birds that live within Malifaux's bayou. However, if one is far from the bayou, there is like a Guild Austringer about.

These birds of prey attack Gremlins in a frenzy in the wild, and even well trained birds are hard pressed to fight this instinct. Otherwise, an Austringer's Raptor will often arrive to deliver a message, or its presence could be the preamble to a Guild raid.

Guild Austringer (Minion)

Minion, Living, Guardsman

Might	*Grace*	*Speed*	*Resilience*
2	3	0	1
Charm	*Intellect*	*Cunning*	*Tenacity*
-2	1	0	4

Defense	*Walk*	*Height*	*Initiative*
5 (10)	4	2	3 (8)
Willpower	*Charge*	*Wounds*	
5 (10)	6	6	

Skills: Evade (2), Husbandry (3), Pistol (1), Navigation (3), Notice (3), Pistol (3), Stealth (3), Toughness(1), Track (3), Wilderness (3)

Talents: Unimpeded

(1) Peacebringer (Pistol)
AV: 6 (11) Rg: ⌐10 Resist: Df
Target suffers 2/3/5 damage.
Critical Strike: When damaging, deal 1 additional damage for each in the final Duel Total.

Austringer's Raptor (Peon)

Peon, Living

Might	*Grace*	*Speed*	*Resilience*
-2	5	3	-2
Charm	*Intellect*	*Cunning*	*Tenacity*
-3	-5	1	-1

Defense	*Walk*	*Height*	*Initiative*
3 (6)	1	1	1 (4)
Willpower	*Charge*	*Wounds*	
2 (5)	4	4	

Skills: Evade (4), Martial Arts (2)

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

(1) Talons (Melee)
AV: 7(10) Rg: 1 Resist: Df
Target suffers 1/3/4 damage or Discards two cards (this character chooses).

Guild Guard

The main force of law enforcement in Malifaux is the Guild Guard. They greatly outnumber all of the other Guild special departments. Their red and gray uniforms set them distinctly apart from the residents of Malifaux. Their weapons may vary but the excellent quality and the unmistakable mark of the Guild emblazoned on them make it rather obvious who they belong to. Being noticeable may deter some crime, but more crime takes place in the shadows and the back alleyways of the city. Noticing the signs of law breaking behavior and hunting these criminals is the purview of the Guard.

Trained in both the arts of investigation and in the use of all Guild weaponry, the Guard patrol the streets with vigilance and pride. They know they are on the side of law and order and are righteous in the execution of their jobs. Their weaponry gives them an advantage against both the natural and supernatural dealings in Malifaux. In extreme circumstances they can send out a series of whistles and have backup within minutes. The ultimate goal is to remove the threat and cause as little disruption to the lives of the law abiding citizens of the city as possible.

Guild Sergeant

Whenever multiple Guild Guard units are deployed, or when the Guard is providing support for one of the special departments, additional leadership is needed to coordinate the strategy between them. This is when the Sergeants are deployed. Their extensive field experience and additional leadership training makes them great at directing multiple units on their respective parts of a mission. They are also cross-trained in many of the special departments' tactics and operations, making them the perfect coordinator for the cross-departmental operations. The Captains are what every Guardsman aspires to be.

On their own they are more than competent fighters and tacticians. The training they have received by multiple departments makes them quite formidable in combat, and their own personal service experience gives them the edge that comes with a lifetime of warfare. They carry a gun capable of firing multiple rounds very quickly, making it more difficult to get out of their line of fire. The Captains are recognizable by the red sash they wear across their uniforms. Most times when a Captain is spotted entering a combat their opponents surrender.

The bond between Captain and Guardsman is forged in the fires of combat. Guild Sergeants require absolute obedience from their men. Their men respect and fear them beyond the understanding of others. He fights beside his men on the front lines and is always the first to charge in. His men will fight and die at his command; willing to sacrifice themselves for the Captains life if necessary, thus assuring that the orders needed in battle continue to flow.

Guild Hound

In a place as dangerous as Malifaux there are bound to be criminals that get away or escape from prisons. The Guild's canine units track these escaped convicts throughout the city and the surrounding areas. With their superior breeding programs and their unparalleled training their senses are capable of tracking a suspect from miles away through almost any terrain. There is almost no way to escape capture when the Guild Hounds are on your trail.

Their breeding plans are kept a close secret by the Guild breeders. They have so far managed to increase all of the hound's senses every generation of breeding. However, this hasn't been without its problems. The last few generations have become increasingly more aggressive, bordering on outright violent with the latest litters. The hounds are so aggressive that they will even kill their litter-mates in an attempt to prove their dominance. So far attempts to train this trait out of the dogs have failed.

More often, lately, the older hounds are called in for assignments rather than the younger ones. These veterans are not only seasoned but are treated as members of the unit because of their service history. They employ some armoring for the animals and their handlers stick close. The bond between a Guardsman Handler and his hound is unbreakable; both will go to great lengths to protect the other during the course of their mission.

Guild Sergeant (Enforcer)

Enforcer, Living, Guardsman

Might	*Grace*	*Speed*	*Resilience*
3	-2	0	3
Charm	*Intellect*	*Cunning*	*Tenacity*
-3	2	0	3

Defense	*Walk*	*Height*	*Initiative*
4 (10)	3	3	1 (8)
Willpower	*Charge*	*Wounds*	
5 (10)	5	10	

Skills: Evade (2), Intimidate (4), Leadership (3), Melee (2), Notice (1), Shotgun (3), Teach (3), Toughness (3), Track (1)

Talents: Armor 1

Frightening Authority: Other friendly Guardsmen within 6 yards of this character gain + to all Willpower duels.

Attennn-Hut!: Other friendly Guardsmen within 6 yards of this character are immune to the Slow Condition.

(1) Breaching Axe (Melee)
AV: 5 (12) Rg: /// 1 Resist: Df
Target suffers 2/3/4 damage.

Critical Strike: When damaging, deal 1 additional damage for each in the final Duel Total.

1) Mauser 9 (Pistol)
AV: 6 (13) Rg: ⌐10 Resist: Df
Target suffers 1/2/3 damage.

Critical Strike: When damaging, deal 1 additional damage for each in the final Duel Total.

(1) Menace (Intimidate)
AV: 7 (14) Rg: ⌐12 Resist: -
This character moves 4 yards directly towards target living character. Then, the target must make a TN 12 Horror duel.

Guild Guard (Minion)

Minion, Living, Guardsman

Might	*Grace*	*Speed*	*Resilience*
1	2	0	0
Charm	*Intellect*	*Cunning*	*Tenacity*
-1	-1	-1	3

Defense	*Walk*	*Height*	*Initiative*
4 (9)	4	2	2 (7)
Willpower	*Charge*	*Wounds*	
5 (10)	6	5	

Skills: Athletics (1), Evade (2), Melee (3), Notice (2), Pistol (2), Toughness (1), Stealth (1)

Talents: Armor 1

(1) Refurbished Infantry Sword (Melee)
AV: 4 (9) Rg: /// 1 Resist: Df
Target suffers 1/3/4 damage.

(1) Refurbished Collier Army (Pistol)
AV: 4 (9) Rg: ⌐12 Resist: Df
Target suffers 1/3/4 damage. The target gains the following condition until end of this turn: "*Arrest*: This character must discard a card to perform a movement action."

Guild Hound (Minion)

Minion, Living, Beast, Hound, Guardsman

Might	*Grace*	*Speed*	*Resilience*
2	2	4	1
Charm	*Intellect*	*Cunning*	*Tenacity*
-3	-5	2	1

Defense	*Walk*	*Height*	*Initiative*
5 (10)	6	1	6 (11)
Willpower	*Charge*	*Wounds*	
5 (10)	9	6	

Skills: Notice (2), Track (3), Pugilism (3)

Talent: Unimpeded

(1) Jaws to the Throat (Pugilism)
AV:5 (10) Rg: /// 1 Resist: Df
Target suffers 2/3/4 damage.


Austringer


Guild Hound


Raptor


Guard Sergeant


Guild Guard

Guild Pathfinder

The Guild has scouts. They call them Pathfinders. These men are lovers of the wilderness. They prefer a life of solitude in the wild to city life. Most of their lives have been spent out in the field hunting, trapping, and surviving off of the land. They might be perfectly at home within a cave or using a hollowed out tree for shelter. They meet their Guild contacts at predetermined spots on a schedule to make their reports about what activity they have seen since the last meeting. It is only when something urgent is discovered that a Pathfinder may go into Malifaux to deliver his intelligence.

It is a certain kind of person that becomes a Pathfinder. Most of them do not exactly join up or enlist. They are usually hunters and trappers that are recruited by the Guild for their skills. They don't seem to mind a few extra duties as they usually mesh with their lifestyle anyways. After all, they were going to be living out there in the first place. They carry traps and their assigned territories are usually littered with Clockwork Traps and other snares that are more simplistic, such as covered pits and tripwires that drop cages. Entering the area patrolled by a Pathfinder is hazardous at best.

The Pathfinders have no uniform per se, though they often wear skins and camouflage and whatever else will help them blend into their surroundings. They do, however, carry their Guild insignia on a chain around their necks so that they can present them as proof of who they are when they enter a camp or come upon a unit. Both of their weapons are primarily used for hunting and survival but can be used in combat when necessary.

They use their skinning knives in close combat situations. They need no larger melee weapons weighing them down while on the move. They also carry a Hunting Musket for ranged combat.

Clockwork Trap

Clockwork traps are mechanical traps designed by Guild engineers to aid in clearing out the swampy areas outside of Malifaux. They vary in size and utility but are all completely capable of incapacitating or killing whatever happens upon them. They are small enough to be easily hidden in brush or under leaves, and an adept hunter is more than able to conceal them completely from view. The Pathfinders check these traps daily for quarry. This gives the Guild a good idea of what is still out there and allows them to guess at how many there are.

These traps are automated like many other pneumatic devices, however they have no truly functioning logic engine. They only know their job, to capture whatever or whoever gets within reach of them. Because of this, the traps can be dangerous for anyone wandering through the wilderness. Only the Pathfinders know their exact number and locations. It is not entirely unheard of for escaped prisoners or adventurers out to seek their fortune to be found caught or even dead in one of the clockwork traps.



Guild Pathfinder (Minion)

Minion, Living, Guardsman

Might	*Grace*	*Speed*	*Resilience*
2	2	0	2
Charm	*Intellect*	*Cunning*	*Tenacity*
-3	2	0	3

Defense	*Walk*	*Height*	*Initiative*
5 (10)	4	2	0 (5)
Willpower	*Charge*	*Wounds*	
6 (11)	6	6	

Skills: Athletics (2), Centering (4), Evade (2), Long Arms (3), Melee (2), Navigation (3), Toughness (1), Track (3), Wilderness (3)

Talents: Unimpeded

(1) Skinning Knife (Melee)
AV: 4 (9) Rg: 1 Resist: Df
Target suffers 2/2/3 damage.

(1) Hunting Musket (Long Arms)
AV: 5(13) Rg: 10 Resist: Df
Target suffers 2/3/5 damage.

Precise Shot: When damaging, this Attack ignores Hard to Wound and Armor.

Clockwork Trap (Peon)

Peon, Construct

Might	*Grace*	*Speed*	*Resilience*
3	-3	4	0
Charm	*Intellect*	*Cunning*	*Tenacity*
-5	-5	-3	4

Defense	*Walk*	*Height*	*Initiative*
6 (9)	2	1	6 (11)
Willpower	*Charge*	*Wounds*	
6 (9)	-	3	

Skills: Evade (4), Pneumatic (1)

Talent: Armor 2

Pounce: When a character ends his turn within this character's engagement range, this character may immediately make a Trapping Jaw strike against the character.

(1) Trapping Jaw (Pneumatic)
AV: 4 (7) Rg: 1 Resist: Df
Target suffers 1/2/2 damage.

Clamp Down: After damaging, the target gains the following condition until this character takes another action or is destroyed: "*The Clamps:* This character may not declare walk actions. This character may spend 1AP to make an opposed Might Challenge to remove this condition."



Guild Rifleman

Guild Riflemen are an indispensable recourse. Hand selected from the best marksmen that the Guild Guard has to offer; they are then put through an extensive training course in target selection and further marksmanship. Their training also includes tactics and battlefield awareness. This training makes them capable of acting both offensively as snipers and defensively as cover fire and retaliation. In fact, they are often used to take out charging troops before they ever get to the battle line. The Guild have been pioneering this effective use for snipers as a defensive tool and have been greatly successful.

Their offensive capabilities are phenomenal and are unmatched throughout both worlds. The Guild rifle has a greater range than most other weapons. Combine this with the Rifleman's aim and you have a recipe for death to whomever they set their sights on. They are able to fire several shots in rapid succession to take out multiple high profile targets like a command squad or a small group of flanking troops. Riflemen often work in small groups of maybe two or three, setting up on high ground as they survey the field for the most effective targets.

Guild Sentry

The most dedicated, intelligent, and capable Guild Guard are often promoted to the rank of Sentry. A Guild Sentry works directly for the Governor-Secretary's office as an elite police task force. A Guild Sentry has many duties that are highly varied, and they are summed up by their seal, an eye within a blackened stone.

Under the auspices of the Eye, the Guild Sentry spends its time investigating important crimes. Calling in a Sentry to aid in an investigation is almost unheard of (as that would be admitting defeat) but if a case is high profile enough the Guild Sentry will assert its authority and take over. This is usually a welcome relief to the Guild Guard assigned to the task.

Also under the Eye are matters of internal affairs. While mundane corruption is accepted among the Guardsmen the Sentry Office watches for signs of more nefarious corruption. They are often the first to encounter such threats amongst their ranks, but they are more than willing to call in more focused compatriots.

Under the Stone a Guild Sentry will often be tasked with protecting a high value Guild asset, either a location or powerful individual. Sentries are usually deployed singly, along with standard Guard, but some cases may warrant several such men.



Guild Rifleman (Minion)

Minion, Living, Guardsman

Might	*Grace*	*Speed*	*Resilience*
1	3	0	0
Charm	*Intellect*	*Cunning*	*Tenacity*
-1	0	1	2

Defense	*Walk*	*Height*	*Initiative*
4 (9)	4	2	3 (8)
Willpower	*Charge*	*Wounds*	
5 (10)	6	5	

Skills: Acrobatics (1), Athletics (1), Centering (3), Evade (2), Long Arms (3), Melee (3), Notice (3), Teach (2), Toughness (1), Track (2), Stealth (2)

Talents: Unimpeded

Stand and Fire: When an enemy character declares a Charge Action within LoS of this character, this character may reduce its Focus Condition Value by 1, to a minimum of 0, to immediately deal 2 damage to the character which declared the Charge.

(1) Hunting Knife (Melee)

AV: 4 (9) Rg: /// 1 Resist: Df

Target suffers 1/2/3 damage.

(1) Guard Rifle (Long Arms)

AV: 6 (9) Rg: ⌐12 Resist: Df

Target suffers 1/3/4 damage.

Critical Strike: When damaging, deal 1 additional damage for each in the final Duel Total.

(2) Combined Arms (Teach)

Target friendly character within 3 yards gains the Ranged Expert talent until the end of its next turn.

Guild Sentry (Enforcer)

Minion, Living, Guardsman

Might	*Grace*	*Speed*	*Resilience*
1	2	-1	0
Charm	*Intellect*	*Cunning*	*Tenacity*
1	2	1	3

Defense	*Walk*	*Height*	*Initiative*
4 (11)	4	2	3 (10)
Willpower	*Charge*	*Wounds*	
6 (13)	6	7	

Skills: Athletics (1), Bureaucracy (2), Centering (1), Evade (2), History (3), Intimidate (2), Melee (4), Notice (4), Pistol (2), Toughness (3), Scrutiny (2), Stealth (1)

Talents: Armor 1

(2) Rapid Fire (Talent)

The character may discard a Twist Card to take three 1 AP attack actions with a Ranged weapon against a single target.

(1) Infantry Sword (Melee)

AV: 5 (12) Rg: /// 1 Resist: Df

Target suffers 2/3/4 damage.

(1) Collier Army (Pistol)

AV: 4 (11) Rg: ⌐12 Resist: Df

Target suffers 2/3/4 damage. The target gains the following condition until end of this turn: "*Arrest*: This character must discard a card to perform a movement action."

(1) Field Interrogation (Intimidate)

AV: 5 (12) Rg: ⌐6 Resist: Wp

If the target has not yet acted during Dramatic Time he must truthfully answer a single "yes or no" question, if he is able to do so.

Guardian

The Guardian Project was initiated soon after the Guild entered Malifaux. Many of the Guild's top artifactors were brought across in order to create an army of mechanical warriors capable of providing the Guard with combat support in clearing the Quarantine Zone. They worked meticulously for months, drafting and redrafting plans, working out combat simulations, creating prototype after prototype in an attempt to build the perfect warrior. The result was the Guardian.

This bi-pedal automaton is equipped with both extensive offensive and defensive close combat weaponry. It's ability to follow orders is unparalleled. It is capable of agile movement and speed beyond most other automated beings. Because of the nature of the Zone, it's sword and shield design worked perfectly to rid the city of its monstrous inhabitants, providing necessary support to the Guard and reinforcing its positions. The Guardians were instrumental in clearing Malifaux for human settlement.

There are those within the Guild's hierarchy that seek to decommission the Guardians, possibly in an attempt to conserve resources or to more humanize the Guard, saying that they are no longer necessary. However, many Guardsmen would disagree. Most men of the Guard can easily recall a time when they were saved by a Guardian. The units on the front lines still utilize them for most operations and do not want to lose such a valuable resource.

Hunter

One of the mechanical units that the Guild employs for their Guard is the Hunter. The Hunter is a clockwork canine capable of doing the job of living hounds and more. They are far more adept at facing off against Neverborn and the walking dead because they have no soul and are not programmed with the ability to feel fear. The smallest of the mechanized Guild creatures, Hunters are deployed wherever and whenever they are needed for their size or abilities.

They are equipped with advanced sensory devices that allow them to track a suspect without fail. They are primarily used for convict retrieval, however there are other uses for them from time to time. Hunters have advanced stealth capabilities and can shadow a suspect for many blocks without being spotted. They have a chain spear mounted to their backs that once stuck into a criminal can be used to drag him back to the waiting Guild unit for arrest.



Guardian (Minion)

Minion, Construct

Might	*Grace*	*Speed*	*Resilience*
3	0	0	3
Charm	*Intellect*	*Cunning*	*Tenacity*
-3	-3	-3	1

Defense	*Walk*	*Height*	*Initiative*
3 (8)	4	2	1 (6)
Willpower	*Charge*	*Wounds*	
3 (8)	6	9	

Skills: Athletics (2), Evade (1), Intimidate (3), Notice (1), Pneumatic (2), Toughness (2)

Talents: Armor 2

Df (📖) Metal on Metal: This character reduces its damage suffered by a further 2 damage.

Relentless: This character is Immune to Horror Duels.

(1) Flatblade (Pneumatic)
AV: 5 (10) Rg: ⫻ 2 Resist: Df
Target suffers 2/2/4 damage.

Exploit Design Flaw: The damage from this attack action may not be reduced by Armor.

(1) Shield (Pneumatic)
AV: 5 (10) Rg: ⫻ 2 Resist: Df
Target suffers 1/2/3 damage.

Shield Press: After failing, target suffers 1 damage.

(0) Protect (Talent)
Target adjacent character gains +2 Defense while it is within this character's engagement range. This action ends at the end of Dramatic Time or when this character takes this Action again.

Hunter (Minion)

Minion, Construct

Might	*Grace*	*Speed*	*Resilience*
3	2	2	4
Charm	*Intellect*	*Cunning*	*Tenacity*
-3	-3	-3	2

Defense	*Walk*	*Height*	*Initiative*
5 (10)	5	2	5 (10)
Willpower	*Charge*	*Wounds*	
4 (9)	7	6	

Skills: Acrobatics (2), Athletics (2), Evade (2), Heavy Guns (1), Navigation (3), Notice (3), Pneumatic (2), Track (3), Wilderness (3)

Talents: Armor 1, Unimpeded

Ambush: This character's attacks gain + against targets that have not acted yet during this Dramatic Time.

(1) Mechanical Claws (Pneumatic)
AV: 5 (10) Rg: ⫻ 1 Resist: Df
Target suffers 1/3/4 damage.

Critical Strike: When damaging, deal 1 additional damage for each in the final Duel Total.

1) Chain Harpoon (Heavy Guns)
AV: 4 (9) Rg: ⌐10 Resist: Df
Target suffers 2/3/5 damage and gains the Slow condition.

Drag: After damaging, target is pulled 8 yards directly towards this character.

Peacekeeper

It became clear very quickly that the Guild's special division teams needed a more advanced support unit than the Guard did. To this end, the Guild instituted the Peacekeeper project. They set their most experienced researchers and artifactors to the task of crafting the perfect drone. Possibly the Guild's finest automated unit was the result, the Peacekeeper. Years of advanced research and unimaginable amounts of money went into its development. The Peacekeeper proudly utilizes the most advanced logic engine yet.

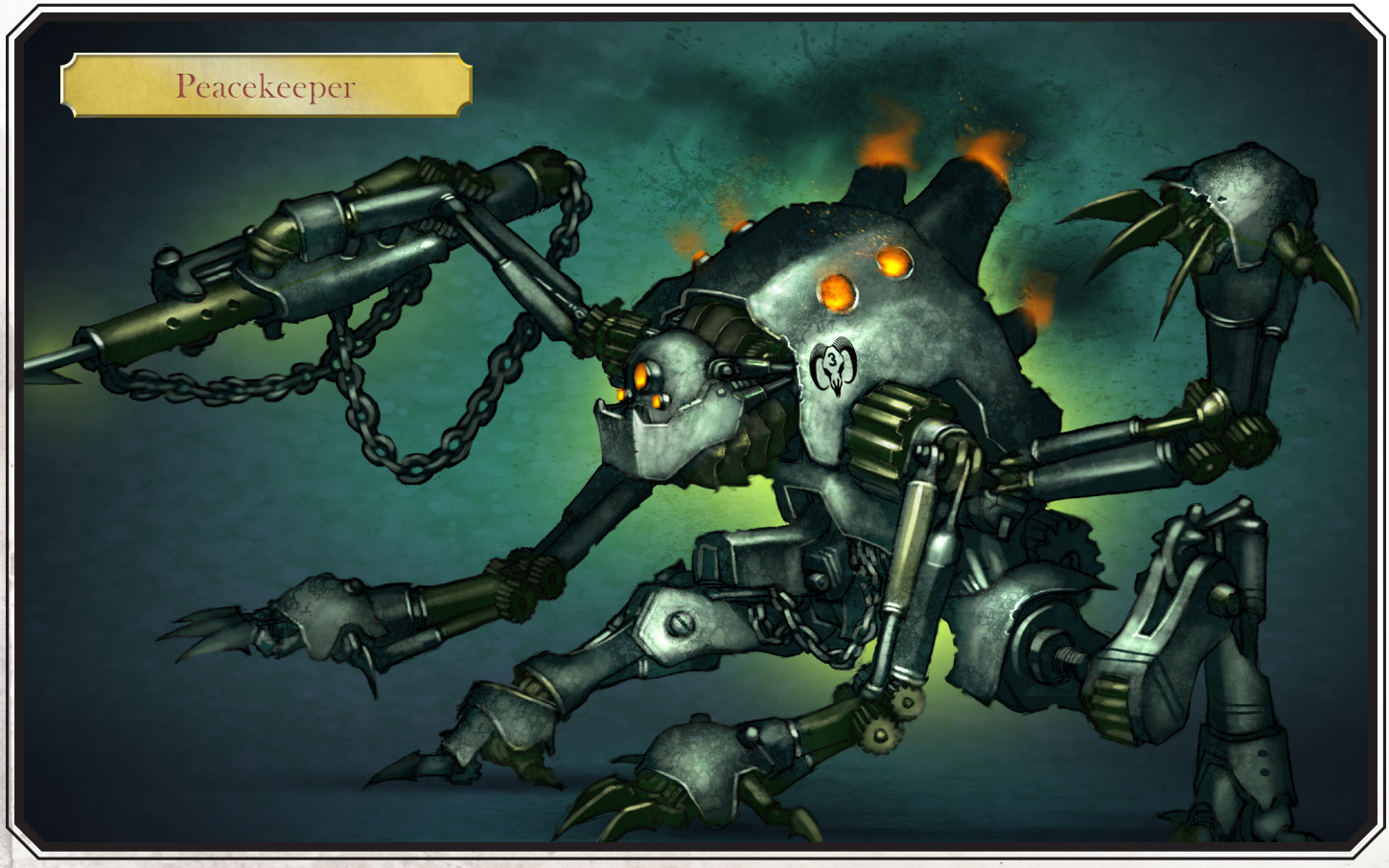
It's spider-like design allows it to maneuver over almost any terrain. However, if necessary, the Peacekeeper can stand on two legs and use its front claws as weapons. It is equipped with a chain spear for capturing anything that it can't catch. The spear is capable of puncturing most armor and the chain is strong enough to haul vast amounts of weight. The outer shell of the Peacekeeper is heavily armored to resist almost any attack. This monstrous machine strikes fear into the hearts of the enemies of the Guild.

As incredible as the Peacekeeper is, there is, however, one small problem. It's experimental logic engine isn't quite yet perfected. The advanced command system and heightened sensory input may be just a bit too much for the machine to handle. Occasionally, the massive amounts of input can cause the logic engine to overload. When this happens, the Peacekeeper has been known to freeze in its place for a moment until the information can finish processing.

Riotbreaker

This construct blurs the line between weapon, armor, and automaton. Resembling a shield with a pair of pneumatic spikes at the bottom, the Riotbreaker is designed to be set in numbers to provide both cover and protection during possible riots. While the construct has yet to be deployed (most people do not know it exists) it is a potentially powerful tool in the Guild's arsenal.

The Riotbreaker cannot operate until it is deployed as a wall, but once the pneumatic spikes have set into the ground it will fire with the same target acquisition protocols as any other Guild Construct.



Peacekeeper (Enforcer)

Enforcer, Construct

Might	*Grace*	*Speed*	*Resilience*
4	-3	1	4
Charm	*Intellect*	*Cunning*	*Tenacity*
-3	-3	-3	1

Defense	*Walk*	*Height*	*Initiative*
4 (11)	5	2	1 (8)
Willpower	*Charge*	*Wounds*	
5 (12)	6	11	

Skills: Athletics (2), Evade (1), Heavy Guns (2), Intimidate (3), Notice (1), Pneumatic (2), Toughness (3)

Talents: Armor 2, Hard to Wound

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.

(2) Flurry (Talent)
The character may discard a Twist Card to take three 1 AP attack actions with a Close Combat weapon against a single target.

(1) Mechanical Claws (Pneumatic)
AV: 6 (13) Rg: 2 Resist: Df
Target suffers 3/4/5 damage.

Critical Strike: When damaging, deal 1 additional damage for each in the final Duel Total.

Exploit Design Flaw: The damage from this attack action may not be reduced by Armor.

1) Chain Harpoon (Heavy Guns)
AV: 6 (13) Rg: 10 Resist: Df
Target suffers 2/3/5 damage and gains the Slow condition.

Drag: After damaging, target is pulled 8 yards directly towards this character.

Riotbreaker (Minion)

Minion, Construct

Might	*Grace*	*Speed*	*Resilience*
4	-3	-5	4
Charm	*Intellect*	*Cunning*	*Tenacity*
-3	-3	-3	1

Defense	*Walk*	*Height*	*Initiative*
4 (11)	-	2	3 (10)
Willpower	*Charge*	*Wounds*	
6 (13)	-	13	

Skills: Intimidate (3), Notice (1), Pneumatic (2), Shotgun (4), Toughness (5)

Talents: Armor 3, Hard to Wound

(1) Custom Rocksalt Shotgun (Shotgun)
AV: 1 (6) Rg: 6 Resist: Df
Target suffers 2/3/4 damage. Characters damaged by this attack must succeed on a Toughness 12 Duel or gain the Paralyzed Condition.

(0) Pneumatic Spikes (Pneumatic)
The character becomes entrenched and cannot be moved without a successful Might 15 Duel until this character takes this action again.



Warden

After years of using constructs in the Guard, the Guild looked to the creation of more innovative characters. The Warden is deployed as support for the Guard staff, primarily to patrol the prison cell blocks. While it's human counterparts sleep, the Warden walks on.

Unlike humans, the Warden is incorruptible. It can't be bribed or threatened into ignoring violations. This makes it the perfect prison guard.

The Warden is armored well enough to defend against anything the prisoners can throw at it. It is armed with two weapons, one on each of its arms. On one hand it has a large claw attached to a chain. The claw can be fired a short distance to grab on to an inmate and can either grab the target or pin him to the wall. The other arm bears a large mechanical fist capable of knocking any threat to the ground in a single powerful blow.

Watcher

The watcher is the first Guild construct capable of flight. It is held aloft by leather wings and propelled by jets of steam. It allows the Guild to have "eyes in the sky" and can track from the relative safety of the air.

The Watcher's small size makes it difficult to hit and it can fly high enough to make most short range firearms ineffective. While in the air, the Watcher is highly maneuverable and is programmed with defensive measures, such as putting its back to the sun or a hiding just within a cloud of smoke.

Watchers are often instructed to follow a target in order to locate a base or hiding place. In these cases, the Watcher stays as far back as possible in order to remain undetected. The Watcher's "eye" can see great distances and it's logic engine is capable of complex forethought such as predicting the movements of a target based on the target's past movements. This allows for the Watcher to duck out of line of sight if necessary, then pick up the target again with ease.



Warden (Minion)

Minion, Construct, Guardsman

Might	*Grace*	*Speed*	*Resilience*
3	0	2	4
Charm	*Intellect*	*Cunning*	*Tenacity*
-3	-3	-3	3
Defense	*Walk*	*Height*	*Initiative*
5 (10)	5	2	1 (8)
Willpower	*Charge*	*Wounds*	
5 (10)	7	6	

Skills: Acrobatics (2), Athletics (2), Evade (3), Heavy Guns (1), Melee (2), Navigation (3), Notice (3), Pneumatic (2), Track (3), Wilderness (3)

Talents: Armor 1

Pursue: This character adds +◆ to its Final duel total for attack actions against targets that have already activated during this turn of Dramatic Time.

(1) Mechanical Fist (Pneumatic)
AV: 5 (10) Rg: /// 2 Resist: Df
Target suffers 2/3/4 damage.

◆ *Critical Strike*: When damaging, deal 1 additional damage for each ◆ in the final Duel Total.

◆◆ *Send Flying*: After damaging, this character moves the target back 1 yard in any direction for each damage the target suffered.

1) Restraint Claw (Pneumatic)
AV: 5 (10) Rg: ⌐10 Resist: Df
Target suffers 1/2/3 damage.

◆ *Critical Strike*: When damaging, deal 1 additional damage for each ◆ in the final Duel Total.

◆◆ *Restrain*: After damaging, the target gains the Paralyzed condition.

Watcher (Minion)

Minion, Construct

Might	*Grace*	*Speed*	*Resilience*
1	0	4	3
Charm	*Intellect*	*Cunning*	*Tenacity*
-3	-3	2	3
Defense	*Walk*	*Height*	*Initiative*
3 (8)	7	1	1 (8)
Willpower	*Charge*	*Wounds*	
5 (10)	-	4	

Skills: Athletics (1), Evade (1), Melee (1), Navigate (3), Notice (4), Track (3)

Talents: Armor 1

Stubborn: Enemy characters suffer a ⊟ to the Attack Flip of Attack Actions that are resisted by this character's Willpower.

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

(1) Sky-eye (Notice)
AV: 6◆ (11◆) TN: 10◆ Rg: ⌐8 Resist: Df
Target suffers 0/0/1 damage. This attack ignores cover.

📖◆ *Mark Target*: After succeeding, the target gains the following condition until the end of this turn of Dramatic Time: "*Exposed:* Attacks targeting this character ignore cover."



The Death Marshals

The Death Marshals consist of a variety of different agents with a focus on slaying undead and fighting the Resurrectionist threat.

Bag Man

A relatively new type of agent under the office of the Death Marshals is the Bag Men. Despite the best efforts of the Lady Justice's most trusted Marshals the Resurrectionists still manage to find more than enough corpses to perform their dark experiments upon. In an effort to curb the supply of fresh bodies, the Guild has begun to employ stout individuals with a strong arm and a stronger stomach. These men and women have become known as "Bag Men" among the local populace.

Equipped with an impressively sharp sickle and spade, the Bag Men dig up recently dead bodies (once the mourning has been completed) and sever the head from the body. The body is re-entombed, but the head is placed in a black bag. The Bag Men then deliver the head for incineration, and the ashes are later sprinkled on the grave, so that the person is still entombed "whole."

Obviously this has led to many cries of corruption and foul play, and some of the wealthiest families hire mercenaries to protect the bodies of their loved ones (or simply bribe the Bag Men). It is not uncommon for expensive items to go missing from a casket, and there are rampant accusations that the proper ashes are never returned to the grave.

Despite these difficulties, the Bag Men have proven somewhat effective. Zombie outbreaks are down, but only those attributed to "natural" causes, and not to actual Resurrectionist actions. They seem to have no problem maintaining their macabre supply lines.

Many desperate mercenaries or those who don't mind being openly despised, join the Bag Men to put food on the table. In Malifaux, there is no shortage of heads to sever.

Death Marshal

There are several departments within the Guild. Of all of these mysterious factions, the most feared and revered are the Death Marshals. They have one purpose; to locate and eliminate the Resurrectionist threat. To this end they are trained in the arts of necromancy and combat alike; though they are forbidden from ever using necromancy themselves. They are skilled in interrogation and tracking as well. They know all manner of weapons so as to be better equipped to handle their difficult task. Only the most skilled and dedicated survive their training to earn the mantle of the Death Marshal.

Their training is not without its hazards, however. Their grueling combat training leaves their bodies scarred while the training in necromancy takes it's own toll on their bodies. The tell-tale high collar and wide brimmed hat are worn as much to hide their grim visage as to serve as a uniform. Very few living creatures know what hides within the shadows of the Death Marshal's clothing.

As well as distinctive garb, the weapons of the Death Marshal are very obvious. The Peacebringer is the Death Marshal's pistol and their sword is called the Peacebringer's Blade. These weapons bear the marks of the Guild for all to see. These, however, aren't the only weapons they bring with them. Each Death Marshal carries with him an enchanted coffin. This coffin serves as a holding cell for the Resurrectionists and other necromancers they capture. While within the coffin, the prisoner experiences many dark and foreboding dreams. No one really knows what those dreams are or how they might affect the mind of the dreamer but those few that have managed to escape the Death Marshal's grasp were never the same again.

Bag Man (Enforcer)

Minion, Living

Might	*Grace*	*Speed*	*Resilience*
1	-2	-1	1
Charm	*Intellect*	*Cunning*	*Tenacity*
-2	-1	1	2
Defense	*Walk*	*Height*	*Initiative*
4 (9)	4	2	3 (10)
Willpower	*Charge*	*Wounds*	
6 (13)	4	7	

Skills: Evade (2), Intimidate (1), Labor (3), Melee (2), Notice (1), Pistol (2), Toughness (2)

(1) Sickle & Spade (Melee)
AV: 5 (12) Rg: 1 Resist: Df
Target suffers 2/3/4 damage.

✕ *Doing the Job*: Instead of dealing damage the target must discard a card or be killed.



Death Marshal (Minion)

Minion, Living, Guild Marshal

Might	*Grace*	*Speed*	*Resilience*
2	2	2	1
Charm	*Intellect*	*Cunning*	*Tenacity*
-2	-1	0	3
Defense	*Walk*	*Height*	*Initiative*
5 (10)	5	2	3 (10)
Willpower	*Charge*	*Wounds*	
6 (11)	6	6	

Skills: Centering (1), Counter-Spelling (1), Evade (3), Melee (3), Necromancy (2✕), Notice (2), Pistol (3), Toughness(1)

Talents: Hard to Wound, Unimpeded

Terrifying (Undead) 12: Enemy undead characters must pass a TN 12 Horror Duel when they end their turn within this character's engagement range or target this character with a harmful action.

(1) Peacebringer Blade (Melee)
AV: 5 (10) Rg: 1 Resist: Df
Target suffers 2/3/4 damage.

Critical Strike: When damaging, deal 1 additional damage for each in the final Duel Total.

(1) Peacebringer (Pistol)
AV: 5 (10) Rg: 10 Resist: Df
Target suffers 2/3/5 damage.

Critical Strike: When damaging, deal 1 additional damage for each in the final Duel Total.

(1) Pine Box (Necromancy)
AV: 5✕(10) Rg: 1 Resist: Wp
The target is trapped in the box and removed from the Dramatic Time. At the beginning of this character's turn it must pass an opposed Willpower Challenge or the trapped target is freed next to this character. Characters trapped in the box are freed next to this character the next time this action is used or when this character dies.

Executioner

A select few people just really enjoy killing and are willing to accept orders without question. Perhaps they endured some horrific tragedy as a child or it could be that they were just born without a conscience. Whatever their reason for their apathy, they are capable of killing with no sense of remorse. These are the ones who are chosen to become Executioners for the Guild. They have an innate ability to shrug off the concept that life is sacred and end any life that they are commanded to. Just the sight of their hooded visage strikes fear into the hearts of onlookers.

The Guild employs no more than ten of these masters of death at a time. No one knows why this is. It could be that having more of them may be too hard to control or perhaps it is just that there are no more of this type of man to be found. While half of them work exclusively out of the Gaol, the others travel the Badlands with their judges. They travel from town to town carrying out the sentences handed down by their masters. Many townsfolk look forward to their appearance on the horizon with dread. It means both that they will get to see an execution and that someone is going to die.

The Executioners are easy to recognize. Their black hoods are an unmistakable sign of their rank. Aside from that, they carry a pair of razor sharp steel claws that are the tools of their killing trade. These massive blades are capable of removing the head of a victim in one deadly stroke. Death at the hands of a Guild Executioner is final. It is said that not even the most skilled necromancers in Malifaux can raise the corpse of one who has been executed by the Guild.

Exorcist

The Exorcists are a special branch of the Death Marshals. Their specialized training focuses on the occult and religious histories of Earth. The thousands of years of superstition and folklore about the undead have been invaluable in defending the citizens of Malifaux from the necromantic threat. Through these the Exorcists have found many ways of combating the hordes of undead that threaten the daily lives of the humans living within the city and throughout the countryside. They are easily recognizable by their long flowing black dusters and foreboding wide brimmed hat along with their symbol of office.

Many of the weapons of the Exorcists are taken from these ancient beliefs. The Exorcists carry a blessed symbol of office that damage the connection between the undead and the world. They also carry a sanctified crossbow which inflicts great damage upon the walking dead. An Exorcist can take down a necromantic creation as easily as if it were a living being. This makes them a great danger to the Resurrectionists and others who practice this dark art.



Executioner (Enforcer)

Enforcer, Living

Might	*Grace*	*Speed*	*Resilience*
3	-2	0	3
Charm	*Intellect*	*Cunning*	*Tenacity*
-3	-2	-2	3

Defense	*Walk*	*Height*	*Initiative*
5 (12)	4	3	1 (8)
Willpower	*Charge*	*Wounds*	
5 (12)	7	10	

Skills: Melee (3), Notice (1), Pneumatic (3), Toughness (3)

Love The Job: When this character kills another character it may heal 3/4/6 damage.

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.

Certain Death: Characters may not declare Defense triggers in duels against this character.

(1) Executioner's Claws (Pneumatic)
AV: 6 (13) Rg: ⫻ 2 Resist: Df
Target suffers 1/2/3 damage.

Critical Strike: When damaging, deal 1 additional damage for each in the final Duel Total.

Bloody Exhibition: When damaging, this character may discard 2 cards to cause the target to suffer a severe critical effect.

(1) Unfaltering (Toughness)
This character may discard a card to heal 1/2/4 damage.

Exorcist (Minion)

Minion, Living, Guild Marshal

Might	*Grace*	*Speed*	*Resilience*
3	2	0	1
Charm	*Intellect*	*Cunning*	*Tenacity*
-3	2	0	3

Defense	*Walk*	*Height*	*Initiative*
4 (9)	4	2	2 (7)
Willpower	*Charge*	*Wounds*	
6 (11)	4	7	

Skills: Archery (3), Centering (4), Evade (2), Melee (3), Necromancy (3), Notice (2), Toughness(2)

Damning Oratory: Undead and spirit characters within 6 yards of this character may not declare triggers.

(1) Symbol of Office (Melee)
AV: 6 (11) Rg: ⫻ 1 Resist: Df
Target suffers 1/2/3 damage.

Banish to Oblivion: After damaging, if the target is an Undead or Spirit this character may discard 2 cards to cause the target to suffer a severe critical effect.

(1) Sanctified Crossbow (Archery)
AV: 5 (10) Rg: ⌐10 Resist: Df
Target suffers 1/2/3 damage.

Critical Strike: When damaging, deal 1 additional damage for each in the final Duel Total.

(0) Turn Undead (Necromancy)
All Undead or Spirit characters within 6 yards of this character must make a TN 12 Horror Duel.

Witch Hunters

The Witch Hunters are the Guild's anti-arcane arm. Combining zeal, willful ignorance, and nearly unchecked authority, the Witch Hunters are some of the most frightful, if not politically powerful, entities in Malifaux.

Interrogator

The Interrogators rarely leave the Guild compounds in pursuit of their duties, but when they do they are some of the most frightful people in Malifaux. Given leave to use potent mind-reading magics, an Interrogator can reduce a person to a shell of their former self within minutes. The ruins of a person that is their calling card is fit for little more than service as a Witchling Stalker.

Interrogators ply their trade in an attempt to rid arcane knowledge at its source. It is believe that several powerful entities supply much of the mystical talent within Malifaux, and if the Guild can ascertain their identities and motivations then the power is there for the taking.

This is where the Interrogators draw their name. They do not question the suspects they target. Instead, they are rooting through their memories, their personalities, and their very souls in an attempt to build a better profile of magic in Malifaux.

Witchling Handler

Once the ritual to turn a mage into a Witchling is complete, their mind is basically completely gone, and there needs to be someone to fill it with whatever propaganda and directives the Guild wants it to have. This is the job of the Witch Hunters known as Witchling Handlers. It is through their supervision and tutelage that a Witchling learns all that it will know and believe for whatever remains of its wretched life.

Handlers are masters of their craft, which some might call brainwashing. By allowing the Witchling to learn enough of the arcane to maintain its connection to the magical energies that it requires for its purpose, but never letting it know enough to use this power to break free from its mental prison, they create the perfect arcane weapon. The Handlers feed them with a burning hatred for the mages and their arts, filling them with a desire to rid the world of their kind.

Handler and Witchling work together in the field as a unit. The bond between the two is strong, not unlike that of a hunter and his hound. The Witchling adores it's master and wishes only to please him, removing any threat that might harm the Handler. The handler has powers of his own but those are mostly defensive and used to suppress the Witchling and direct it to it's task. The Witchling is the real weapon against the mages. However, the Handler isn't completely defenseless. They are equipped with a runed sword and are quite adept at dispelling and counter-spelling. Their arcane knowledge and training also make them resistant to magical attacks.



Interrogator (Enforcer)

Enforcer, Living, Sorrow, Witch Hunter

Might	*Grace*	*Speed*	*Resilience*
0	1	-2	2
Charm	*Intellect*	*Cunning*	*Tenacity*
1	2	1	4

Defense	*Walk*	*Height*	*Initiative*
5 (12)	4	2	0 (7)
Willpower	*Charge*	*Wounds*	
6 (13)	6	9	

Skills: Centering (4), Counter-Spelling (3), Enchanting (1), Evade (3), Heavy Melee (3), Necromancy (3), Notice (2), Pistol (2), Toughness (4)

Df/Wp ( ) Reflect Magic: After a harmful spell fails against this character, this character deals 2/3/5 damage to the caster. This damage flip receives a .

(1) Runed Greatsword (Heavy Melee)
AV: 3 (10) Rg: 2 Resist: Df
Target suffers 2/3/5 damage. This damage flip gains if this character did not charge during this activation.

Drain Magic: When damaging, the target must discard one card if able.

(1) Rummage (Necromancy)
AV: 7 (14) Rg: 1 Resist: Wp
Target suffers 2/3/3 damage. If this attack deals Severe damage the target suffers a Weak Critical Effect in addition to any other Critical Effects. If this attack would kill a character, that character is not killed. Instead, all Weak Critical Effects that this attack caused become permanent.

Witchling Handler (Enforcer)

Enforcer, Living, Witch Hunter

Might	*Grace*	*Speed*	*Resilience*
2	3	0	2
Charm	*Intellect*	*Cunning*	*Tenacity*
-3	2	0	3

Defense	*Walk*	*Height*	*Initiative*
4 (11)	4	2	3 (10)
Willpower	*Charge*	*Wounds*	
6 (13)	6	8	

Skills: Centering (4), Counter-Spelling (3), Enchanting (2), Heavy Melee (4), Leadership (3), Notice (3), Pistol (2), Teach (2), Toughness (3), Track (3)

Df/Wp ( ) Reflect Magic: After a harmful spell fails against this character, this character deals 2/3/5 damage to the caster. This damage flip receives a .

(1) Runed Greatsword (Heavy Melee)
AV: 6 (13) Rg: 2 Resist: Df
Target suffers 2/3/5 damage. This damage flip gains if this character did not charge during this activation.

Drain Magic: When damaging, the target must discard one card if able.

(1) Collier Pistol (Pistol)
AV: 5 (12) Rg: 10 Resist: Df
Target suffers 2/3/4 damage.

Critical Strike: When damaging, deal 1 additional damage for each in the final Duel Total.

(1) Dispel Magic: (Counter-Spelling)
AV: 5 (12) TN: 8 Rg: 12 Resist: Wp
End one condition on the target.

Witch-Scour

In the aftermath of particularly powerful arcane effects the Guild takes no chances with lingering magical power. The Witch-Scours are skilled counter-spellers and pyromancers who can cleanse the after-effects of particularly powerful magics with cleansing flame.

The skills of the Witch-Scours trade are rarely employed against living foes. Rather, their task is with the protection of Malifaux City itself. There are many ways in which a location can be deemed tainted, and there are different rites of purifications for each. A Gamin infestation or a group of relatively weak magic users rarely requires more than a few hours of dowsing and magical conduction. Sometimes, however, a location can be deemed unfit for anyone but the Witch-Scours to re-enter until their efforts are completed.

The Witch-Scours go about their work silently, usually working as a coven of three or four, depending on the task at hand. Particularly powerful taints will see them remove all furniture from a building and immolate it in the street. Afterwards, they will expertly control their own flames to conduct away any remaining magic in the air and walls, leaving the building smelling of brimstone, but otherwise unharmed by their techniques.

Witchling Stalker

In her position as the Guild's leader of the Witch Hunter task force, Sonnia Criid needed soldiers capable of withstanding the powerful magic of the Arcanists. To this end she created the Witchling Stalkers. These twisted creatures were converted by Criid from captured mages. Witchling Stalkers are unwavering in their loyalty to their mistress and will stop at nothing to accomplish her goal; the complete destruction of the Arcanist threat. Some believe that the original mind of the mage remains inside the Witchling, trapped in a magical prison watching all that transpires with no way to act.

Criid turned the mage's own powers in upon themselves, causing them to become nearly impervious to magical attacks. They are also capable of drawing the arcane power from nearby mages, rendering them powerless. This constant draw of power does, however, cause the Witchling Stalkers to corrode from the inside, slowly destroying their body.

Witchling Stalkers carry runed blades, which are less powerful versions of the one that Criid herself carries. These blades weaken the spells cast by anyone that they touch, if they are even capable of casting spells while so near the Witchling Stalker. These minions are truly the bane of the Arcanists and other mages.



Witchling Stalker

Witch-Scour (Minion)

Minion, Living, Witch Hunter

Might	*Grace*	*Speed*	*Resilience*
2	-1	0	0
Charm	*Intellect*	*Cunning*	*Tenacity*
-3	2	0	3

Defense	*Walk*	*Height*	*Initiative*
4 (11)	4	2	3 (10)
Willpower	*Charge*	*Wounds*	
6 (13)	6	7	

Skills: Centering (3), Counter-Spelling (3), Melee (3), Notice (3), Pistol (2), Toughness (1), Track (1), Sorcery (3📖)

(1) Scour Blade (Melee)
AV: 5 (10) Rg: /// 1 Resist: Df
Target suffers 2/3/5 damage. When damaging, the target must discard one card if able. This Damage Flip gains ✚ against Constructs and targets with a Magic Theory Talent.

(1) Flame-Scour (Sorcery)
AV: 5📖 (10) Rg: ⌐12 Resist: Wp
Target suffers 2/3/3 damage. This Damage Flip gains ✚ against Constructs and targets with a Magic Theory Talent.

✕ *Drain Magic*: When damaging, the target must discard one card if able.

📖 *Empty Flames*: After damaging, the target gains the Burning +1 Condition.

Witchling Stalker (Minion)

Minion, Living, Witch Hunter

Might	*Grace*	*Speed*	*Resilience*
3	2	0	0
Charm	*Intellect*	*Cunning*	*Tenacity*
-1	-1	-1	0

Defense	*Walk*	*Height*	*Initiative*
5 (10)	4	2	3 (10)
Willpower	*Charge*	*Wounds*	
5 (10)	6	6	

Skills: Centering (3), Counter-Spelling (2), Enchanting (1), Melee (3), Notice (2), Pistol (2), Toughness (2), Track (2)

Explosive Demise: All characters within 2 yards suffer 1 damage when this character is killed.

Searing Mark: All characters damaged by this character gain the burning condition.

(1) Shattered Rune Blade (Melee)
AV: 6 (11) Rg: /// 1 Resist: Df
Target suffers 2/3/5 damage.

✕ *Drain Magic*: When damaging, the target must discard one card if able.

(1) Runed Pistol (Pistol)
AV: 4 (9) Rg: ⌐12 Resist: Df
Target suffers 1/2/3🌳 damage.

🌀📖 *Cataclysm*: After damaging, the target gains the Burning +1 condition.

(1) Dispel Magic (Counter-Spelling)
AV: 5🌀 (10🌀) TN: 8🌀📖 Rg: ⌐12 Resist: Wp
End one condition on the target.

INDEPENDENTS

There is no shortage of tired, sick, and weary who come to Malifaux. A steady stream of immigrants, indentured servants, mercenaries, and convicts all come to the Lost City on a daily basis. All come for the promise of a better life, and when it isn't found on these dirty streets, it is taken by bullet or blade.

Convict Gunslinger

Some men and women who end up in Malifaux do not arrive by choice. They are forced through the Breach for crimes committed Earthside. Bound in chains, they are quickly moved to mines where they may spend the rest of their miserable lives in the dust and darkness. Some men and women die; some manage to escape. Living on what they can earn as mercenaries, these rebels move from one job to the next, trying to stay one step ahead of the Guild Guards. With nothing left to lose, these men and women will fight unto death to stay free.

Skilled with not just one pistol, but two, Gunslingers can cause serious damage. Those who have managed to stay free did so because of their skill with their chosen weapons, and anyone who dares to cross them may come to regret it. With a typical kill or be killed mentality, they have seen the worst Malifaux has to offer and have escaped. There is nothing that can scare them more than what they have seen already, and they are ready at any moment to draw their guns and face the music, whatever it may be.

Toughened by a life living alone and in constant danger of being attacked by Guild Guards, many Convict Gunslingers have become inured to the feel of bullets piercing their flesh. Where other men may collapse and bleed out, a Convict Gunslinger may just keep walking towards his attacker, both guns pointed for the death blow. Shooting him may only serve to anger rather than to kill.

Life isn't easy for a Convict and they are mostly regulated to lands outside Malifaux proper. Some with a death wish may frequent the quarantined area, but there the risk is higher for attacked by members of the Guild. Anywhere that is beyond Guild control offers a haven, but those retreats come with their own risks. Where the Guild has no power, it lies in the hands of darker creatures, such as the Neverborn who may have other uses for a desperate human wandering through their lands.

Desperate Mercenary

Not every sword for hire is running from the past. Some men and women have fallen on hard times and have no other way to survive than by selling their martial skill. Most of these mercenaries did not choose this life, but rather saw it as the only hope of supporting their loved ones left back home, either in Malifaux or Earthside. They are the ones who take the worst of all jobs, jobs which no other mercenary can be compelled to take. Those who are on the run from the law can simply keep running or steal from locals to meet their needs, but these mercenaries do not wish to get on the wrong side of the law. If they were to be captured and incarcerated by the guild, they would be letting their families down even more than they were already.

While they are forced to do repulsive things, they maintain a sense of honor greater than the other mercenaries who can be found in the rest of Malifaux. Many have been seen gallantly rushing forward to block a deathblow to an ally, only to find that it was at the cost of his own life. Many have been found after the battle clinging to the last breaths of life in the hope that someone will come close and pass a message to his wife and children that he loved them and did everything he did for their own well being. If it were some story, the man who hired him would approach and make that promise over his honor, but this is Malifaux. More often than not, he is lucky to get a mercy shooting so that he doesn't need to bleed out on the ground. Even if someone listened to his message, no one would bother to bring it back to his family.

They are often used merely as fodder in an offensive. A Master may hire several of them to rush the line and soften it up for their more skilled fighters to follow up. Often the corpses are left for that carrion and Resurrectionists to pick at after the fight has ended. Few of these Mercenaries actually make it back to their families with riches and reward, often going away on a job and never returning.

Convict Gunslinger (Enforcer)

Enforcer, Living, Mercenary

Might	*Grace*	*Speed*	*Resilience*
1	3	0	2
Charm	*Intellect*	*Cunning*	*Tenacity*
-2	1	2	3

Defense	*Walk*	*Height*	*Initiative*
4 (11)	4	2	3 (10)
Willpower	*Charge*	*Wounds*	
5 (9)	6	8	

Skills: Acrobatics (1), Athletics (1), Centering (2), Evade (2), Intimidate (2), Melee (1), Notice (3), Pistol (3), Toughness (3)

Talents: Quick Draw

(2) Rapid Fire (Talent)
The character may discard a Twist Card to take three 1 AP attack actions with a Ranged weapon against a single target.

(1) Collier Pistol (Pistol)
AV: 6(13) Rg: 10/ 2 Resist: Df
Target suffers 2/3/4 damage. When this character takes a Rapid Fire action, he gains +2 to the Attack Flips generated by the Rapid Fire action.

Trigger Happy: After damaging, immediately take this action again, that action may not declare triggers.

Aim Low: After damaging, the target gains the Slow condition.

Desperate Mercenary (Minion)

Minion, Living, Mercenary

Might	*Grace*	*Speed*	*Resilience*
2	2	1	0
Charm	*Intellect*	*Cunning*	*Tenacity*
-3	2	0	2

Defense	*Walk*	*Height*	*Initiative*
5 (10)	5	2	3 (8)
Willpower	*Charge*	*Wounds*	
4 (9)	7	4	

Skills: Centering (1), Evade (3), Melee (2), Notice (2), Pistol (2)

Frantic: While this character has 3 or fewer wounds remaining it gains + to its Attack flips.

(1) Brahk'blade (Melee)
AV: 4 (9) Rg: 2 Resist: Df
Target suffers 2/3/5 damage.

Critical Strike: When damaging, deal 1 additional damage for each in the final Duel Total.

(1) Refurbished Collier Army (Pistol)
AV: 4 (9) Rg: 12 Resist: Df
Target suffers 1/3/4 damage.



Ronin

These women are exceptionally skilled in the art of bringing death. With training from some of the greatest masters Malifaux has seen, they are nearly as dangerous with a gun as they are with a sword. Though they are threatening enough to travel openly, many Ronin move about in disguise. They are hiding from the Guild or the sheriffs of the frontier towns where they have transgressed on town law, or perhaps they are hiding from some deeper secret. The reason doesn't matter. Once their cover is Breached, they will fight with all their might to complete a job they have been hired to do or to escape from those who are searching for them. Even if they have broken no town laws, may Ronin will flee for their lives

Quick on their feet, it is nearly impossible to lock one of these girls down, even if you can get her in melee. They will twist and dance their away out of reach only to return swords flashing moments later. Similarly, they will not stay around to take another job in the same area. Their past could be coming around any corner and it is imperative to them to stay just one step ahead. Should that past close in, they are prepared with ritualistic blades to perform the ultimate sacrifice instead of facing the horrors that await a fugitive woman in Malifaux. This sacrifice has proven to be exceptionally strong among those who are hired to serve a particular master, and the strength of their spirits fills not just one but two Soulstones with energy.

Wandering Ronin are found all over Malifaux, sometimes within the walls of the city itself. For some, the Guild offers better protection than the lawless frontier. Where there is one Ronin, more will follow. Where one Ronin failed, a different one may take up her sword and provide better results. They are swords for hire and as long as someone is willing to pay the price, they are ready to step forward.

Catalan Corps Rifleman

The members of the Catalan Corps are an unruly, disheveled, and highly skilled band of mercenaries that borders at times on being a gang. Despite their reputation and nature, however, these soldiers earn a good living hiring out to those who can afford their abilities with a rifle.

The loose organization is due, in part at least, to the democratic nature of the group. Each member has a number of votes based on their rank. When a perspective employer wishes to employ a number of Catalan Corps Rifleman, they put it to a vote. Each man to be employed votes in secret.

Each squad consists of five riflemen and a sergeant. A line contains four squads and a captain, and the entire company contains nine squads led by the General-Catalan. At any time a man can call for a vote to replace the rank directly above him (rifleman can vote in a new sergeant, sergeants a new captain, and so on). When a vote is called, every man below the noted position gets a vote. Each rifleman has a single vote, and each officer has a number of votes equal to the number of votes of the men serving under him, minus one vote.

It is technically possible for a unanimous vote by the men, therefore, to overrule an officer and replace him. This has led to a considerable amount of freedom in the corps, and the Riflemen are treated well by their superiors.

Once on a job, however, all democracy is suspended. Leaving the group after the vote is cast to accept a job is considered desertion, and bears a flesh-penalty (usually a hand). While employed an officer may not be voted out, either, as it risks the reputation of the Catalan Corps as a whole.

Ronin (Minion)

Minion, Living, Mercenary.

Might	*Grace*	*Speed*	*Resilience*
-1	2	1	2
Charm	*Intellect*	*Cunning*	*Tenacity*
1	1	2	2

Defense	*Walk*	*Height*	*Initiative*
5 (11)	5	2	3 (8)
Willpower	*Charge*	*Wounds*	
5 (9)	6	6	

Skills: Acrobatics (2), Athletics (2), Centering (3) Evade (3), Intimidate (2), Melee (3), Notice (3), Pistol (2), Toughness (1)

Talents: Hard to Kill, Inevitable Defense

(2) Flurry (Talent)
The character may discard a Twist Card to take three 1 AP attack actions with a Close Combat weapon against a single target.

(1) Daito (Melee)
AV: 5 (10) Rg: 1 Resist: Df
Target suffers 2/3/5 damage. Damage from this weapon may not be reduced by armor.

Next Target: After damaging, this character may move 4 yards.

Twist the Blade: The damage flip gains .

(1) Collier Pistol (Pistol)
AV: 4 (9) Rg: 10 Resist: Df
Target suffers 2/3/4 damage.

Catalan Rifleman (Minion)

Minion, Living, Mercenary

Might	*Grace*	*Speed*	*Resilience*
1	2	1	2
Charm	*Intellect*	*Cunning*	*Tenacity*
-2	0	0	1

Defense	*Walk*	*Height*	*Initiative*
4 (9)	5	2	4 (9)
Willpower	*Charge*	*Wounds*	
3 (8)	5	8	

Skills: Acrobatics (1), Athletics (1), Centering (2), Evade (2), Intimidate (2), Long Arms (3), Melee (1), Notice (3), , Toughness (3)

(2) Rapid Fire (Talent)
The character may discard a Twist Card to take three 1 AP attack actions with a Ranged weapon against a single target.

(1) Refurbished Blackpowder Rifle (Long Arms)
AV: 5(10) Rg: 12 Resist: Df
Target suffers 2/2/3 damage.

Critical Strike: When damaging, deal 1 additional damage for each in the final Duel Total.



Freikorpsmann

Faced with the choice between Guild service and defecting to Von Schill, many men and women choose to leave the corrupt rulers of Malifaux behind. As a Freikorpsmann, they can travel throughout Malifaux, gaining the loyalty of their leaders and comrades, as well as a pay increase over what they could earn staying within the city itself. Each Freikorpsmann has signed a contract with Von Schill and, in return, he trains them to be some of the deadliest humans Breachside. They can take basic weapons and use them with terrible precision to cause damage that are impossible in less skilled hands.

Von Schill arms each Korpsmann with both sword and pistol, then trains them in the fine art of combat. Alone, each Korpsmann is dangerous, but when they team up together, the brilliance of their leader shines through in their tactics. They work as a seamless team, quickly achieving any objective that they set their mind to and overcoming any obstacles, human or otherwise, that might stand in their way. In addition to wielding superior weaponry, each Korpsmann is also armored with Von Schill's Freikorpsmann armor, which protects him against both magic and physical attacks. This armor includes a full helmet, obscuring the face of the wearer, and a closed air supply which allows them to move through the worst airborne offenses with ease.

With no way to differentiate between individuals, an attack by multiple Korpsmenn can quickly turn into a nightmare of faceless enemies. Given their extensive training, turning aside an army of Freikorpsmenn is nearly impossible. Their minds and bodies have been honed to resist even the most alluring of offers. These are not free traveling men to be taken lightly or bought out for a stack of scrip. The Freikorpsmann fights with an honor that puts many currently in Guild service to shame.

Freikorps Librarian

Former Guild Guards are not the only types of people who turn to Von Schill's services. Many spell-casters have found their way to him, becoming intelligence agents and strategists. It is the Freikorps Librarian who knows all the details about a mission and will send the Korpsmenn out according to her personal plan. The physical fighting is generally left to the grunts while she masterminds from the rear. A well placed magical attack can turn the tide in a close fight and it is her job to see where such a strike can provide the most utility. Trained also as a medic, she can heal a wounded soldier and encourage him to return promptly to battle. Such is her training that she can even block the flow of magic to an opponent, preventing him from casting a spell of his own.

Given the same martial training as a standard Freikorpsmann, a Librarian goes into the battle armed with a knife and wearing the Freikorpsmann armor, though she is much more dangerous with her magical ability than with physical instruments. Despite wearing the same mask as her allies, it is easy to tell her apart. Where the grunts are armed with guns, she carries a large book into battle. The magical training of a Librarian is extensive and Von Schill does not expect initiates to learn every word by rote. Instead, upon graduation, Librarians are armed with a huge volume which contains the words to every spell they may need to recite, as well as many ancient lessons that were not mentioned previously.

Especially useful when she is assigned to go along with another spell-caster, the Librarian can focus her energy on a fellow spell-caster, allowing her new ally to cast with an effectiveness previously unknown to them. It is the small things like that which make the Librarians an extremely valuable asset for the mercenary leader.

Freikorpsmann (Minion)

Minion, Living, Mercenary, Freikorps

Might	*Grace*	*Speed*	*Resilience*
-1	3	2	1
Charm	*Intellect*	*Cunning*	*Tenacity*
-1	1	2	1

Defense	*Walk*	*Height*	*Initiative*
5 (11)	5	2	4 (9)
Willpower	*Charge*	*Wounds*	
6 (9)	7	6	

Skills: Centering (4), Evade (3), Melee (3), Notice (3), Pistol (2), Toughness (1), Track (3), Wilderness (2)

Talents: Armor 1, Unimpeded

Freikorps Suit: This character may ignore damage from area effects such as (ᛗ) or 🌪 damage.

(1) Hunting Knife (Melee)
AV: 6 (11) Rg: /// 1 Resist: Df
Target suffers 1/3/4 damage.

✕ *Duck & Weave:* After succeeding, this character gains the following condition until the beginning of his next turn during the Dramatic Time. "Weaving: This character gains +2 defense."

Critical Strike: When damaging, deal 1 additional damage for each in the final Duel Total.

(1) Clockwork Pistol (Pistol)
AV: 5 (9) Rg: ⌐12 Resist: Df
Target suffers 1/2/5 damage.

Reposition: After succeeding, this character may move 3 yards.

Critical Strike: When damaging, deal 1 additional damage for each in the final Duel Total.

(0) Reference the Field Guide (Item)
This character discards a card. Add the suit of the discarded card to all of this character's final duel totals for the rest of his turn.

Freikorps Librarian (Minion)

Minion, Living, Mercenary, Freikorps

Might	*Grace*	*Speed*	*Resilience*
-1	3	2	1
Charm	*Intellect*	*Cunning*	*Tenacity*
-1	3	3	2

Defense	*Walk*	*Height*	*Initiative*
5 (12)	5	2	4 (9)
Willpower	*Charge*	*Wounds*	
7 (14)	6	6	

Skills: Centering (5), Enchanting (3), Evade (3), Notice (3), Sorcery (3), Toughness (3)

Talents: Armor 1, Counterspell

Freikorps Suit: This character may ignore damage from area effects such as (ᛗ) or 🌪 damage.

Nether Flux: Enemy characters within 4 yard of this character ignore any suits associated with their skills when they are used to harm characters friendly to this character.

(1) Ancient Words (Sorcery)
AV: 6📖 (13📖) Rg: ⌐12 Resist: Df
Target suffers 2/4/5 damage.

📖📖📖 *Resonance*: This attack deals 2/3🌪/4🌪🌪 damage instead.

(1) Healing Energy (Sorcery)
Target friendly character within 6 yards of this character heals 1/2/3 damage.

(2) Furious Casting (Talent)
This character may discard a card. If he does, this character may make 3 Spell actions with an AP cost of 1 each against a single target.

Freikorps Specialist

There is a place for hand to hand fighting, but that belongs to the standard soldier. Where there is something needs to be blown up or a line of enemies burned to a crisp, that belongs to the Specialist. Rigorous training has taught him how to wield his Flammenwerfer with devastating ability, changing from a steady stream of fire one moment to a spray that can cover dozens of enemies the next. The "Wyrm's Breath" can tear through unprepared enemies like they were toy soldiers, leaving nothing but charcoal and ashes in its wake.

The big gun he carries seems to weigh down even the strongest specialist, though they also carry the standard issue hunting knife of every Freikorpsmann. Whether it is the effect of the Flammenwerfer or the fact that the man might go up in flames at any moment, many opponents fear to come too close to a Specialist. This fear is well founded.

There is something chemically different about the flames of a Flammenwerfer that makes it more powerful than ordinary fire. Von Schill and his engineers have always been tight lipped about the secret and each Specialist is forced into a compact of secrecy regarding the information he gathers in the course of his training.

The Freikorps Specialist is most commonly used to deny enemies critical resources by setting critical buildings ablaze. The knotted wood used in much of the Malifaux buildings is often very dry, and it takes to flame easily. On those rare occasions when the Freikorps is forced to abandon a location, or to retreat, they will often burn down buildings that can provide defense points. They do this not out of spite, but out of a practical understanding that they might need to retake the location later, and this will make that much easier.

While the Specialist is a boon to any commander, they are rarely put to the field in large numbers. Instead, they operate as support elements for the rank and file Freikorpsmann, guarding flanks and bringing the power of their Flammenwerfer down on entrenched enemy combatants.

Freikorps Strongarm

Only the most elite applicants are chosen by Von Schill for his strongarm training program. Those men who qualify are naturally strong, show uncanny intelligence, and demonstrate a devout loyalty to Von Schill and the other Freikorpsmenn. They wear armor that is much more advanced than the standard issue, allowing them to take an insane amount of damage before they are actually hurt. They are trained to know no fear and give no ground, providing a dangerously stubborn spear point for a focused Freikorps attack. Such is his bulk that allies have the ability to hide behind him, allowing him to soak up most of the initial volley of attacks until they are close enough to attack back. Being on the front line also allows him to push aside attackers who cannot resist the magically enhanced strength of his fists, allowing a straight line to whatever the target is.

Their protective instincts are always on alert for an ally in danger, swooping in and protecting them from damage by stepping in front to take the bullet himself. As with all Freikorpsmenn, his face is hidden beneath the mask of his armor but there is no way to mistake him for any of his comrades. Massive mechanical fists cover his hands and an aetheric generator rests on his back. The energy it creates can be channeled into a frightening ranged attack that can leave a foe with more than just physical wounds. The direct effects of damage from this weapon have not been able to be studied, since one attack tends to follow another and there are not many things that can take a beating from a Strongarm and live to tell the tale.

Despite his overburdened appearance, the specialty armor includes a modification to the legs similar to Von Schill's own augmentations. This addition allows the Strongarm the option to leap over the heads of his enemies, should charging through them prove to be too burdensome for him to bother with.

Freikorps Specialist (Minion)

Minion, Living, Mercenary, Freikorps

Might	*Grace*	*Speed*	*Resilience*
3	-2	-1	3
Charm	*Intellect*	*Cunning*	*Tenacity*
-2	2	2	1

Defense	*Walk*	*Height*	*Initiative*
4 (11)	4	2	1 (6)
Willpower	*Charge*	*Wounds*	
6 (9)	4	8	

Skills: Evade (2), Centering (4), Toughness (2), Track (2), Wilderness (2), Notice (2), Heavy Guns (3), Melee (3)

Talents: Armor 1, Unimpeded

Freikorps Suit: This character may ignore damage from area effects such as (ᛗ) or 🌳 damage.

Punctured Tanks: When this character is killed, all characters within 3 yards gain the burning (2) condition.

(1) Hunting Knife (Melee)
AV: 6 (11) Rg: /// 1 Resist: Df
Target suffers 1/3/4 damage.

(1) Flammenwerfer (Heavy Guns)
AV: 6 (11) Rg: ⌐10 Resist: Df
Target suffers 2/3🌳/4🌳🌳 damage. This attack avoids cover.

- *You're Flammable:* After damaging, all characters damaged by this attack gain the Burning (1) condition for each in the final duel total.
- *Flush them Out*: After damaging, all characters damaged by this attack must pass a TN 12 Horror duel.

Strongarm Suit (Enforcer)

Enforcer, Living, Mercenary, Freikorps

Might	*Grace*	*Speed*	*Resilience*
4	0	2	3
Charm	*Intellect*	*Cunning*	*Tenacity*
-3	2	3	2

Defense	*Walk*	*Height*	*Initiative*
5 (12)	5	2	4 (9)
Willpower	*Charge*	*Wounds*	
6 (14)	7	10	

Skills: Centering (5), Enchanting (3), Evade (3), Notice (3), Sorcery (3), Toughness (3)

Talents: Armor 2

Freikorps Suit: This character may ignore damage from area effects such as (ᛗ) or 🌳 damage.

(1) Enhanced Fists (Pneumatic)
AV: 6 (13) Rg: /// 2 Resist: Df
Target suffers 2/4/6 damage.

- *Pneumatic Actuator*: Damage from this Attack Action may not be reduced.
- *Pneumatic Crush*: This attack's damage flip gains .

(1) Aetheric Projector (Pneumatic)
AV: 6 (12) Rg: ⌐12 Resist: Df
Target suffers 2/3/4 damage.

- *Aether Scramble*: After damaging, target gains the slow condition.

(0) Charge Up (Talent)
This character gains one of the following conditions until the end of the beginning of its next turn during this Dramatic Time:

*Polarized Shielding: Character*s that damage this character with a melee attack action suffer 1 damage after resolving the current action.
Charged Fists: +1 damage to melee attack actions.
Bright Aether: +2 to shooting attacks.

Rat Catcher

Nearly as unlikable as the rats themselves, the Rat Catchers are dirty and diseased. They making their livings by cleaning out the houses and businesses, freeing them of infestations of Malifaux Rats. Though seen on their own as filthy and repulsive, they are drawn to each other and have formed a secret union in which they share their secrets with each other and no one else. Some of those secrets include the language of the rats, which the Rat Catchers can use to lure their prey out of a house or into a trap with little risk to himself. Despite these precautions, it is rare to see one of these men without pieces missing from their body (half a nose, partial fingers, a nibbled toe). Their close encounters with the rats have left their marks, both on the physical integrity of their bodies, but also their health. It is a well known fact that Malifaux rats carry disease and that their handlers are no better. There is a plague in the City and these men are carriers.

Though they show exceptional loyalty among themselves, this does not extend to their clients. More than one Rat Catcher has been sentenced to forced labor under the Guild for re-infesting houses which they had previously cleared. If they can manage without getting caught, it is a lucrative business; though as their disease progresses, they begin to think less and less clearly, eventually becoming as mindless and savage as the vermin they once hunted.

Though they face danger equal to a Neverborn invasion, few have been trained in the use of any weapons. They all carry around rat-traps which can be modified to hurt larger creatures, but little else in the way of offense. The real danger in getting a foot or a hand caught in these traps is that they are rife with the same disease running through the rats and Rat Catchers—a potential death sentence for the unwary.

The Stolen

The sound of Hamelin the Plagued's flute is impossible to resist the residents of Malifaux exposed to it. Drawn in by the sound, these poor creatures soon find themselves free of any thoughts and soon free of any soul as well. These unfortunate creatures maintain their lives, but nothing else of their past. Often diseased and emaciated, they travel through the city performing the odd tasks required of their Master. As the plague progresses within them, their flesh will begin to slough off their bones, revealing rotting muscle. Human life becomes so deformed that they are unrecognizable to their loved ones and they are frequently regarded as undead zombies. An enemy simply trying to put a soul to rest may realize as their weapons cut through warm skin that their foe was nothing more than a sick and confused human. Many who unwittingly cut down their fellow humans are wracked with guilt following the act, convinced that at the time they were doing no more than their civic duty to rid the world of the undead scourge.

Where these diseased wretches go, there are always Malifaux Rats in tow. The rats have even been seen walking right up to a Stolen and taking little nibbles of their still living flesh. Paired together, Stolen and Rat will perpetuate Hamelin's strain of the plague on the rest of the population. It is a slow process, but with a ready supply of unimportant souls for the taking, Hamelin can afford to saturate the city with these minions. A stolen will not even lift a hand to defend himself or to strike back at his attackers. On the verge of death already, his only task is to continue to spread the disease. Lungs which will function until their inevitable death are riddled with plague, and if a Stolen can breathe or cough on an important individual then his life is the least sacrifice for that progress.

Rat Catcher (Minion)

Minion, Living, Nihilist

Might	*Grace*	*Speed*	*Resilience*
-1	3	2	3
Charm	*Intellect*	*Cunning*	*Tenacity*
-3	-1	4	3

Defense	*Walk*	*Height*	*Initiative*
5 (12)	5	2	5 (10)
Willpower	*Charge*	*Wounds*	
5 (14)	6	8	

Skills: Husbandry (3), Lock Picking (3), Melee (2), Navigation (3), Notice (3), Pick Pocket (2), Stealth (2), Toughness (2), Track (3), Wilderness (3)

Covered in Rats: Reduce all damage this character suffers by 1 for each Malifaux Rat attached to him, to a minimum of 1. Effects that ignore Armor do not ignore this effect.

(1) Rusty Trap (Melee)

AV: 5 (10) Rg: /// 1 Resist: Df

Target gains the following condition until 24 hours after the last application of the Blighted condition: "Blighted +1: Reduce all healing received by this character by 1, to a minimum of 1."

✗ *Iron Trap*: After succeeding, target suffers 1/2/4 damage.

✗ *Rusted Shut*: After succeeding, target gains the slow condition.

(0) Rotting Odor (Talent)

This character attaches all Malifaux Rats within 5 yards to him.

The Stolen (Peon)

Peon, Living, Nihilist, Lost

Might	*Grace*	*Speed*	*Resilience*
-2	2	0	0
Charm	*Intellect*	*Cunning*	*Tenacity*
-1	-1	2	2

Defense	*Walk*	*Height*	*Initiative*
4 (7)	4	1	1 (4)
Willpower	*Charge*	*Wounds*	
4 (7)	4	1	

Skills: Acrobatics (2), Athletics (1), Evade (2), Lock Picking (1), Navigation (1), Necromancy (1), Notice (1), Pick Pocket (2), Pugilism (2), Stealth (2), Wilderness (1)

Sickly: This character counts as having the Blighted Condition when killed.

Horrible Realization: When this character is killed or sacrificed, all enemy Living characters within 3 yards must succeed on a Wp 11 duel or gain the Paralyzed Condition.

Diseased: Enemy characters that begin their turn within 3 yards of this character gain the following condition until 24 hours after the last application of the Blighted condition: "Blighted +1: Reduce all healing received by this character by 1, to a minimum of 1."

(1) Useless Flailing (Pugilism)

AV: 1 (4) Rg: /// 1 Resist: Df

Target suffers 1/1/4 damage.

(1) Bleeding Disease (Necromancy)

AV: 4✗ (7✗) Rg: 12 Resist: Wp

Target suffers an amount of damage equal to the value of its Blighted Condition.



Catalan Corps Rifleman



Ratcatcher



Freikorps Strongarm



Freikorps Specialist



Freiskorps Librarian

Dreadful Things

Malifaux is filled with dreadful things that claw at a person's soul from their memories. Encountering these creatures is a harrowing experience than can leave a person with emotional scars to match their physical... assuming they live, of course.

Abomination

These creatures are terrifying conglomerations of flesh and machine. Crafted together with little regard for what parts go where, they are as likely to have two arms and two legs as two heads and no feet. At the core of every abomination is a small slip of Soulstone, imparting these horrific creations with some semblance of a soul. If this makes them human enough to be worth saving or if they are an abomination too foul to be allowed to live is a question asked by many who come in contact with them.

So corrupt is the scent of rotten flesh and used oil that anyone caught at close range may find themselves debilitated. Abominations use this moment of weakness to strike, tearing at the flesh of their victim and using it to replace parts which have rotted fully away or fallen off their own bodies.

Though gruesome in appearance, a person of strong heart and mind can get close enough to attack. Many Abominations are created with the least of care, forming a fragile shell that is easily damaged. There was no master plan in the creation of these monsters. What looks like flesh is typically soft and squishy and what looks like machine is typically brittle.

The most terrifying ability of the Abomination is its ability to change form. Given direction by a skilled Resurrectionist, they can combine to form a Desolation Engine, one of the most feared creations in all of Malifaux. As frightening as these creatures might be, the scarier idea is that the man or woman who created them is out there somewhere. It is no simple matter to combine flesh and machinery into a cohesive being. Somewhere, perhaps around the next corner is a person who has discovered some of the most ancient secrets of the Malifaux. He or she will soon be following behind his or her creation...

Desolation Engine

This monstrosity is composed of nothing but rotten flesh and spare parts. Even these bits of borrowed soul cannot instill a sense of humanity in such a creature. Every move it makes causes a putrid fluid to spill from the imperfect seams between flesh, bone, and piping. Massive claws can tear through bone and metal with little resistance and, like its predecessors, it can use the flesh of its victims to replace its own which has sloughed off in the course of attacks or movement.

Desolation Engines have no concept of loyalty or companionship. One is as likely as not to turn on its own crew to supplement itself, should enemies run out: only the influence of a truly potent necromancer can slow its rampage.

The creature is massive, towering over even the tallest human in the City. Even when some flesh has been torn off, a Desolation Engine does not survive on a given shape; it's body can reform itself around the removed sections and search for its attacker to replace the flesh that was stolen. Several Abominations can be destroyed and reformed as one large Desolation Engine. When the creature is killed, the magic left in each piece will quickly spawn Abominations, continuing the dark process unless they are also put down.



Abomination (Minion)

Minion, Construct, Undead

Might	*Grace*	*Speed*	*Resilience*
2	1	0	2
Charm	*Intellect*	*Cunning*	*Tenacity*
-3	-3	-2	3

Defense	*Walk*	*Height*	*Initiative*
5 (9)	4	2	1 (6)
Willpower	*Charge*	*Wounds*	
5 (8)	4	4	

Skills: Enchanting (2), Pneumatic (3), Notice (1)

Caustic Aura: At the end of this character's turn, enemy characters within 2 yards of this character must pass a TN 10 Defense Challenge or suffer 2 damage.

Df/Wp (📖) Soulless: After succeeding, the Attacking character gains the following Condition until the end of Dramatic Time: "*Unmade*: +1 This character suffers 1 damage at the beginning of his turn."

(1) Warping Touch (Pneumatic)
AV: 5✗ (7) Rg: /// 1 Resist: Df
Target suffers 1/2/4 damage.

✗ *Consuming Touch*: When damaging, this character heals 1/2/3 damage.

✗✗ *Desolate Warping*: When the target is killed it becomes an Abomination.

(1) Concentrated Deformation (Enchanting)
This character and three other friendly Abominations within 2 yards become a Desolation Engine within 1 yard.

Desolation Engine (Enforcer)

Minion, Construct, Guardsman

Might	*Grace*	*Speed*	*Resilience*
3	-3	1	4
Charm	*Intellect*	*Cunning*	*Tenacity*
-3	-3	-2	4

Defense	*Walk*	*Height*	*Initiative*
3 (10)	5	3	2 (9)
Willpower	*Charge*	*Wounds*	
6 (13)	8	12	

Skills: Necromancy (2), Notice (1), Pneumatic (3), Toughness (5)

Gorge: Any number of friendly characters within 3 yards may willingly die as a (2) Action. This character performs a 1/2/3 healing flip when a friendly character dies in this way.

Caustic Aura: At the end of this character's turn, enemy characters within 2 yards of this character must pass a TN 10 Defense Challenge or suffer 2 damage.

Lost Focus: Replace this character with 2 Abominations when it is killed.

(1) Entropy Claws (Pneumatic)
AV: 6✗ (13✗) Rg: /// 1 Resist: Df
Target suffers 3/4/6 damage.

✗ *Consuming*: After damaging, this character heals an amount of damage equal to the amount of damage the target suffered from this Attack.

✗✗ *Desolate Warping*: If this attack kills its target the target becomes an Abomination.

(0) Desolate Supplications (Necromancy)
This character suffers 3 damage. Enemy characters within 6 yards must pass a TN 13 Defense duel or suffer 2 damage.

Black Blood Shaman

Armed with nothing but a ritual knife, these masked Nephilim do not present much danger on their own. Instead their real threat lies in their interactions with other nightmares. Through the Black Blood Shaman have traditions dating so far back that no one can remember when they started, they have only recently been seen by the Guild and thus are very poorly documented.

Their masks tend to be colorful caricatures with rows of tiny teeth. Instead of the human-like attire favored by many Nephilim, the Shamans wear the full length robes of their station. Their wings are fully formed, but useless. No one knows what happens during training to make a Mature Nephilim's strong wings become suddenly limp and useless except as display pieces, and the Shaman themselves refuse to answer any questions related to their training.

When a Shaman is around, every other Nephilim becomes much more dangerous. As the leaders of the twisted religion followed by Nephilim, they command a great amount of respect, even from older and stronger Nephilim who would have dominated them before they had their holy training. The Shaman can control his allies, whipping them up into a frenzy and even increasing the potency of the already dangerous black blood when it is spilled on an enemy. As with other Nephilim, the Shaman can draw the blood out of a fallen victim to make himself more powerful. What he can also do is carry that body around with him as a free source of blood for his dangerous blood magic. They are often seen toting these corpses around on the backs of Mature Nephilim, who carry them into battle on their backs, huge wings beating almost in a mockery of the Shaman's weak ones.

Terror Tot

These creatures are tiny, though no less deadly than their more mature counterparts. Glowing red eyes sit in the middle of their imp-like faces and in place of hands they have deadly sharp claws. Instead of feet they have cloven hooves and small nubs on their backs will eventually grow into wings. The putrid smell of their black blood pervades the air directly around them. Siblings tend to form a small brood, though such loyalties are often made to be broken. At this stage in their lives, male and female Nephilim are treated equally, but any individual showing too much weakness becomes a target for his brothers and sisters.

Though they cannot fly yet, Terror Tots do not lack in mobility. They use their horse-like hooves to dig into the ground and sprint at their enemies, quickly turning what used to be a safe distance into a dire threat. Upon killing a foe, they pause over the body, consuming what blood has yet to spill into the earth. This is a messy process, since they use their teeth to tear gaping wounds in the flesh that are much larger than their mouth, then attempt to lap up as much blood as possible before it cools. Their own blood is black, an aberration that has only ever been documented within the Nightmares and Neverborn that live in the Badlands. Just a few drops of black blood spilled on living flesh can quickly eat through to the bone, making attacking them just as dangerous as being attacked.

Scientists on this side of the Breach have studied the black blood of the Nephilim and have realized that their blood feeds off the red blood cells in a human body. All Nephilim enjoy causing murder and mayhem, but it is now believed that it is human blood which will allow them to grow into bigger and meaner creatures. As tiny little imps, they may not seem too threatening, but it is best to take care of them while they are small before they grow into something bigger.

Black Blood Shaman (Minion)

Minion, Living, Nephilim

Might	*Grace*	*Speed*	*Resilience*
0	4	1	0
Charm	*Intellect*	*Cunning*	*Tenacity*
-1	1	2	2
Defense	*Walk*	*Height*	*Initiative*
4 (9)	5	2	2 (7)
Willpower	*Charge*	*Wounds*	
5 (10)	5	8	

Skills: Centering (3), Evade (2), Leadership (3), Melee (3), Necromancy (3), Notice (1), Teach (1), Track (1), Wilderness (3)

Blood Curse: All enemy characters within 6 yards of this character suffer 1 damage at the end of this character's turn.

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

Blood In The Air: If an enemy character is killed within 4 yards of this character, all friendly Nephilim that can see the enemy character may move up to their Walk towards the killed character.

(1) Ritual Knife (Melee)
AV: 7 (12) Rg: 1 Resist: Df
Target suffers 1/1/1 damage.

Blood Infusion: After damaging, the target gains the following Condition for the rest of the Dramatic Time: "*Black Blood*: All characters without Black Blood within 1 yard suffer 1 damage when this character suffers damage."

(1) Black Blood Pustule (Necromancy)
Target friendly character with the Black Blood Ability suffers 1 damage. Enemy characters within 1 yard of the target character suffer 2 damage.

Terror Tot (Minion)

Minion, Living, Nephilim

Might	*Grace*	*Speed*	*Resilience*
2	3	2	0
Charm	*Intellect*	*Cunning*	*Tenacity*
-2	0	2	3
Defense	*Walk*	*Height*	*Initiative*
6 (11)	5	1	3 (8)
Willpower	*Charge*	*Wounds*	
5 (10)	6	4	

Skills: Athletics (2), Evade (4), Melee (3), Navigation (1), Notice (1), Track (1), Wilderness (1)

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

Brood: When this character is killed, all friendly Nephilim within 6 yards and line of sight of it may take a Walk Action directly toward the character that kill this character.

Pounce: When an enemy character ends a move within this character's engagement range that is not part of a Walk or Charge Action, this character may immediately take a (1) AP melee attack action against the character without spending AP.

Grow: If this character kills an enemy character then this character becomes a Young Nephilim. All damage is healed and Conditions are removed.

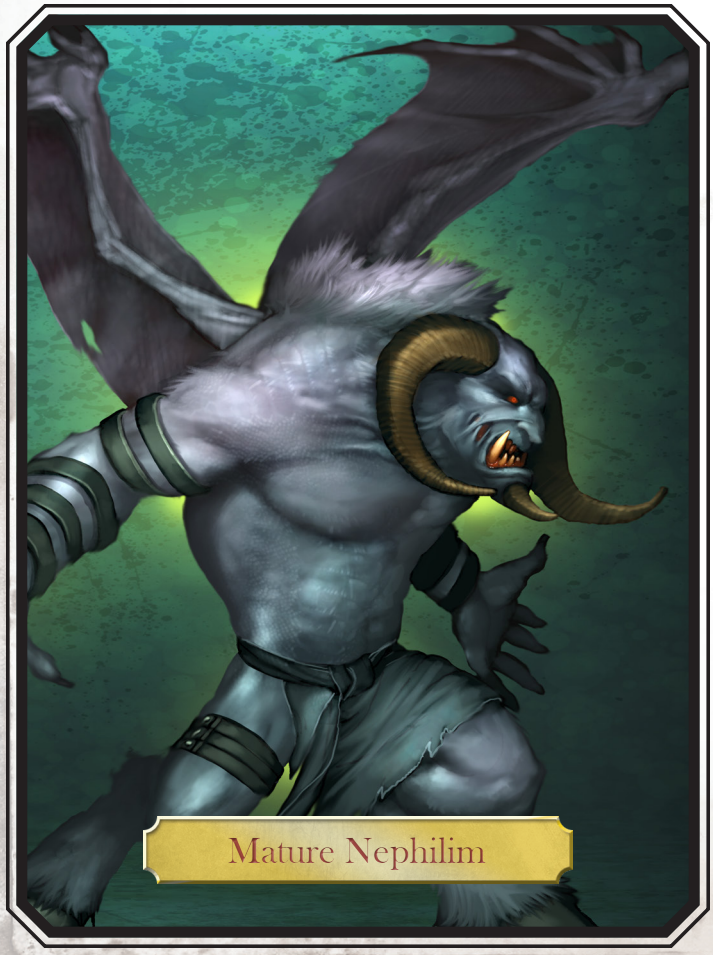
(1)Blackened Claws (Pugilism)
AV: 5 (10) Rg: 1 Resist: Df
Target suffers 1/3/4 damage.

(0) Sprint (Athletics)
This character may discard a card to take a walk action.

Young Nephilim

Still a juvenile terror, the Young Nephilim grow from Terror Tots, sometimes in the midst of battle. Their mouths have widened and are filled with row upon row of razor sharp teeth. Their claws developed a razor edge and the Young Nephilim have grown wings, allowing them to fly towards their enemies. There is no predetermined amount of blood a Terror Tot must consume before he is considered to be an adolescent, but when that time comes, he breaks away from the childlike companions of his natal group. With everything to lose and everything to prove, there is no limit to the destruction that he can cause, even on his own.

Though they do not maintain the large broods that had sustained them during their youth, Young Nephilim may form bonds with one or another of their kind, typically full blood siblings. These bonds are rarely lasting, but where there are plenty of enemies and enough blood to go around, two or three Young Nephilim can hunt in groups without ever turning on each other, separating only once they have grown into their adult forms.


Mature Nephilim

Mature Nephilim

Few things in Malifaux can compare to the terror instilled by seeing a Mature Nephilim fly over the horizon. The practical wings of youth have grown into massive appendages covered in a thick layer of skin, which can be used to generate a huge gust of wind capable of stalling even the most stalwart foe. Even larger than the already imposing Young, they are now much more massive than the average human. Already dangerous claws have sharpened even further until the lightest touch leads to an open wound and the Mature Nephilim is able to attack as easily with one hand as the other, making it harder to guess from which side an attack will come.

As adults, many Nephilim have forsaken the alliances made as juveniles. It is uncommon for a group to mature together and once a Nephilim has aged, he sees the younger generation as unwelcome competition. It is not uncommon, in fact, for a Young Nephilim to mature and immediately attack his former allies. As he ages, the Nephilim seeks out new allies, usually of a different race. Such is his strength that he can carry these allies upon his back, delivering a double dose of danger. In the case of blood siblings, one Nephilim may attempt to hold back her maturation in favor of reaching adulthood together. Other times they will mature and immediately claim dominance over the slower sibling, creating a power disparity that will last for the rest of their lives.

Though they are fully mature, Nephilim do not ever stop growing. Upon killing an enemy, they stop to drink the blood that remains, fueling the ability to transform themselves into something even more imposing than they were before. It is often not enough for a Mature Nephilim to kill an enemy; he often chooses to tear it apart, proving to the unfortunate's allies that they picked the wrong person to support in that fight. Gifted with intelligence greater than a human's, he also has the ability to see where the real threat lies, tossing aside one foe in favor of attacking the more dangerous one.

It is no easy task to take down a fully grown Nephilim: their skin has hardened into a leather armor over their bodies and the sheer strength beneath that layer can make straight-on attack overwhelming. It is certainly better to deal with these threats before they gain so much power. If that is not possible, the next best option is to simply stay out of their way.

Young Nephilim (Minion)

Minion, Living, Nephilim

Might	*Grace*	*Speed*	*Resilience*
3	2	2	2
Charm	*Intellect*	*Cunning*	*Tenacity*
-3	-1	1	3
Defense	*Walk*	*Height*	*Initiative*
5 (10)	5	2	4 (9)
Willpower	*Charge*	*Wounds*	
5 (9)	8	7	

Skills: Evade (3), Melee (3), Navigation (2), Notice (2), Toughness (1), Track (2), Wilderness (2)

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

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

Thirst for Blood: This character receives the Fast condition when a non-Construct character within 3 yards is killed by another friendly character.

Mature: If this character kills an enemy character that is not a peon or minion then this character becomes a Mature Nephilim. All damage is healed and Conditions are removed.

(1) Talons (Melee)

AV: 6 (11) Rg: 1 Resist: Df

Target suffers 2/4/5 damage.

For the Brood: Move the target up to 4 yards and it gains the Paralyzed condition.

Blood Frenzy: After damaging, take this action against the same target.

(2) Feast (Wilderness)

AV: 6 (11) Rg: 1 Resist: Df

Target suffers 3/6/7 damage. If the target is killed, heal all damage on this character.

Mature Nephilim (Enforcer)

Enforcer, Living, Nephilim

Might	*Grace*	*Speed*	*Resilience*
4	3	4	4
Charm	*Intellect*	*Cunning*	*Tenacity*
-2	3	2	3
Defense	*Walk*	*Height*	*Initiative*
6 (13)	6	3	6 (13)
Willpower	*Charge*	*Wounds*	
5 (12)	8	10	

Skills: Athletics (3), Evade (4), Melee (2), Navigation (2), Notice (2), Toughness (4), Track (2), Wilderness (3)

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

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

Terrifying (Living) 12: Enemy living characters must pass a TN 12 Horror Duel when they end their turn within this character's engagement range or target this character with a harmful action.

(1) Monstrous Talons (Melee)

AV: 6 (13) Rg: 2 Resist: Df

Target suffers 4/5/6 damage.

Charge Through: After succeeding against an enemy character, instead of dealing damage, move the target 4 yards away from this character, then this character takes a Charge Action against a different target.

Rip in Half: After killing the target, all enemy characters within 6 yards immediately perform a TN 12 Horror Duel.

(1) Wing Buffet (Athletics)

All enemy characters within 4 yards immediately move 3 yards away from this character.

Alp

Alps are nasty little creatures. Their mouths are huge and filled with thick, sharp teeth. A dysfunctional horn sits atop their heads, though finding one intact is a sign of good luck. The horns are so fragile and brittle that they tend to break off at the first sign of stress on them. The broken tips have been collected and sold to impressionable travelers as both sleeping and good luck charms. Their eyes are small and beady while huge ears emerge from either side of their heads. The Alp can wiggle one or both of his ears at any given time, while this can be disturbing, it is not dangerous. Even the sharp claws on both hands and feet are less dangerous than its breath. One nasty kiss can be used to lull even the crankiest child to sleep, where the Alp will take advantage of the victim's weakened state to feed on his life-force.

Finding a deep sleeper in its natural hunting grounds is one of the few unexpected pleasures that an Alp can have in its lifetime. There is no free meal, but a slumbering victim is a close as these creatures will ever get. The joy of standing on a man's chest as his breath slows and eventually stutters out provides not only nourishment but also a sense of euphoria that will stick with an Alp for days.

Alps prefer to find their enemies asleep, but they have multiple abilities to tire their foes out and get them to lay their heads to rest. Even just being near one will make a person slow down and feel less rested. Their skin gives off a pheromone that encourages most living species to have a seat and just relax for a few minutes, though continued exposure will eventually lead to a coma and from there the theft of one's life-force. This weariness can be painful to resist.

Yawning is another favored way to spread weariness. From across the room, a good yawn can spread to an entire army and if anyone is good at starting contagious yawns, it is the Alps. Closer, a yawn allows the victim to get a sudden face-full of their noxious breath, forcing them to fall almost immediately into a deep sleep from which they may never wake.

Insidious Madness

Whether born Breachside or Earthside, everyone who has come to Malifaux has been touched by madness. Where that madness lingers, it can grow into a physical being, about to perpetuate itself in a dangerous and unending cycle. Insidious Madness is a thing of nightmares. It is covered in tentacles with suckers on the one side like an octopus. It has one eye on either side of its body, nowhere near what is assumed to be its head. A wide mouth is full of thickly gapped teeth which seem no sharper than a butter knife and ineffective at biting. Lacking in legs, it floats above the ground, moving languidly towards whomever it has chosen as the most insane, tentacles reaching for its victim greedily.

Where the Insidious Madness appears, there is already someone on the edge of sanity. The Insidious Madness will whisper paranoid ideas into its victim's mind, driving her slowly to the edge of madness. Victims of this insanity have been known to run headlong into walls or fall to the ground, tearing out their own eyes at the demented images that rise up before them, brought to light by the ability of the Insidious to tangle itself in her very psyche.

Even if it is not actively whispering to an enemy, just being nearby will make a person pause and question his judgment in completing an attack. The completely wanton arrangement of limbs or lack thereof makes most people hesitate, uncertain where to strike to do the most damage. These moments of hesitation allow the Insidious to invade its attacker's mind and see what will bring him over to the wrong side of sanity. One by one, each enemy will be corrupted and may even turn on their allies in their confusion. Once there is enough chaos that the madness will continue without active input, the Madness moves on in search of new foes.

Alp (Peon)

Peon, Nightmare

Might	*Grace*	*Speed*	*Resilience*
0	1	1	0
Charm	*Intellect*	*Cunning*	*Tenacity*
-2	0	3	-1
Defense	*Walk*	*Height*	*Initiative*
4 (10)	5	2	2 (5)
Willpower	*Charge*	*Wounds*	
4 (10)	5	4	

Skills: Centering (2), Enchanting (4), Evade (2), Notice (1), Track (1), Wilderness (1)

Never Wake Up: If an enemy character is killed by Feed on Dreams while within 3 yards of one or more Alps, replace the character with an Alp.

Feed on Dreams: Enemy characters that receive Slow within 3 yards of this character suffer 1 damage.

Smother: Enemy characters Activating within 3 yards of one or more Alps must pass a TN 12 Willpower duel or receive Slow.

(1) Kiss Goodnight (Enchanting)
AV: 4 (7) Rg: ⫻ 1 Resist: Df
Target suffers 1/1/3 damage. If the target suffers moderate or severe damage it gains slow.

(1) Blood Gift (Enchanting)
Target friendly Nightmare within 4 yards heals 1/2/3 damage. This character suffers 2 damage.

Insidious Madness (Minion)

Minion, Nightmare, Woe

Might	*Grace*	*Speed*	*Resilience*
0	4	5	-3
Charm	*Intellect*	*Cunning*	*Tenacity*
-5	-2	3	3
Defense	*Walk*	*Height*	*Initiative*
7 (12)	5	2	7 (12)
Willpower	*Charge*	*Wounds*	
5 (10)	8	4	

Skills: Enchanting (2), Evade (4), Notice (2)

Psychosis: Enemy characters within 2 yards must pass a TN 10 Willpower duel to target this character or the Action fails.

Hysteria: All enemy characters within 2 yards suffer ⊟ to Willpower duels.

Incorporeal: This character ignores, and is ignored by other characters and terrain during any movement. Reduce all damage this character suffers from shooting and close combat attacks actions by half.

(1) Neverborn Whispers (Enchanting)
AV: 5 (10) Rg: ⌐10 Resist: Wp
Target suffers 1/2/2 damage. Characters damaged by this Attack gains the following Condition until the end of the beginning of this character's next turn of Dramatic Time: "*I Can Hear Them*: This character suffers -1 Willpower."

(1) Induce Phobia (Enchanting)
All enemy characters within 2 yards must take a TN 9 Horror Duel.

Sorrow

There is something about Malifaux that makes it inherently darker and more sinister than Earth. It is that something which attracts the Sorrows to a person. They are the physical manifestation of their namesake: attracted to despondency in the air, they serve only to increase melancholy and drive whoever is nearby to despair. A task which might appear simply difficult to someone unaffected can become positively overwhelming when a Sorrow is nearby.

There is little to fear from the physical attacks of Sorrows. They are not strong and they do not put up much of a fight when sword meets flesh, but the problem comes with being motivated enough to actually lift the sword itself. When a Sorrow is nearby, it can seem almost pointless to attack. Nothing you do will prevent you from dying eventually, after all, so what difference if you die now or later? It is by creating a defeatism so severe that their enemies start questioning if their actions actually matter that the Sorrows create the opening for the rest of their allies to move in for the kill.

Though they have only limited intelligence themselves, they can attach to another person and borrow some of their spells, casting them as if they were their own. Allies will freely allow them this intrusion; Sorrows are easily influenced and can be convinced that casting the ally's spells is for the best. Opponents will see little difference: if the Sorrow casts their own spell, they will die, if they cast someone else's spell, they will still die. This malaise about the future allows a Sorrow nearly free reign inside an enemy's mind, picking through and finding the thoughts which will paralyze them with self loathing.

Sorrows have been known to cause such acute depression that some people have been left reeling in the face of existential crises over their worth in the universe. Most people react with a lackluster approach to their tasks but others are left with nothing but the overwhelming knowledge of their insignificance in the universe and are unable to even raise a sword in their own defense.

Stitched Together

Stitched Togethers did not have form until someone dreamed of them in a nightmare. Then through the Dreamer's arcane abilities, they were given physical form and allowed to roam freely through Malifaux. Rotting body parts fill their burlap sacks that they use as flesh and when a seam is burst open, the smell of these decaying organs can overwhelm anyone who has the bad luck to be standing too close. Hooks are sewn onto the burlap in a dangerous mockery of hands, though the most frightening part about them is the way their mouths have been sewn open in a grotesque parody of a grin.

With a perverse ability to know their victims darkest fears, the Stitched will invade a weakened mind and force terrifying images to overwhelm conscious thought. During these moments of distraction, they are free to maul at the defenseless body, tearing off large chunks of flesh in search of thriving organs beneath. Every bit that they manage to pull from a target goes towards replacing the rotten guts that fill their bodies.

Always willing to play a game, the Stitched often challenges enemies to gamble with their lives, the loser risking their own for the chance to kill the other. Since they are running the rules, Stitched rarely lose this game, but even when they do, they aren't taking much of a risk. Like all terrifying nightmares, they do not die when they are killed but rather rise back up stronger and ready to return the favor.



Sorrow (Minion)

Minion, Spirit, Woe

Might	*Grace*	*Speed*	*Resilience*
2	2	-2	2
Charm	*Intellect*	*Cunning*	*Tenacity*
-4	0	0	2

Defense	*Walk*	*Height*	*Initiative*
3 (8)	3	2	-1 (4)
Willpower	*Charge*	*Wounds*	
4 (9)	6	4	

Skills: Rush (4), Specialized Skill (Pugilism,), Specialized Skill (Prestidigitation,)

Misery: When an enemy character within 6 yards of this character fails a Willpower duel, it suffers 1 damage after resolving the current action.

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

Incorporeal: This character ignores, and is ignored by other characters and terrain during any movement. Reduce all damage this character suffers from shooting and close combat attacks actions by half.

(1) Doleful Grasp (Pugilism)
AV: 4 (9) Rg: 1 Resist: Defense
Target suffers 1/1/4 damage.

(2) Doldrums (Necromancy)
AV: 5 (10) Rg: 6 Resist: Willpower
Target gains the Paralyzed condition.

(1) Misery Loves Company (Necromancy)
AV: 5 (10) TN: 10 Rg: 8 Resist: -
This character moves within target character's engagement range.

Stitched Together (Minion)

Minion, Construct, Nightmare, Doll

Might	*Grace*	*Speed*	*Resilience*
-1	-2	2	0
Charm	*Intellect*	*Cunning*	*Tenacity*
-3	2	2	3

Defense	*Walk*	*Height*	*Initiative*
4 (9)	4	2	3 (8)
Willpower	*Charge*	*Wounds*	
5 (10)	6	7	

Skills: Evade (2), Gambling (2), Melee (2), Necromancy (2), Notice (1), Toughness (3)

Talents: Hard to Kill

Rotten Contents: After suffering damage, this character may discard a card. If it does all living characters within 2 yards suffer 2 damage.

(1) Hooks
AV: 4 (9) Rg: 1 Resist: Df
Target suffers 1/2/4 damage.

(1) Gamble Your Life (Gambling)
AV: 4 (9) Rg: 6 Resist: Df
Target suffers 3/4/7 damage which may not be cheated, ignoring all and . If this character loses the duel, the opposing character makes a 3/4/7 damage flip against this character which may not be cheated, ignoring all and .

(2) A Game of Chance (Gambling)
AV: 4 (9) Rg: 6 Resist: Wp
Target an enemy character. The opposing character chooses two, three, or four before performing the duel. The winner of this duel suffers the chosen number in damage.

(0) Creepy Fog (Necromancy)
AV: 5 (10) TN: 10 Rg: - Resist: -
Until the end of the Turn of Dramatic Time, the area 4 yards around this character counts as Soft Cover.

Lelu

Though they appear strong by human standards, Lelu are low among the pecking order of Nephilim. All Lelu have been claimed by other Nephilim, usually a Lelitu, and it is to their owners that they are completely devoted. If their owner falls in battle, they will beat their chests and pull their hair, lost in the misery of being without a commander. Such is the bond shared between Lelu and master that they can move as a single unit, usually at the orders of the more dominant Nephilim.

When commanded to, a Lelu will march into odds that are high enough to spell certain death. If that is what his Mistress desires of him—to give up his life on a suicide mission—then there must be a purpose towards it and he is happy to serve. Where the female Nephilim are more cunning and dangerous, these males pack a much stronger punch and are often used as little more than fists in a fight, soaking up damage while their beautiful sister remains safely on the sidelines.

Unlike other Nephilim who can only consume the blood of their fallen foes, Lelu can drink from a foe that is still alive and channel that blood not into creating new manifestations, but rather into healing himself and his sister. In battle, they are fierce opponents as long as they have a stronger Nephilim around to lead the charge. Without orders, Lelu can still be dangerous, but they lack the cunning that makes them nearly unstoppable. Outside of battle, they are much more pitiful. They pine for the attention of their masters or spend hours torturing some small animal before finally killing it for the pleasure of its blood, just for the sake of feeling dominant over another soul.

The only Nephilim to rank below the Lelu are those who lack the black blood. At least Lelu have the dubious honor of being of a higher breed than the lowliest of the low: the red blooded Nephilim. They take great pride in being owned by greater Nephilim and see their servitude as a compliment. A Lelitu would not waste her time in owning a creature who had no value, after all.

Lelitu

Sibling to Lelu, Lelitu is everything that he is not. She is beautiful and sensual, able to entice a victim to draw closer and hear the secret promises that she will make to him. Often this will allow her to draw one person close and out of range of his allies to assist him when her true nature is revealed. The whip she carries is not just for show. By the time he is in range of her attacks, the victim has usually come to his senses and tries to flee, but there is no easy way to escape a Nephilim female. Once the blood starts flowing, she becomes nearly manic with pleasure at the damage she can cause to her chosen prey, seeming to attack with greater and greater enthusiasm as he weakens.

Lelitu are beautiful by human standards. Where many Nephilim have thick legs more like a horse than a person, Lelitu's legs are slender, their cloven hooves sleek like a dancer's shoe. They are given to wearing long gowns in the style of human nightlife and they have the bodies that fill in all the right places. Lelitu really do offer a delicious forbidden apple for the unprepared man to taste, though the offer is rarely carried to fruition.

Even with her blood brother she tends to be quite abusive, using the whip against him at the smallest hint of insubordination. They are rarely seen in battle without each other: she the mastermind behind the plan and he the hammer that smashes their opponents. Though she would never admit it, the bond between brother and sister is strong. Without a Lelu nearby, a Lelitu will begin to waste away, longing for the other half of herself. There have been some legends that suggest that a Lelu/Lelitu brother and sister pairing may hold off on their maturation so that they can grow simultaneously. More likely it is Lelitu who matures first and begins the abuse of her brother before he has a chance to use his greater strength against her.

Lelitu (Enforcer)

Enforcer, Nephilim, Nightmare, Woe

Might	*Grace*	*Speed*	*Resilience*
1	2	4	3
Charm	*Intellect*	*Cunning*	*Tenacity*
3	0	3	4

Defense	*Walk*	*Height*	*Initiative*
6 (13)	6	2	7 (14)
Willpower	*Charge*	*Wounds*	
6 (13)	8	6	

Skills: Bewitch (3), Evade (4), Flexible (3), Necromancy (3), Notice (3)

Talents: Governor's Gift (Male)

Malignant Force: When this character heals damage or gains a Condition from a source other than a friendly Lelu, any friendly Lelu heals the same amount of damage or gains the same Condition.

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

Regeneration (1): This character heals 1 damage at the beginning of his turn during Dramatic Time.

(1) Barbed Whip (Flexible)
AV: 5 (12) Rg: 4 Resist: Df
Target suffers 1/2/4 damage. This Attack receives + to damage flips against characters with less than half their Wounds remaining.

Impure Thoughts: After damaging, the target must pass a TN 14 Willpower duel or receive Paralyzed.

(1) Lure (Necromancy)
AV: 7 (14) Rg: 18 Resist: Wp
Move target character its Walk. The target must end the move as close to this character as possible.

Lelu (Enforcer)

Enforcer, Nephilim, Nightmare, Woe

Might	*Grace*	*Speed*	*Resilience*
4	1	0	3
Charm	*Intellect*	*Cunning*	*Tenacity*
1	0	3	2

Defense	*Walk*	*Height*	*Initiative*
5 (12)	4	2	2 (9)
Willpower	*Charge*	*Wounds*	
4 (11)	6	8	

Skills: Bewitch (2), Evade (3), Labor (2), Melee (2), Notice (2), Pugilism (3), Stealth (3), Toughness (2)

Talents: Governor's Gift (Male)

Pounce: When an enemy character ends a move within this character's engagement range that is not part of a Walk or Charge Action, this character may immediately take a (1) AP melee attack action against the character without spending AP."

Same Oppressive Force: When this character heals damage or gains a Condition from a source other than a friendly Lelitu, any friendly Lelitu heals the same amount of damage or gains the same Condition.

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

Regeneration (1): This character heals 1 damage at the beginning of his turn during Dramatic Time.

(1) Claws
AV: 6 (13) Rg: 1 Resist: Df
Target suffers 2/3/5 damage and gains the Poison (2) Condition. This Attack Flip receives + while this character has 5 or fewer Wounds remaining.

(1) Vampiric Bite
AV: 7 (14) Rg: 1 Resist: Df
Target suffers 1/2/4 damage.

Drink Blood: After damaging, this character heals an amount of damage equal to the damage inflicted.

Beckoner

Lynch's Honeypot has some of the most beautiful women of the night to be found either side of the Breach. Their bodies are perfectly proportioned and their skill with dialogue so refined that they can wile away an entire customer's wages with little more than conversation about the most inane topics imaginable. The party never ends at the Honeypot, and that is exactly what the patrons want.

Despite, or perhaps because of, their enchanting beauty, an outside observer can see that there is something not quite right with these women. Their voices are too sweet and their come hithers are too alluring. They are beautiful, but no woman is so addictive as Lynch's seem to be. Men have disappeared inside the Honeypot, never to be heard from again. Occasionally, that man will have family or friends who appear and start to ask questions. The fee for the answers is invariably too high and they soon move on their way with no further clue as to the fate of their friend.

When the ladies see a man they like, they can simply bend their finger and the man will find himself walking towards whichever women called him. In return, the woman moves towards him, meeting in the middle. If the mood strikes her, she will give him a little kiss, allowing to a small taste of the Brilliance that the Honeypot is known for. If this happens, the man becomes her plaything for a while, quickly forgetting any other purpose he might have had before meeting her. On the other hand, the woman might take offense to his sudden closeness, clawing at him with her poisoned nails and leaving the man confused and reeling at her sudden change of heart.

Though they aren't known for their skill in battle, these girls still provide a valuable service. Their sweet words can distract an opponent, drawing his eye to them rather than at the real prize and allowing Lynch or one of his other allies to accomplish their goals.

Doppelganger

What does a Doppelganger look like when she isn't copying anyone? The question may never be answered, but it is that ability to become someone else that makes this creature so terrifying. With the merest thought, she can copy the greatest spell, the strongest weapon, or the very appearance of an enemy. Depending on the battle, she may choose to take on the appearance of her allies instead, creating a duplicate of foe who was terrifying in the singular.

The changing of shape occurs at the Doppelganger's merest whim, allowing her to change her tactics to suit whatever threat might appear on the horizon. If threatened too seriously, she can even exactly mimic the shape of one of her opponents, leading to confusion over which one is real and which one should be attacked on sight. Most of the time they use their ability more offensively than that, rarely needing to retreat to such overused and cowardly tactics.

While dangerous to face in battle, they can be even more dangerous when encountered in everyday life. Many Doppelgangers are so skillful that they can adopt not only the image of a person, but their personality and mannerisms as well. Doppelgangers can completely replace a soul with few people being the wiser for it. Many Guild officers have been so replaced by Doppelgangers loyal to one faction or another. These replacements are either lying in wait for the right time to strike against the Guild or perpetrating their master plans in a more subtle manner, pushing support for one proposal or another and waiting for all the pieces to fall into place.

Sometimes the only clue that a person has been replaced is upon the Doppelganger's death. Even as they fade from the mortal coil, they retain some semblance of their most recent mockeries. Their skin melts away like wax from a candle until it has all dissolved into the aether, leaving no remnant of their existence behind.

Beckoner (Minion)

Minion, Living, Brilliance, Darkened, Mimic

Might	*Grace*	*Speed*	*Resilience*
4	2	2	1
Charm	*Intellect*	*Cunning*	*Tenacity*
4	0	1	2

Defense	*Walk*	*Height*	*Initiative*
4 (9)	5	2	3 (10)
Willpower	*Charge*	*Wounds*	
6 (11)	8	7	

Skills: Bewitch (4), Centering (4), Convince (4), Deceive (4), Evade (2), Necromancy (3), Notice (3), Toughness (2), Track (1)

The Party Never Ends: While within 3 yards of this character, enemy characters may not remove the Under the Influence Condition.

The Sweetest Fare: If a character with the Brilliance characteristic is killed within 3 yards, this character heals 1/2/3 damage.

Don't Bite the Hand: Characters with the Brilliance characteristic suffer on Attack duels against this character.

(1) Lure (Necromancy)
AV: 7 (14) Rg: 18 Resist: Wp
Move target character its Walk. The target must end the move as close to this character as possible.

Not that Kind of Girl: After succeeding, push this character up to 4 yards in any direction.

(1) Despicable Promises (Bewitch)
AV: 4 (11) TN: 10 Rg: 10 Resist: Wp
Target suffers 1/3/4 damage.

Sales Pitch: After succeeding, the target gains the following Condition until the end of their next turn during this Dramatic Time: "*Under the Influence*: This character has the Brilliance characteristic."

Doppelganger (Enforcer)

Enforcer, Living, Mimic, Woe

Might	*Grace*	*Speed*	*Resilience*
3	2	3	3
Charm	*Intellect*	*Cunning*	*Tenacity*
3	2	4	

Defense	*Walk*	*Height*	*Initiative*
5 (12)	6	2	6 (13)
Willpower	*Charge*	*Wounds*	
5 (12)	7	8	

Skills: Bewitch (3), Centering (3), Convince (3), Deceive (4), Enchanting (3), Evade (3), Navigation (1), Notice (3), Pugilism (2), Stealth (3), Toughness (2)

Manipulative 14: When an enemy character targets this character with a harmful action, the enemy character must pass a TN 14 Willpower Challenge or the action immediately fails.

(1)Fists
AV: 5 (12) Rg: /// 1 Resist: Df
Target suffers 1/1/2 damage.

(0) Blend In (Deceive)
AV: 8 (15) TN: 15 Rg: - Resist: -
Gain one of the following conditions until the end of the turn of Dramatic Time:

Chameleon: Shooting actions taken against this character receive .

A Familiar Face: Close combat actions taken against this character receive .

(0) Mimic (Deceive)
AV: 8 (15) TN: 15 Rg: 8 Resist: -
Select a (1) Action printed on target character involved in the Dramatic Time. This character may take the selected action this Turn.

The Depleted

These humans have been so consumed by their addiction to Brilliance that they are little more than vassals for the Hungering Darkness. They are so deranged that on first glance, most people are not able to recognize them as living creatures; they more closely resemble the raised bodies of the dead which follow Resurrectionists around as willing or unwilling slaves.

Depleted move forward in a reluctant manner, dragging their feet as they wander in search of more Brilliance. When they see that telltale glow about a person, they will hone in on the source, suddenly moving with conviction. Close to the mortal coil already, they have no concept that the stuff they crave is the stuff that is killing them. In fact, it is only through the Hunger's aetheric power that their flesh is not consumed by the strength of the Brilliance running through them. The euphoria from the Brilliance makes them immune to pain, creating a near unstoppable force when they are unleashed against enemies.

Though they are not armed with any weapons, they do not need wield any to be a threat. Even if they were given something to fight with, they would not be able to concentrate enough to make use of a sword or pistol. Such is the energy flowing through them that, with the slightest touch, they can scorch flesh, imbuing their victim with the same addiction that they suffer from. Many metals also warp under their touch, making arming them with a physical weapon that much more pointless a waste.

Such is the concentration of Brilliance that when they die, particles of the stuff burst forth from them, infecting everyone in an area around them and perpetuating the cycle of addiction and death that makes the Honeypot such a thriving place of business. These new customers soon come seeking the pleasures only found in Lynch's esteemed business, turning enemies into customers who will eventually replace the soulless body who died to create them.

The Illuminated

For those made of hardier stuff, there is a period between the first taste of Brilliance and the transformation into one of the Depleted where the power can be channeled and manifested about their person. At first the changes are small: the ability to blow aetheric smoke rings or to create minor physical changes. Over time the changes become more powerful, allowing the Illuminated to form the excess energy into weapons or more powerful elements that actually change their physical body. Where the early stages were all illusionary, the secondary stages can be twisted to much more dangerous purposes.

After the first time using, it takes more and more Brilliance to achieve the same levels of euphoria. By the time there is enough residue within the body of an Illuminated to manifest, they are already on the verge of sanity. Creating additions to their physical body can be addicting in and of itself and sometimes the changes that they have wrought do not go away in time. This permanent change will drive some people to insanity while others will take pride in their permanent disfigurements, so lost in the bliss of Brilliance that they cannot see how much of their humanity has fallen to the wayside.

Unlike the Depleted, Illuminated still maintain awareness of who they are and what is happening to them, at least in the vaguest sense. At the least they can be trusted to understand instructions and will obey them to the letter, or they might find their source of Brilliance quickly removed. Jakob Lynch and his allies can convince them to perform any sort of act, so long as the protection of the Hungering Darkness is at risk.

Originally, the Illuminated were men and women who frequented the Honeypot, either as patrons or as call girls, but they ended up hooked on Brilliance, as anyone who spends too much time at the establishment does, and they had few options but to commit fully to the lifestyle or take the greater risk of quitting the stuff. To this date, only a handful of people have ever been able to escape addiction to Brilliance and even fewer lived beyond a week or two of quitting. Brilliance is dangerous but powerful and it is often safer and more pleasant to go with the flow when under the influence.

The Depleted (Minion)

Minion, Living, Guardsman

Might	*Grace*	*Speed*	*Resilience*
-1	-2	1	3
Charm	*Intellect*	*Cunning*	*Tenacity*
-5	-2	0	1

Defense	*Walk*	*Height*	*Initiative*
3 (8)	5	2	2 (7)
Willpower	*Charge*	*Wounds*	
3 (8)	5	8	

Skills: Enchanting (1), Notice (1), Pugilism (3), Toughness (2)

Talents: Hard to Wound

Consumed: When this character is killed, all characters within 2 yards suffer 2 damage and gain the following Condition until the end of the Turn: "*Under the Influence*: This character has the Brilliance characteristic."

(1) Smoldering Grasp

AV: 2 (7) Rg: /// 1 Resist: Df

Target suffers 1/2/3 damage. This Action gains +1 AV when taken as a disengaging strike.

- ⛊ *Burn Out*: After damaging, the target must discard 1 card if able.
- ✗ *Just a Touch*: After damaging, the target gains the following Condition until the end of the Turn: "*Under the Influence*: This character has the Brilliance characteristic."

(0) Drawn to the Light (Enchanting)

Target a character with the Brilliance characteristic within 12 yards. Push this character 5 yards towards the target.

The Illuminated (Minion)

Minion, Living, Brilliance, Darkened

Might	*Grace*	*Speed*	*Resilience*
3	2	2	3
Charm	*Intellect*	*Cunning*	*Tenacity*
-3	0	1	2

Defense	*Walk*	*Height*	*Initiative*
5 (9)	5	2	4 (9)
Willpower	*Charge*	*Wounds*	
6 (11)	8	7	

Skills: Athletics (3), Enchanting (3), Evade (3), Melee (3), Notice (2), Toughness (1), Track (1)

Talents: Armor 1

Terrifying (Living) 10: Enemy living characters must pass a TN 10 Horror Duel when they end their turn within this character's engagement range or target this character with a harmful action.

Regeneration 1: This character heals 1 damage at the beginning of his turn during Dramatic Time.

(1) Hardened Brilliance

AV: 6⛊ (11⛊) Rg: /// 2Resist: Df

Target suffers 2/4/5 damage. This Attack deals +2 damage when targeting characters with the Brilliance characteristic.

(1) Scintillating Cloud (Enchanting)

AV: 5⛊ (11⛊) Rg: ⌐8 Resist: Df

Target suffers 2/4/5 damage.

- ⛊⛊ *Filled with Stars*: After damaging, the target gains the following Condition until the end of this turn of Dramatic Time: "*Brilliant Aura*: Characters within 1 yard of this character have the Brilliance characteristic."

Marionette

Though made of wood, these Marionettes are surprisingly life-like. Able to act mostly on their own, they are still bound by the strings of their creation, forced to dance when the puppet master chooses to flick his fingers. Despite the sinister and intelligent gleam in their eyes, these dolls are dressed in brightly colored clothes, usually with sharp contrast meant to hold the eyes of young children. Dozens of these puppets may contribute to a single show, moving and talking according to the whims of the man behind the curtain. It is once the curtain goes away that anyone should really get concerned.

Marionettes can walk around of their own volition, and may choose to attack anyone they think might be a threat to their owner. Their claws are made of hard wood, but if they are able to dig into flesh, they can cause some serious damage. If they wander too far out of range, their owner can simply pull them back in. Conversely, a Marionette can choose to stand his ground, forcing the Master to come to him.

As the puppet show moves through frontier towns, they provide joy and entertainment to the population. What happens beyond the show is less obvious. Children tend to go missing after the show has left town, never to be found. The only clue to their whereabouts lies in the wagon of the Master Puppeteer, where new Marionettes have appeared, this time with faces that are locked into a pout. Eventually the sadness will change to malice and the new dolls will be allowed to come out and play, but until that day they are left locked inside, trapped for the sin of their childish ignorance.

Wicked Doll

The worst of all voodoo dolls, wicked dolls not only harm their lookalikes through associated magic, but will actively seek out their targets. Often they are made from human flesh and padded with the blood of their targets. Pins and needles can be stuck to them in order to cause mild pain and discomfort or they can be released into the world to seek their prey. This can lead to a wicked doll losing their way, but the owner can be assured that until the doll or its target is destroyed, it will never stop searching for them.

They have been made with so much hatred that even being close to them will allow their allies to channel that negative emotion into physical damage. Even if their target is not near, hatred for all living things is enough to bring pure malice to the surface. Allies have been known to draw this perversion off the surface of the dolls and wipe it on their weapons, adding a dangerous layer of poison.

When attacking with their tiny little claws, they can focus and create even higher concentrations of pure malice, leaving their foes weak and shaking with the pure evil intent running through their veins. The dolls take pleasure in seeing the pain of their enemies and may approach even before she is quite dead, calmly pulling the skin off her body. Wicked Dolls can use this flesh to create another version of themselves, adding yet another small embodiment of hate into a world. In this manner, they can control their own fate, creating version upon version until the city is overrun.

Though they are little more than hatred given physical form, they are still dolls and not that strong. A well placed strike with a sword or a well-aimed shot will see them blown to smithereens, their campaign of hate effectively ended.

Marionette (Minion)

Minion, Construct, Doll

Might	*Grace*	*Speed*	*Resilience*
-1	2	2	0
Charm	*Intellect*	*Cunning*	*Tenacity*
1	-3	2	3

Defense	*Walk*	*Height*	*Initiative*
5 (10)	5	1	-1 (4)
Willpower	*Charge*	*Wounds*	
5 (10)	6	4	

Skills: Enchanting (1), Evade (3), Melee (2), Notice (1)

Talents: Hard to Kill

A Perfect Match: Reduce all damage this character suffers from Conditions by 1.

Retract: When this character is killed, target friendly Minion within 4" may gain any Conditions which were on this character.

(1) Wooden Claws

AV: 4 (9) Rg: ⫻ 1 Resist: Df

Target suffers 1/2/4 damage. If this character is within 2 yards of a friendly character with an Intellect of 0 or higher, this Action receives +2 AV.

Protect the Puppet Master: While damaging, if this character is within 2 yards of a friendly character with an Intellect of 0 or higher, this Attack deals +2 damage.

Made to Follow: After taking this Action outside of this character's Activation, immediately take this Action again. This Action may not declare triggers.

(0) Tell No Lies (Enchanting)

Target may not Cheat Fate or use Soulstones during its next duel during this Activation.

Wicked Doll (Minion)

Minion, Construct, Doll

Might	*Grace*	*Speed*	*Resilience*
-1	2	1	0
Charm	*Intellect*	*Cunning*	*Tenacity*
-3	0	1	3

Defense	*Walk*	*Height*	*Initiative*
6 (11)	5	1	2 (7)
Willpower	*Charge*	*Wounds*	
5 (10)	5	4	

Skills: Evade (4), Melee (2), Notice (1), Stitching (1)

Wicked Intentions: Any time an enemy character begins its Activation within 2 yards of two or more Wicked Dolls it must pass a TN 14 Willpower Duel or it may only take Walk Actions for the remainder of the Activation.

Sewn In Poison: While within 1 yard enemy characters which suffer damage from Close Combat Actions gain the Poison (1) Condition.

(1) Sewing Claws

AV: 4 (9) Rg: ⫻ 1 Resist: Df

Target suffers 1/2/4 damage.

A Little Drop of Poison: After damaging, the target gains the Poison (2) Condition.

(0) All Sewn Up (Stitching)

This character suffers 1 damage to heal 1 damage on target character within 2 yards. The target gains the following Condition until the end of the Turn of Dramatic Time: "*Brand New Strings*: This character gains + to any Attack Actions it takes outside of its Activation."


Terror Tot


Young Nephilim


Alp


Sorrow


Lelitu


Depleted

UNDEAD

The Resurrectionist threat is an ever-present danger to Malifaux because of the ubiquitous nature of the unliving. The Undead combine virulence with obedience, making it dangerously possible for a large enough outbreak to topple the entire government through sheer force of numbers, hundreds of mindless undead swarming to the banner of a few powerful necromancers.

Undead spring up naturally in Malifaux, rising from the grave seemingly at random. The latent dark power that permeates the city is typically considered the cause, and many powerful necromancers can harness this power to create under at will.

The undead can be generally divided into two broad groups. Mindless undead make up the vast majority of their numbers. These creatures show little intellect, have no ability to speak or learn, and are generally dangerous only because they possess only the most base violent urges. While mindless undead are not thinking creatures, they do retain some instinctual patterns. Undead harlots might still ply their wares as a hunting technique, and skilled combatants retain much of the training they had in life. When confronted with a powerful necromancer these undead will simply obey them while in his presence. When on their own, however, they will revert to their typical patterns.

Sentient undead are far more rare. Nobody is quite certain what process creates an undead that retains its mind, and it is considered an unholy grail of sorts to many Resurrectionists.

Canine Remains

Every burgeoning necromancer starts somewhere, and most take to raising the corpses of local animals. Packs of street roaming dogs can be found under bridges and in many alleys, and many die of starvation or from wounds sustained during fights. These early experimenters with undeath may find themselves drawn to the corpses of the poor dead hounds, raising them out of pity. Others, however, use the beasts as potent guard and attack dogs.

Mindless Zombie

The most common of the undead, the Mindless Zombie represents an a common person that rises from the grave to spread the undead plague. They have a tendency to attract one another with low moans and then move through areas slowly in search of the living. Contrary to popular folklore, the Mindless Zombie does not completely consume its victim. Rather, it kills in an attempt to spread undeath.

The latent background magic of Malifaux appears to cause this behavior, and is easily overridden by the presence of a necromancer who can keep the mindless undead compliant with little effort. This is part of what makes the Resurrectionist threat so dangerous, as the masters of undeath would have a near infinite army at their disposal, should the plague go unchecked by the Guild's Death Marshals.

The largest ever recorded group of Mindless Zombies was defeated only a few months ago. Nearly a hundred undead marched on the Hanging Tree and were defeated only after the timely arrival of Von Schill, the Castalan Company, and a posse of Death Marshals that was out on assignment. The necromancer responsible has yet to be brought to justice, but this unnamed heretic's bounty grows.

Creating Mindless Zombies

While four distinct types of undead are presented here, any living human can become an undead when they die. To turn a character into a mindless zombie, follow these rules:

- The character's Intellect immediately become -5 and he loses any Intellect based skills. The character then subtracts 5 points from his Charm and Cunning, to a minimum of -5.
- The character gains Pugilism (1) and Toughness (1) if he did not have a higher rating.
- The character loses the Living Characteristic and gains the Undead Characteristic.
- The character gains the Gnashing Bite attack (see Mindless Zombie entry). The AV of the Attack is based on the creature's Pugilism and Might.

Canine Remains (Minion)

Minion, Undead, Beast, Hound

Might	*Grace*	*Speed*	*Resilience*
1	0	2	0
Charm	*Intellect*	*Cunning*	*Tenacity*
-5	-5	-1	3

Defense	*Walk*	*Height*	*Initiative*
5 (10)	6	1	3 (8)
Willpower	*Charge*	*Wounds*	
5 (10)	6	4	

Skills: Notice (2), Pugilism (3), Track (3✗)

Talents: Hard to Wound

Hunting Dogs: Enemy characters suffer -1 Df while engaged with this character.

(1) Teeth & Claws (Pugilism)
AV:4✗ (9) Rg: /// 1 Resist: Df
Target suffers 1/3/4 damage.

✗ *Infect*: After this Attack succeeds, the target gains the Poison +1 Condition once for each ✗ in the final total.

✗✗ *Rabies*: After this Attack succeeds, the target gains the following Condition for the remainder of the Dramatic Time: "*Rabid*: This character counts as a Beast and suffers -1 Wp."

Mindless Zombie (Peon)

Peon, Undead

Might	*Grace*	*Speed*	*Resilience*
1	-3	-3	0
Charm	*Intellect*	*Cunning*	*Tenacity*
-5	-5	-2	3

Defense	*Walk*	*Height*	*Initiative*
2 (5)	4	2	3 (10)
Willpower	*Charge*	*Wounds*	
5 (8)	-	3	

Skills: Pugilism (2)

Shambling: This character gains the Slow Condition at the beginning of its turn.

Walking Dead: Friendly characters may treat this character as a corpse for the purposes of their Actions.

(1) Gnashing Bite (Pugilism)
AV: 3 (6) Rg: /// 1 Resist: Df
Target suffers 1/1/3 damage.

✗ *Contagion*: If this Attack kills a model, it rises as a Mindless Zombie at the beginning of its next turn.



Rotten Belles

The Red Chapel Killer is known for raising his victims to follow him in unlife, creating a gruesome harem. This habit makes knowing the number of his victims impossible. Many times, these women were working in one of Malifaux's many brothels and few notice that they are missing. When near Seamus, they will obey his commands without question, but when he inevitably grows bored with them, they must find ways to fend for themselves on the dark streets that they once walked with impunity.

Often killed and raised in groups, the belles tend to hunt in packs, using habits ingrained from their lives to aid them in undeath. There have been reports of belles lurking outside of alleyways late at night, using the cover of darkness to hide their undead state until a man is close enough that the rest of the pack can pounce on him. Such fools are often found days later, their bodies torn by nails and riddled with bite marks. A few have been found with scratches covering their eyes – wounds which seem to have been self-inflicted. Not strictly nocturnal, some belles have been seen during the day, but it is much harder to pass as living women when the sun is shining.

Though they are free to leave the city limits, the belles tend to remain where they were left, searching a small radius until they come across an abandoned home or basement where they can avoid the ever vigilant eyes of the Guild. Though they have no need of sleep nor any desire to practice the trade they had in life, there does seem to be a nesting instinct that remains. Each belle will use whatever materials she can find to create a bed of sorts, though they are often little more than old copies of The Malifaux Record piled together. Human and animal bones can be found mixed among their personal effects, though it is unknown whether these are trophies or simply their most recent meal. No belle captured "alive" has retained the use of her voice: even if she was able to understand the question well enough to answer.

A typical group of belles needs to capture a victim every few days to stay alive, but if their homes are Breached, they will attack the intruders rather than retreat. Though they lack in physical strength, they have been known to use their burlesque abilities to hold an intruder shocked to stillness as he watches the strap of a torn dress slip lower and lower to reveal the undead bosom below.

Punk Zombies

Not all undead are created equal. Any Resurrectionist worth his salt can raise a zombie with enough of its mind intact to perform at some fraction of its living capacity. Any corpse who in life had shown skill with either gun or sword becomes a valuable asset in death, minor battles have been waged over which Resurrectionist has the claim to them. The arrival of the Ten Thunders in Malifaux created a new standard by which other undead were to be judged. No longer were leaders forced to endure the shambling of fools or the indelicate claws and bites that was in any creature's arsenal. These zombies were armed and, more importantly, maintained remnants of their martial training.

Punk zombies carry much of their living grace with them into undeath, wielding swords with more ease than many. Though they lack the cunning of their living counterparts, they have gained fearlessness and lost the ability to feel pain, making them even more dangerous.

When they are without leader, they work alone or in small groups, striking out at the unwary traveler when he turns a protected corner. Their victims fall quickly, usually without a chance to raise an alarm. Rarely are they left whole after an attack – arms and legs are easier to consume when they have been removed and they are easier to carry back to whatever niche the zombie calls home. Often little more than a protected roof or abandoned chimney, these homes serve only to hide them from prying eyes during the day. There is little effort made to find a more spacious or comfortable home and even less effort made to personalize it. Small piles of meat and bone are all that decorate even the most lavish corner and these are never more than a few days old.

Though they have the ability to ravage entire sections of town, they tend to lay low and attack only when they require nourishment. Whether this is due to some lingering sense of honor or simply a mark of intelligence greater than average is unknown, but it turns these zombies into the material for nightmares. Parents in Malifaux whisper tales of girls and boys who sneak out at night, never to return from their secret tryst... "All they found was her hand...."

Rotten Belle (Minion)

Minion, Undead, Belle

Might	*Grace*	*Speed*	*Resilience*
1	2	2	3
Charm	*Intellect*	*Cunning*	*Tenacity*
2	-3	1	0

Defense	*Walk*	*Height*	*Initiative*
4 (9)	5	2	3 (8)
Willpower	*Charge*	*Wounds*	
4 (9)	6	8	

Skills: Bewitch (3✗), Deceive (1), Necromancy (3), Notice (2), Pugilism (4), Scrutiny (1), Toughness (1)

Talents: Hard to Wound

Pounce: When an enemy character ends a move within this character's engagement range that is not part of a Walk or Charge Action, this character may immediately take a (1) AP melee attack action against the character without spending AP.

(1) Teeth and Nails (Pugilism)

AV: 5 (10) Rg: /// 1 Resist: Df

Target suffers 1/3/4 damage.

✗ *Embrace*: After this Attack succeeds, the target gains the following Condition until the start of this characters next turn: "*Embrace*: This character cannot declare Walk Actions while engaged."

(1) Lure (Necromancy)

AV: 8✗ (13) Rg: 18 Resist: Wp

Move target character its Walk. The target must end the move as close to this character as possible.

✗✗ *She doesn't look that dead to me...*: After this Attack succeeds, the target must discard a card if able.

(1) Undress (Bewitch)

AV: 5✗ (10) Rg: 12 Resist: Wp

The target gains the Slow Condition.

Punk Zombie (Minion)

Minion, Undead, Horror

Might	*Grace*	*Speed*	*Resilience*
2	2	1	0
Charm	*Intellect*	*Cunning*	*Tenacity*
-5	-3	0	3

Defense	*Walk*	*Height*	*Initiative*
5 (11)	4	2	3 (10)
Willpower	*Charge*	*Wounds*	
5 (13)	6	7	

Skills: Athletics (2), Centering (3), Evade (3), Intimidate (2), Melee (3), Toughness (1)

Talents: Hard to Kill, Unimpeded

(1) Katana

AV: 8 (12) Rg: /// 2 Resist: Df

Target suffers 2/4/5 damage.

(1) Slice & Dice

AV: 5 (11) Rg: /// 3 Resist: Df

All characters within 3 yards must succeed on a TN 13 Defense duel or suffer 3 damage.

(2) Flurry (Talent)

The character may discard a Twist Card to take three 1 AP attack actions with a Close Combat weapon against a single target.



Bayou Born

There are a lot of critters out in the Bayou, most of them Gremlins, or at least Gremlin related. There are, however, other native threats that make the Bayou one of the most dangerous places in Malifaux.

Bayou Gremlin

To the Southeast of the city proper is the bayou. Many creatures call this place their home, but the most intelligent are the Gremlins. They are small, wily creatures who live in groups along the edge of the swamps. They are highly influential and attempt to mimic the human colonies that live round them. This had led to some odd quirks among Gremlinkind. Among Som'er Teeth Jones's crew, they believe that the Gremlin with the bigger hat is the leader, while Ophelia LaCroix has trained each of her Gremlins to mimic members of the Ortega family.

One of the ways in which Gremlins have been most influenced in their use of moonshine. A Gremlin can be convinced to fight through mortal wounds for a small sip of the grainy booze which comes from the myriad of stills set up in every goblin camp. A more dangerous imitation is in their use of guns. Though restricted to those that can be found or stolen from nearby humans, the Gremlins have failed to adopt the training regime that usually comes with firearms, making them as likely to hit themselves as their enemies.

Small and wiry, most Gremlins are bright green in color and no larger than a human child. Their eyes are oversized for their faces which are typically scrunched together. Uneven teeth spill from their bulging lips, which makes it hard for them to talk to anyone but themselves. Alone, they could be easily overpowered, but it is rare for Gremlins to travel without several companions, and their numbers become their greatest weapons.

For being so ugly, they are surprisingly fertile. Gremlins give birth in litters of twenty or more. Only their sheer stupidity and the sweet taste of their flesh has kept them from overrunning the Bayou and, from there, the rest of Malifaux.

Piglet

Even as babies, the pigs of the bayou are ugly. Their faces already show the wrinkles they will wear as adults, folded around the tiniest nubs of tusks rising from their sloppy mouths. With skin that is brown or pink, they can blend into the background of the bayou, undetectable except for their terrible stench, which rises off them even over the other putrid scents of the swampland. Baby pigs are also notorious squealers, making ear-piercing, human-like screams which can echo up to half a mile away through the murky swamps. These sounds will make any lactating mother pig come running, usually right through anything that happens to be in her way.

The Gremlins of the bayou have trained some of the pigs to search out truffles or even to attack along side them in battle. Their command is treacherous and liable to be broken with little notice – baby pigs are more distract-able and even worse at listening to commands than their parents. Without a clear command, the piglet may make wild pig charges at friend and foe alike until it has been calmed.

When they are not being forced into use by Gremlins, piglets enjoy wallowing in the shallow waters of the bayou and eating anything that happens to pass by: refuse from human colonies, Gremlins who've wandered too close, the discarded bodies of Resurrectionist experiments. There is no more complete method of body disposal in all of Malifaux than to drop a corpse into the Bayou near known pig territory. Anything left near their feeding grounds is quickly consumed, leaving little clue as to what it was originally.

Piglets do not have the strength of their parents, but when they are charging, their small teeth can still hurt. The teeth will eventually be ground down into dull points, but until then, there is a sharp edge to them that will cut through flesh straight through to bone. Their skin is tough, but they are not indentured to pain. If attacked, they are as likely to stand their ground as flee at the first wound they take.

Bayou Gremlin (Minion)

Minion, Living, Gremlin

Might	*Grace*	*Speed*	*Resilience*
-1	3	2	0
Charm	*Intellect*	*Cunning*	*Tenacity*
-3	1	3	2
Defense	*Walk*	*Height*	*Initiative*
5 (10)	5	1	5 (10)
Willpower	*Charge*	*Wounds*	
4 (9)	7	4	

Skills: Evade (3), Lock Picking (1), Long Arms (1), Melee (1), Navigate (1), Notice (3), Pick Pocket (2), Stealth (4), Track (3), Wilderness (4)

Talents: Unimpeded

Drunk: At the beginning of this character's turn he may suffer 2 damage to generate 1 additional general AP.

Df (🐱) High Pitched Squeel: After resolving an enemy melee attack action against this character, this character moves 4 yards away from his attacker.

(1) Banjo Bash
AV: 4 (9) Rg: 1 Resist: Df
Target suffers 1/2/3 damage.

(1) Boomstick (Long Arms)
AV: 4 (9) Rg: 12 Resist: Df
Target suffers 1/2/3 damage. This character must declare a trigger if able.

- *Dumb Luck:* Instead of its normal damage this attack deals 2/4/6 damage to the target and this character suffers damage equal to half of the amount the target suffers.
- *Whoops, Ricochet:* After resolving, the closest other Friendly character within 12 yards and line of sight suffers 1 damage.
- *What if... more powder?:* This attack deals 1/2/3 damage instead of normal damage.
- *I got 'im, Pa!:* After succeeding, move this character 3 yards toward the target.

Piglet (Minion)

Minion, Living, Beast, Pig

Might	*Grace*	*Speed*	*Resilience*
3	0	0	2
Charm	*Intellect*	*Cunning*	*Tenacity*
-3	-2	-3	1
Defense	*Walk*	*Height*	*Initiative*
6 (11)	4	1	4 (9)
Willpower	*Charge*	*Wounds*	
3 (8)	8	5	

Skills: Evade (4), Melee (1), Navigation (3), Notice (1), Pugilism (1), Toughness (2), Wilderness (4)

Pigcharge: This character perform the (2) charge action as (1) action. Whenever this character is not engaged or within 2 yards of a friendly Gremlin, this character must use its actions to charge if able.

Small Target: Attack actions that target this character suffer .

(1) Gore
AV: 4 (9) Rg: 1 Resist: Df
Target suffers 1/2/3 damage. This character must declare a trigger if able.

- *Stampede*: After damaging, this character suffers 1 damage and must charge the closest non-pig target with which it is not engaged. This charge may be made while engaged. This character may only declare this trigger once per turn.
- *Eat Anything*: After damaging this character heals 1/2/3 damage.
- *Grab on*: After damaging, the target gains the slow condition. This character's turn ends.
- *Bowled Over*: After succeeding, move the target 4 yards with this character.

(1) Trample
AV: 4 (9) Rg: 1 Resist: Df
Target suffers 2/3/6 damage.

Hog Whisperer

As with every society, some Gremlins are better at certain things than others. Hog whisperers are known for their ability to train the war pigs that the Gremlins use in combat. They insist that the secret in training pigs is picking out the right pig sticker – the large branch that they use to hit the pigs when training them. Outsiders have postulated that it has nothing to do with the stick and everything to do with the similarity of the Gremlin tongue to the squeals of the pigs. Listening to a training session, it is hard to tell where the voice of the Gremlin ends and where the oinking of the War Pig begins. Being hit by a good pigsticker causes very little damage to those who are not pigs themselves, but draws a loud squeal from each swine it touches.

Whatever the reason, the skill of these Gremlins is undeniable. He can calm a stampede of pigs with a single word or draw the attention of all nearby pigs, making them run towards him like obedient dogs. Hog Whisperers can encourage pigs to keep fighting through near mortal injuries or he can keep them calm as he slices them up for food. The extent of control that a Hog Whisperer has over his charges can leave some more intelligent species speechless. The rate of death among Hog Whisperers is surprisingly low when compared to death rates of Gremlins in other jobs around the bayou. It is both the hardest and one of the safest jobs a Gremlin can perform. Even rates of murder are lower for Hog Whisperers than any other job, probably due to them being surrounded by deadly War Pigs who are ready to stampede at the drop of a hat (large or small).

Despite the disagreement over the effectiveness of the pigstickers, many Hog Whisperers can do the impossible. By moving their stickers in a certain way and saying certain arcane words they have shared among themselves, they can change the very nature of the pigs, allowing them to bulge up with gas, sprout wings, and fly.

War Pig

Comparing the Bayou Warpigs to Earthside sows will lead to dangerous misunderstandings. Both male and female Malifaux pigs sport heavy tusks and a thick mane of course hair down their backs, more similar to a horse than any other swine. Their faces are full of ugly wrinkles, which fold over until they hood their close-set, beady eyes. Where their young will use their sharp teeth against an enemy, the adult pigs have grown into the weapons they were born with. They will duck their heads and gore their opponents with their tusks, leaving them eviscerated. Intestines are a treat for the full grown war pig and sometimes the only chance to strike at one is to let your friend's organs distract her while you take aim.

It's been said that pigs never stop growing. They'll get larger and larger as long as they have something to eat. Since they can eat just about anything, this isn't really an issue for them. Many pigs in the bayou are as large or larger than a normal human being. Trained by skilled Hog Whisperers, some War Pigs will allow a Gremlin to ride upon their back, carting them into battle. Even skilled Hog Whisperers cannot always prevent a stubborn pig from throwing a rider from her back, usually into enemy lines.

Pigs and Gremlins have been enemies since they both arrived at the Bayou, so maintaining control over a full grown Warpig is a tentative thing. There are few full grown pigs who have not tasted the sweetness of fresh Gremlin blood and they will quickly turn on their 'owners' for another little nibble of that succulent treat.



Hog Whisperer (Minion)

Minion, Living, Gremlin

Might	*Grace*	*Speed*	*Resilience*
1	2	2	1
Charm	*Intellect*	*Cunning*	*Tenacity*
-1	0	3	2

Defense	*Walk*	*Height*	*Initiative*
4 (9)	5	1	5 (9)
Willpower	*Charge*	*Wound*	
4 (9)	8	5	

Skills: Evade (3), Heavy Melee (2), Husbandry (5), Labor (1), Navigate (1), Notice (3), Teach (1), Track (3), Toughness (1), Wilderness (4)

Talents: Unimpeded

Pork Whisper'n: Friendly pig models activating within 8 yards are not required to charge as part of the Pigcharge ability.

Tipsy: At the beginning of this character's turn he may suffer 1 damage to generate 1 additional general AP.

Df (🐷) High Pitched Squeel: After resolving an enemy melee attack action against this character, this character moves 4 yards away from his attacker.

(1) Pig Sticker (Heavy Melee)

AV: 3 (8) Rg: /// 2 Resist: Defense

Target suffers 1/2/4 damage.

Dumb Luck: Instead of its normal damage this attack deal 2/4/8 damage to the target and this character suffers damage equal to half of the amount the target suffers.

(1) "Stik'm!" (Husbandry)

AV: 5🐷 (5🐷) TN: 5🐷 Rg: 2 Resist: -

Target pig suffers 3 damage and gains the reactivate condition.

War Pig (Minion)

Minion, Living, Guardsman

Might	*Grace*	*Speed*	*Resilience*
4	-1	2	4
Charm	*Intellect*	*Cunning*	*Tenacity*
-3	-3	-3	2

Defense	*Walk*	*Height*	*Initiative*
5 (10)	5	3	3 (8)
Willpower	*Charge*	*Wounds*	
4 (9)	8	12	

Skills: Evade (3), Melee (2), Navigation (3), Notice (1), Pugilism (2), Toughness (5), Wilderness (4)

Pigcharge: This character perform the (2) charge action as (1) action. Whenever this character is not engaged or within 2 yards of a friendly Gremlin, this character must use its actions to charge if able.

Eat Your Fill: After killing a character this character can end its turn to heal all damage it has suffered.

(1) Tusks

AV: 6 (11) Rg: /// 1 Resist: Df

Target suffers 2/4/6 damage. This character must declare a trigger if able.

Stampede: After damaging, this character suffers 1 damage and must charge the closest non-pig target which it is not engaged with. This charge may be made while engaged. This character may only declare this trigger once per turn.

Eat Anything: After damaging this character heals 1/2/3 damage.

Grab on: After damaging, the target gains the slow condition. This character's turn ends.

Bowled Over: After succeeding, move the target 4 yards with this character.

(1) Enraged Trample

AV: 6 (11) Rg: /// 1 Resist: Df

Target suffers 4/5/6 damage.

Stuffed Piglet

Being a stuffed piglet is not easy. It is nothing like being any other kind of stuffed animal. Gremlin Taxidermists seem to have missed the idea that taxidermy applies mainly to dead animals. Instead, budding experts will stuff these poor creatures full of explosives while they are still alive. The only way to get a piglet to hold still is under the direction of a Hog Whisperer. Otherwise the piglets would turn on a Gremlin well before he got close with a stick of dynamite. Once they are fully stuffed, these piglets are released to run at the enemy. Some overzealous Taxidermists will so overload a piglet with 'boomies' that the swine will need to be rolled or tossed to its final destination.

Pigs by nature are gassy creatures. When they are stuffed so full of explosives that they can barely move, that gas tends to build up and up and up. Eventually there is so much gas within the piglet's belly that they can rise up off the ground as they move, creating terrifying bundles of floating bombs. Piglets don't often have control over their destination whether in the air or on the ground, but the squeals of terror as piglets bounce through the air can make even the most stalwart enemy cringe.

Some piglets are so uncomfortable being stuffed that they aggravate the explosives without the consent of the Taxidermist, exploding themselves without warning – sometimes in the middle of Gremlin lines. Hog Whisperers do their best to warn a Taxidermist when he is using too much explosive, but, caught up in their art, many Gremlins do not listen.

One of the piglet's most dangerous uses was discovered once the Pigapult was built. One of the taxidermists, hoping to get a bit more moonshine from Ophelia, handed the operator a stuffed piglet instead of a regular, unburdened one, and a new weapon was born. Since that day, the amount of piglets running around the Bayou has been severely reduced, allowing the Gremlin population to flourish.

Slop Hauler

Someone has to feed the pigs and the job is highly sought after. Slop Haulers have the chance to pick out the tastiest morsels for themselves before throwing it out to their domesticated pigs. Though highly valued, it is a dangerous job. Gremlin flesh is delicious, especially covered in the sweet remains of whatever the hauler has been able to pull together for dinner that night. To keep his job, the Slop Hauler must be able to launch the slop over the pen before the pigs rush and overwhelm him. More than one Gremlin camp has been destroyed by poor slop hauler technique – usually at the cost of the Slop Hauler's life as well.

Many times, if a Slop Hauler has managed to avoid being crushed by pigs and survived the jealousy of the other Gremlins, he will become hunched over under the weight of the yoke upon which he balances buckets of feed. This can dull his reflexes, leaving him even more at risk of losing his job, especially when combined with the fact that any slop hauler will naturally grow fatter than his other companions. Eating the best food comes with a price, and, while they must keep their dexterity, other physical prowess is not a requirement for most Haulers.

Though many are tempted to underestimate their usefulness in combat, the Slop Haulers can be a surprisingly useful addition. A well-thrown bucket of slop can lure pigs and Gremlins alike into a frothy rage to get just a few bites of the food that would have otherwise been wasted. By controlling his allies in this way, the Slop Hauler becomes a de facto mini-general, deciding for himself who the biggest threat is. Many Haulers use this ability to send a particularly nasty rival lunging to his doom, for while the slop will entice allies to attack, being covered in the rotten feed is no pleasant experience and can drive an enemy into a similar rage, creating more danger for the allies has had just committed to the fight.

Stuffed Piglet (Peon)

Peon, Living, Beast, Pig

Might	*Grace*	*Speed*	*Resilience*
1	0	2	0
Charm	*Intellect*	*Cunning*	*Tenacity*
-3	-2	-3	2

Defense	*Walk*	*Height*	*Initiative*
4 (7)	5	1	3 (6)
Willpower	*Charge*	*Wounds*	
4 (7)	6	4	

Skills: Navigation (1), Notice (1), Pugilism (1), Track (1), Wilderness (4)

Talents: Hard to Wound

It Goes Pop!: This character may take the Bacon Bomb Action immediately before it is killed.

Impulsive: At the beginning of this character's turn he may suffer 1 damage to generate 1 additional general AP.

(1) Ram

AV: 2 (5) Rg: /// 1 Resist: Df

Target suffers 1/2/3 damage. This Attack must declare a Trigger if able. When this action is used with a Charge Action, add 1 to the Final Duel Total for each yard moved before the attack.

- *Too Hard*: After damaging, this character suffers 1 damage.

(1) Bacon Bomb

Flip a card (which cannot be cheated) and apply the following effect depending on the suit of the card. This character is killed after completing this action.

- All characters within 2 yards suffer 3 damage.
- All characters within 1 yard suffer 4 damage.
- All characters within 3 yards suffer 2 damage.
- All characters within 4 yards suffer 1 damage.

Either Joker: All characters within 3 yards suffer 3 damage and are moved 3 yards away from this character.

Slop Hauler (Minion)

Minion, Living, Gremlin

Might	*Grace*	*Speed*	*Resilience*
3	-2	0	0
Charm	*Intellect*	*Cunning*	*Tenacity*
-3	0	3	3

Defense	*Walk*	*Height*	*Initiative*
5 (10)	4	1	1 (6)
Willpower	*Charge*	*Wounds*	
5 (10)	8	5	

Skills: Evade (3), Heavy Melee (2), Husbandry (1), Labor (3), Notice (1), Thrown Weapons (2), Toughness (1), Wilderness (3)

Tipsy: At the beginning of this character's turn he may suffer 1 damage to generate 1 additional general AP.

Df ( ) High Pitched Squeel: After resolving an enemy melee attack action against this character, this character moves 4 yards away from his attacker.

(1) Slop Bucket (Heavy Melee)

AV: 5 (10) Rg: /// 1 Resist: Df

Target suffers 2/3/3 damage and gains the following condition until the beginning of its next turn "*Appetizing:* This character's Defense is reduced by 4, ignore all bonuses to this character's Defense."

(1) Tossed Slop (Heavy Melee)

AV: 5 (10) Rg: 8 Resist: Df

Target suffers 1/2/3/3 damage and gains the following condition until the beginning of its next turn: "*Appetizing:* This character's defense is reduced by 4, ignore all bonuses to this character's Defense."

- *Spread it Around*: After succeeding, all characters damaged by this attack gain the Appetizing condition.

(2) Feed Piggies

Up to 4 friendly pigs or Gremlins within 3 yards may perform a 1/2/3 healing flip.

Gupp

Little baby Silurids. They have just hatched from an egg and consumed the corpse they were born in, along with some of their own siblings. Even as a child, they have tough skin which will only grow tougher as they age. Though their claws are barely formed, they have already started to produce enough poison to harm an adult human, though they need to work harder to penetrate even that soft flesh.

When engaged with an enemy, they can let out a wail which triggers the protective instincts of all Silurid in the area. Male Silurids will leap in to defend the crying creature, moved by nothing more than their genetic predisposition towards protecting the young. The Bayou is not an easy place to grow up, and it takes an entire clan to raise a Gupp to be a valuable member of Silurid society. Gupps have an equal chance to die before they reach land as to live through the birthing and first meal. Once on land, those odds do not get much better. While they are in their natal pool, they can dig down into the mud and get a bit of extra protection, but the Spawn Mother soon kicks them out, forcing them to try to make their own way in the world and rely on the protection of his father and uncles. This cruel step is important for the survival of the race. If young Silurids do not learn how to defend themselves, they will become easy targets for any trespassers to their lands. Having no young in the pool will also allow the spawn mother to fend for herself, allowing her to regain her energy that she might be able to produce another batch of little Gupps.

Unlike adults, Gupps have not learned how to change the color of their skin to better fit in with the surrounding fauna, though within an hour of their birth, their tiny legs are capable of leaps nearly as impressive as the other adults. A thick vestigial tail tends to get in the way, but if they can overcome this handicap, they have been seen to jump as high as twice their height. At some point as they grow, they will either grow into the tail or it will fall off. The precise growth cycles of Silurid youth have never been studied in any depth. Adult Silurids object strongly to anyone being near the youngest generation.

Silurid

Silurids are the most dangerous creatures you will never see in the bayou swamps. Amphibious, they have fins along their back and webbed hands and feet to grant them bursts of speed while swimming. Typically green, they can shift their colors at will to better blend in with their environments, making them expert hunters. Their bodies are smooth and slippery, allowing them to not only speed through the water with ease, but also to slide past various plants and fauna with barely a sound. Masters of their domain, Silurids can move silently enough that even those blessed with supernatural hearing barely have a clue that they are near until the Silurid is attacking them.

Before the Breach was opened, they rested in the deepest parts of the Bayou, content to emerge only at the beck and call of distant stars, but with the new human invasion they have ventured out, watching the City very closely. It is difficult for them to survive on land without a ready source of water and a Silurid left out to dry will die very quickly. If another Silurid is with him, they can feed off each other and remain alive for longer than alone, but no Silurid is ever healthy if he does not have a pool to nest in at night. Those who keep an eye on the City have found a home in the old sewage systems which have been disconnected from the rebuilt areas. Though the cleanliness and temperature of the water leaves them wanting, male Silurids can survive, though a Spawn Mother would not be able to lay her eggs in such sub-par pools.

Though they are animalistic in appearance, they are smarter than many humans and most Gremlins. They move quickly, striking from cover and hitting an enemy several times before retreating back into the hole they came out of. These movements are often too fast to follow and any attempt to track the creatures back to their homes often proves futile. They will recognize that they are being followed and strike out again as soon as their hunter gets close enough.

Gupp (Minion)

Minion, Living, Beast, Swampfiend

Might	*Grace*	*Speed*	*Resilience*
-1	3	0	-3
Charm	*Intellect*	*Cunning*	*Tenacity*
-5	-2	3	2

Defense	*Walk*	*Height*	*Initiative*
5 (10)	4	1	1 (6)
Willpower	*Charge*	*Wounds*	
4 (9)	4	4	

Skills: Athletics (2), Evade (3), Melee (1), Notice (1), Stealth (1), Track (1), Wilderness (1)

Silent: Characters cannot ignore cover when targeting this character.

Perfect Camouflage: Attacks generated by the Charge Action and shooting actions receive ⊟ while targeting this character if this character has not yet activated during Dramatic Time.

(1) Useless Talons

AV: 4 (9) Rg: /// 1 Resist: Df

Target suffers 1/2/3 damage.

- *Bite*: After damaging, the target receives the Poison (1) Condition.
- *Adulthood*: After killing the target, this character becomes a Silurid. Any damage and Conditions remain.

(0) Leap (Athletics)

AV: 1 (6) TN: 5 Rg: 4 Resist: -

This character immediately moves up to its Charge.

(0) Juvenile's Wail

Until the end of the turn of this Dramatic Time, if this character is killed, all Swampfiends within 6 yards gain the following Condition until the end of the Dramatic Time: "*Protect the Nest*: This character deals +2 damage with all close combat Actions."

Silurid (Minion)

Minion, Living, Beast, Swampfiend

Might	*Grace*	*Speed*	*Resilience*
2	2	2	2
Charm	*Intellect*	*Cunning*	*Tenacity*
-3	-2	1	2

Defense	*Walk*	*Height*	*Initiative*
5 (10)	5	2	1 (6)
Willpower	*Charge*	*Wounds*	
4 (9)	7	6	

Skills: Acrobatics (2), Athletics (3), Melee (3), Navigation (2), Stealth (4), Toughness (1), Track (2), Wilderness (3)

Talents: Unimpeded

Silent: Characters cannot ignore cover when targeting this character.

Perfect Camouflage: Attacks generated by the Charge Action and shooting actions receive ⊟ while targeting this character if this character has not yet activated during Dramatic Time.

(1) Talons

AV: 5 (10) Rg: /// 1 Resist: Df

Target suffers 1/3/4 damage.

- *Bite*: After damaging, target receives Poison (1) condition.
- *Blood Frenzy*: After damaging, take this action against the same target.

(0) Leap (Athletics)

AV: 5 (10) TN: 10 Rg: 8 Resist: -

This character immediately moves up to its Charge.

Spawn Mother

A creature rarely seen outside the protection of the Bayou, the Spawn Mother is the source of all Silurid reproduction. Life for a Silurid starts off in a calm pool carefully chosen by the Mother. Once she has found the perfect spot, the male Silurids are sent forth to gather corpses which will warm the eggs and feed the Gupps when they hatch.

Though she lays eggs, the Mother remains in the pool where her young hatch, watching over them until they are grown enough to take care of themselves. Should she see one of her children be threatened, there is nothing in the world that can stop her from digging her thick talons into the offender. Female spawns are protected much more strongly, as there is only one female Silurid born for every ten of her brothers and it is they who are responsible for propagating their legacy.

Where male Silurids are lean, the spawn mother is much shorter and fatter. Her mouth opens wide, revealing dozens of knife-sharp teeth which she uses both in defense of her children and in tearing off large chunks of rotting flesh for them if they should devour their natal corpses and still be left wanting. Though the males of the species are around to protect her, she can blend into her environment like her more mobile brothers and uncles. When pressed into a fight, she prefers to spit at enemies from afar rather than allow them to close in where they can threaten the newest members of her family. While getting hit with a Spawn Mother's slime does not initially seem like a big deal, the poison within the spit itself is what will eventually kill you.

Spawn Mothers have an ethereal connection to the weather, allowing her to call down the rain and keep those children who have wandered from the pool wet, that they might gain a bit more time to grow before they dry up or are forced to return to her protection. Every mother wants to see her children grow up and leave the nest, especially since it is not until they young ones leave that the Spawn Mother will be able to have a meal for herself again. Birthing tends to leave a Spawn Mother weak and hungry. Though she is surrounded by food, she will not take even the smallest bite from her children, preferring that she die there where her corpse might allow them to grow strong rather than leave them unprotected.

Waldgeist

Many Neverborn represent the worst nightmares of humans. The Waldgeist, however, acts in defense of their homeland, seeking to preserve the forests of Malifaux against human intruders. They are the physical manifestation of the forests: their bodies are built from the fallen leaves and branches, though some of the more powerful versions have been formed out of trees who were still alive, but given up in sacrifice in order to protect their comrades. Typically, their bodies are made from the plants and fauna while hard wood provides their appendages. They grow dangerous wooden spikes along their backs and at the end of their arms, the branches fork, creating dangerous claws that can restrain or cause damage as the situation demands.

Nearly invisible within the cover of a forest, an enemy could pass right by them without a clue that they were there. Despite this, they do not need to be physically close to an intruder to attack. Anyone standing near a forest is at risk, for the Waldgeist can control the very trees themselves, ordering them to reach out with their branching hands and attack. Occasionally, the forest will be called upon to restrain an intruder so that he may serve a greater justice than simple death. What sort of justice the defenders of forests and trees demand is a question no one alive knows the answer to.



Spawn Mother (Henchman)

Henchman, Living, Beast, Swampfiend

Might	*Grace*	*Speed*	*Resilience*
4	1	2	3
Charm	*Intellect*	*Cunning*	*Tenacity*
-3	0	1	

Defense	*Walk*	*Height*	*Initiative*
5 (14)	5	3	3 (12)
Willpower	*Charge*	*Wounds*	
4 (13)	6	8	

Skills: Evade (3), Melee (2), Navigation (2), Notice (1), Stealth (1), Toughness (2), Wilderness (4)

A Mother's Rage: After a friendly Swampfiend character within 6 yards is killed by an enemy character, this character may take a Charge Action targeting the enemy character if it is within range and can see it.

Perfect Camouflage: Attacks generated by the Charge Action and shooting actions receive ⊟ while targeting this character if this character has not yet activated during Dramatic Time.

(1) Menacing Talons

AV: 6 (15) Rg: /// 2 Resist: Df

Target suffers 2/3/5 damage.

🐺 *Bite*: After damaging, the target receives the Poison (1) Condition.

(0) Lay Egg (Wilderness)

AV: 6 (15) TN: 12 Rg: 6 Resist: -

This character lays an egg within 1 yard of a corpse in range. A character may destroy the egg by passing a TN 10 Close Combat challenge. The eggs hatch into Gupps when this character dies.

(0) Nesting Pool (Wilderness)

AV: 6 (15) TN: 12 Rg: 4 Resist: -

Until the end of this character's next turn of Dramatic Time, Swampfiend characters which begin their Activation within 4 yards of this character heal 2 damage.

Waldgeist (Minion)

Minion, Living, Beast, Swampfiend

Might	*Grace*	*Speed*	*Resilience*
4	3	2	3
Charm	*Intellect*	*Cunning*	*Tenacity*
-2	0	3	3

Defense	*Walk*	*Height*	*Initiative*
5 (10)	4	2	6 (11)
Willpower	*Charge*	*Wounds*	
5 (10)	6	7	

Skills: Enchanting (4), Navigation (4), Notice (3), Toughness (1), Track (3), Wilderness (5)

Talents: Unimpeded

Bark Skin: Reduce all damage suffered by this character by 2, to a minimum of 1.

Perfect Camouflage: Attacks generated by the Charge Action and shooting actions receive ⊟ while targeting this character if this character has not yet activated during Dramatic Time.

(1) Tangling Roots (Enchanting)

AV: 7🐺 (12🐺) Rg: /// 2 Resist: Df

Target suffers 2/3/4 damage. While this character is within 1 yard of severe terrain, increase the range of this attack to /// 4.

🐺🐺 *Entangle*: After damaging, the target receives the slow condition.

🐺📖 *Entrench*: After damaging, the target gains the following condition until the end of his next Turn during this Dramatic Time: "*Rooted*: This character may not take a movement action. If this character is moved by an effect, it takes 3 damage and loses this condition."

(2) Nature's Boon (Enchanting)

AV: 7🐺 (12🐺) TN: 12🐺 Rg: 8 Resist: -

This character creates a small area of severe terrain that extends 8 yards out from its location.


Bayou Gremlin


Piglet


Hog Whisperer



Spawn Mother



Silurid



ADVANCED PURSUITS

Where the standard Pursuits available to the Fated characters covers a variety of general archetypes, there are those with special training available only from specific groups within Malifaux. These Advanced Pursuits are more focused and also require a certain outlook on the world. A character must not only qualify for an Advanced Pursuit, but they must pledge fealty to a group that can train them, and provide them with the tools of their new trade.

Advanced Pursuits are only ever available through events in the game's narrative. The Fatemaster determines which Advanced Pursuits are available, and to whom. Many require complex initiation and training regiments, which might embroil the entire group of Fated in hijinks.

In addition, Advanced Pursuits are a way of prolonging the Campaign. By default, a campaign is designed to last about five game sessions for each Fated character (one session for each Destiny step) plus a few more game sessions as the narrative requires. However, Advanced Pursuits prolong the campaign by acting as the focus of game sessions not related to a Fated's destiny. Every Fated might not have an Advanced pursuit, and those with them might not advance all the way down the Pursuit's path It is ultimately up to the Fatemaster to determine how much these additional sessions add to his campaign, but if the group is having fun and engaged in the story, then the Advanced Pursuits are a powerful tool in the Fatemaster's arsenal.

Presented in this book are five Advanced Pursuits designed to give the Fatemaster an idea of what might be available to Fated characters. Future books will contain additional options, and the Fatemaster should feel encouraged to create new Advanced Pursuits unique to his campaign. This is especially potent in campaigns where the players are familiar with Malifaux. Shaking up the status quo with the arrival of a new power, one with its own unique assets, can be a welcome addition to a campaign.

Gaining an Advanced Pursuit

It is a fairly simple affair for a character to gain access to an Advanced Pursuit. The process should be the focus of a story, much like resolving a step of Destiny. During these stories, the Fated who is gaining the Advanced Pursuit is the focus of the story, as if one of his Destiny steps was being resolved.

During the game session, the Fated must complete the requirements noted in each Advanced Pursuit. If he is successful, then he gains the first step of the Advanced Pursuit, instead of continuing down his current Pursuit.

The character maintains a current Pursuit as normal, chosen from the non-Advanced Pursuits. This includes the Pursuit Talent. At the completion of the story, the character gains skills as if he were using the Pursuit Talent of his Current Pursuit.

Steps along an Advanced Pursuit

A Fated never chooses his Advanced Pursuit as his current Pursuit. Instead, the character takes a step along his Advanced Pursuit only when the story focuses on his Advanced Pursuit, much like his Destiny.

When a character concludes a story with a focus on his Advanced Pursuit he takes one step down the Advanced Pursuit's path, instead of his Current Pursuit. The character otherwise advances normally during the Epilogue.

Creating a Custom Advanced Pursuit

Every campaign is different, and many Fatemasters may wish to include custom Advanced Pursuits tailor made for their campaign. While those presented here are ready to be used as is, it is not unlikely that the events of the campaigns story will create opportunities for Fatemasters to make unique Advanced Pursuits available.

Advanced Pursuits have two distinct elements that a Fatemaster must consider when creating them: the requirement and the individual talents. These need not be revealed to the Fated, so it is possible for the Fatemaster to determine them as the story unfolds.

A custom Advanced Pursuit can add a lot to campaign, allowing players to interact with a group in a very personal (and mechanical) way. Joining a custom group of mercenaries who "do it their way" or studying strange and esoteric magical practices under a particularly powerful character can all be great ways to bring a custom Advanced Pursuit into a campaign.

Requirement

These could literally be anything that the Fatemaster deems appropriate. However, it should be something challenging, where the Fated has a potential to fail. Earning an Advanced Pursuit should feel like an important moment in the Fated's life, and it should not be guaranteed.

Talents

Inspiration for individual talents can easily be drawn from a variety of sources, such as Malifaux Skirmish characters, existing Advanced Pursuits, or just talents the Fatemaster feels are appropriate.

These talents may combine several abilities, however, as their power level can be greater than what standard Talents would provide. A character could be given two or more General Talents, for instance, as part of a single Advanced Pursuit step.

However, it is also perfectly acceptable to make a character wait, giving him only a standard talent (or even his choice of a General talent) at a step of an Advanced Pursuit. This is most appropriate when later levels will present a powerful option.

Death Marshal

The Guild's elite undead slaying force, the Death Marshals, do not accept just anyone into their ranks. A person must first prove that he is able to withstand the forces of undeath, both physically and mentally. Only then will The Judge offer the opportunity to join their ranks.

The Judge rarely speaks (some say never) and most of the actual training is handled by fellow Death Marshals, usually Jacquiline Jac, one of the most experienced Death Marshals serving under the Judge. Training is always held at night, from dusk until midnight, and new Death Marshals are expected to be present for training every evening for at least a month. After this time, however, Death Marshals are free to go about their daily lives (although few do). The only expectation is that the character answer summons by other Death Marshals, and that they present themselves for patrols on a set schedule (two nights a week as determined by Marshal Jac).

This training begins with simple pistol drills. Once this is mastered the Death Marshal is expected to construct his own Coffin, the materials and facilities for which are provided by the Guild. Once this task is accomplished the character's training in the Necromantic arts begins.

Rogue Death Marshals are considered a serious threat to Malifaux, and while none have ever been documented, it is likely that such an event would draw the attention of Lady Justice herself. To prevent such occurrences, each Death Marshal is required to leave a single drop of their blood with The Judge (for what purpose, only he could say for sure). It is for this reason that the Death Marshals are trusted to pursue their own agendas when not on duty (and they can even request extended leaves). Who would be foolish enough to risk the ire of Lady Justice!

Requirement

The character must slay one more undead in the presence of a Guild officer who then recommends that the Death Marshals hire the character. The undead must be "significant" in some way, and not merely mindless zombies, unless the mindless zombies have appeared in large numbers. Alternatively, the character can claim the bounty on a notable Resurrectionist to earn his recommendation to the Death Marshals.

In addition, the character may not have a Magic Theory talent other than the Thalarian Doctrine to be admitted into the ranks of the Death Marshals, as it is far too difficult to retrain someone who is already set upon an arcane path... and it is likely that anyone who attempts to fool the Death Marshals into training them anyway will be exposed as an Arcanist.

Step	Effect
1	Peacebringer
2	Coffin
3	Special Dispensation
4	Pine Box
5	Flaming Head

Peacebringer

The character is issued a custom Peacebringer Pistol with a bayonet (see pages 159 & 173 of the Fated Almanac). If the character ever loses his Peacebringer he may requisition another from the Death Marshals at no cost. Frequent loss of this weapon is highly suspect and may be cause for disciplinary action.

Coffin

The character builds the coffin he will one day be buried in. This coffin serves as a focus for his spell casting abilities as well as providing protection from necromantic effects. The character's body can never be raised as a zombie. If the character does not already have the Hard to Wound talent, then he also gains it at this time. The character may carry the coffin without any trouble, treating it as weighting only 10lbs, although its actual weight does not change.

Special Dispensation

The character gains a special version of the Thalarian Doctrine. This is identical to the Thalarian Doctrine in practice, but very different in its effect. The character is considered to always have access to the Undead Genus Immuto. In addition, he may not have a Sorcery or Prestidigitation skill above 3.

This Doctrine takes a hard toll on the spirit of the practitioner. This most often appears as sunk eyes, hair loss, and a pallid complexion. However, it is rare but not unheard of for a Death Marshal to show no outward signs of punishment. These poor souls live in a state of permanent remorse and barely contained rage. In either case, the character suffers ⊟ to all non-Intimidate Social duels as a result.

Pine Box

The characters coffin is now a potent tool in his war against the Undead. The character gains the following Manifested Power when carrying his coffin:

Pine Box

AV	AP	TN	Resist	Range
Necromancy	1	10✗	**Wp**	1yrd

The target is trapped in the box and removed from the Dramatic Time. At the beginning of the caster's turn the caster must pass an opposed Willpower Challenge or the trapped target is freed next to this character. Characters trapped in the box are freed next to this character the next time this action is used or when this character dies.

Flames of The Pit

The character learns to make even the mindless undead feel fear. In the process his head and flesh teams with phantom flame, and his head fades away to reveal his skull. The character may use this ability once every day, and its effects last for ten minutes.

Undead must succeed on a TN 12 Horror Duel to attack this character or end a movement within 2 yards of this character. The character may choose to spend a Wound when this effect ends to extend the duration of this power for an additional ten minutes.



Freikorpsmann

It is the goal of the most skilled mercenaries to one day join the elite Freikorps. Steady work, honest pay, and a sense of brotherhood are the dreams of many simple men who find themselves with a gun in their hand and a hole in their pocket. While the group only accepts the best, they are always recruiting. The group has expanded so much in recent years that there are small squads operating independently, but still owing allegiance to Von Schill, the leader of the Freikorps. Von Schill is happy to allow these groups to operate under his banner, as long as their captain reports in regularly and pays their third to the coffers.

Recruitment into the group is highly regimented, with a dozen or so hopefuls at a time being personally tested by Von Schill to ascertain whether or not their skills are up to par. If they pass Von Schill's tests they are fitted for armor and their training begins with a squad captain.

Once training is complete the character will be assigned to a squad, which is a loose outfit. Each squad has a captain, who maintains weekly communication with each of his squad members. When duty calls, the captain will call for each man (usually with a runner, but some do so personally). Not responding to a summons, or failing to check in with the captain weekly, can cause disciplinary action to be taken. A squad member must screen all jobs through his captain (who maintains a list of all current Freikorps assignments) to ensure that he is not working against another group's goals. However, if a Freikorpsmann is given permission to take the assignment, his check in schedule may be altered to allow for the specifics of the job.

A Freikorpsmann is expected to pay a third of his earnings to the company, to cover various operating costs. However, this comes with a certain security. A Freikorpsmann never looks for work long, and can often charge more than other mercenaries. Even the most destitute Freikorpsmann can find work simply by asking his captain for an unfulfilled contract to pursue.

Requirement

The character must pass a series of drills and challenges presented by Von Schill himself. These tests include:

- Spend 24 hours standing at attention: Four consecutive Toughness Duels (one for each 6 hours). The TN for each duel is as follows: 6, 8, 9, 13.
- Hit a bottle on a moving cart while another Freikorpsmann shouts obscenities in the hopefuls ear. This requires a TN 15 Pistols Duel, the character may not gain the benefits of Focus during the duel.
- Listen to the whispers of a Freikorps Librarian for one minute without breaking down into tears: TN 10 Centering Duel.

Should a character pass each of these trials, he is accepted into the Freikorps and may begin his training.

Step	Effect
1	Powder Wars Training
2	Outfitting
3	Survival Training
4	Endless Drills
5	Superior Outfitting

Weapon	Range	Damage	Capacity	Reload	Special	Cost
Clockwork Pistol	12	1/2/5	6	1 AP	Suppressing	9§
Clockwork Rifle	18	2/3/5	6	1 AP	Rifle, Suppressing	17§
Flammenwerfer	10	2/3/4	20	6 AP	Flamethrower	17§
Hunting Knife	1	1/3/4	-	-	Secret Code	2§
Freikorps Armor	-	-	-	-	Freikorps Suit	7§

Suppressing: After succeeding with this weapon, the character gains +2 Df against the target for the remainder of the turn.
Secret Code: The hunting knife has a small secret compartment in the hilt that can only be unlocked by holding the knife during a specific salute (thus moving a bearing within the hilt).
Flamethrower: Targets damaged by this attack gain the Burning +1 condition for each in the final duel total. In addition, this weapon ignores cover.
Freikorps Suit: This suit provides the user with Armor +1 and is required for some talents.

Powder Wars Training

The character is trained in tactics used during the Powder Wars. The character gains the following Action:

(0) Reference the Field Guide

This character discards a card to add the suit of the discarded card to the rest of his actions for the remainder of his turn.

In addition, the character gains the following trigger on all Ranged Combat skill duels:

- *Reposition*: This character may move up to 3 yards.

Outfitting

The character is issued the standard gear of a Freikorpsmann. This includes a Clockwork Pistol, Freikorps armor, and a hunting knife. If it is lost or destroyed the character may repurchase these items from the Freikorps for the noted amount. Frequently needing to do so, however, may draw unwanted attention from the squad's captain.

Survival Training

The character gains the Armor Training talent (maximum Armor Training 2) and Unimpeded talent if they do not already have it.

In addition, while wearing Freikorps armor the character is immune to area damage, which includes blast (🌳) damage.

Endless Drills

The character gains one of the follow Skill Specializations (choose any suit): Alchemistry, Heavy Guns, History, Melee, Pistols, Long Arms, Athletics, Toughness, Track, Wilderness.

Superior Outfitting

The character is issued his choice of a Clockwork Rifle or Flammenwerfer from the Freikorps, and may purchase these items at the noted cost.



Steamfitter

The Steamfitter is a member of the Miners and Steamfitters Union (or the M&SU). Under the leadership of Ramos (the union head) the M&SU has special dispensation to train a special type of magewright called a "Steamfitter." The abilities of the Steamfitter, however, are not well known outside of the M&SU, and they are quick to keep the full spectrum of their power unknown to the Guild.

The Guild correctly believes that the Steamfitters are mages capable of making and controlling Pneumatic constructs. The incorrectly believe, however, that every member of the Union prescribes to the Darlist theory. Indeed, Ramos and the rest of the M&SU leadership understand the value of other magical theories. Mages from almost any theory can find legitimacy and legal protection amongst their fellow spell-casters in the M&SU.

Many Steamfitters will find themselves "paying dues" more often than they think, serving the M&SU. This is seen as a duty to the fellow union members, and most members are happy to do as asked, even when the service is only quasi-legal.

The M&SU trains its own, usually through cross training. Two or more members are paired up and given an opportunity to teach each other a little bit of what they know. Other times, a tutor is simply found for an aspiring new member. Older members may be called upon to train new recruits without recompense as well.

Besides the standard Guild Scrip dues (10 Scrip per year) and the training duties, M&SU leadership may call upon the character for less savory tasks, often as a form of payment in advance for specialized training. Should a member wish to take a specific Grimoire from the archives, for instance, the M&SU might require a task above and beyond the character's legitimate duties.

Necromancy is frowned upon by the M&SU. While members certainly dabble in its practices, summoning the undead is strictly against the M&SU charter, and any member found doing so will be censured extremely strictly... a process that usually sees the person framed and left for Guild authorities to handle.

Requirement

The character must meet the following requirements in order to pass the exams needed to enter into the M&SU.

- A Magical Theory talent other than the Thalarian Doctrine or the Whisper (even the M&SU won't take that risk).
- Sorcery or Enchanting skill of at least 3.
- At least two Mastered Magia or an animated construct worth at least 50 Guild Scrip that the character built (and can animate).
- The character must pay dues of 10 Guild Scrip a year to the M&SU. Once a character is in the M&SU they are in it for life, and failure to pay one's dues has consequences... painful consequences.

Arcanist Education

The M&SU is a front for the Arcanists, a magical group of freedom fighters/terrorists (depending on who you ask) who are bucking the Guild's stranglehold on magical power. To further their goals, the M&SU provides training opportunities by introducing skilled magic users to one another.

At each step on the Steamfitter Pursuit, the Fated character may choose a different Talent noted here. There are only five steps to the Pursuit (as with all Advanced Pursuits) but the character may choose any one of the three talents at each step.

Each step is an exchange of skills arranged by the leaders of the M&SU. The Fated chooses which talent he will gain, but the Fatemaster chooses who is teaching the skill and the possible variables of the talent. There is some room for negotiation, however, and the Fatemaster is encouraged to take the Fated's wishes into account when determining the details of each Talent.

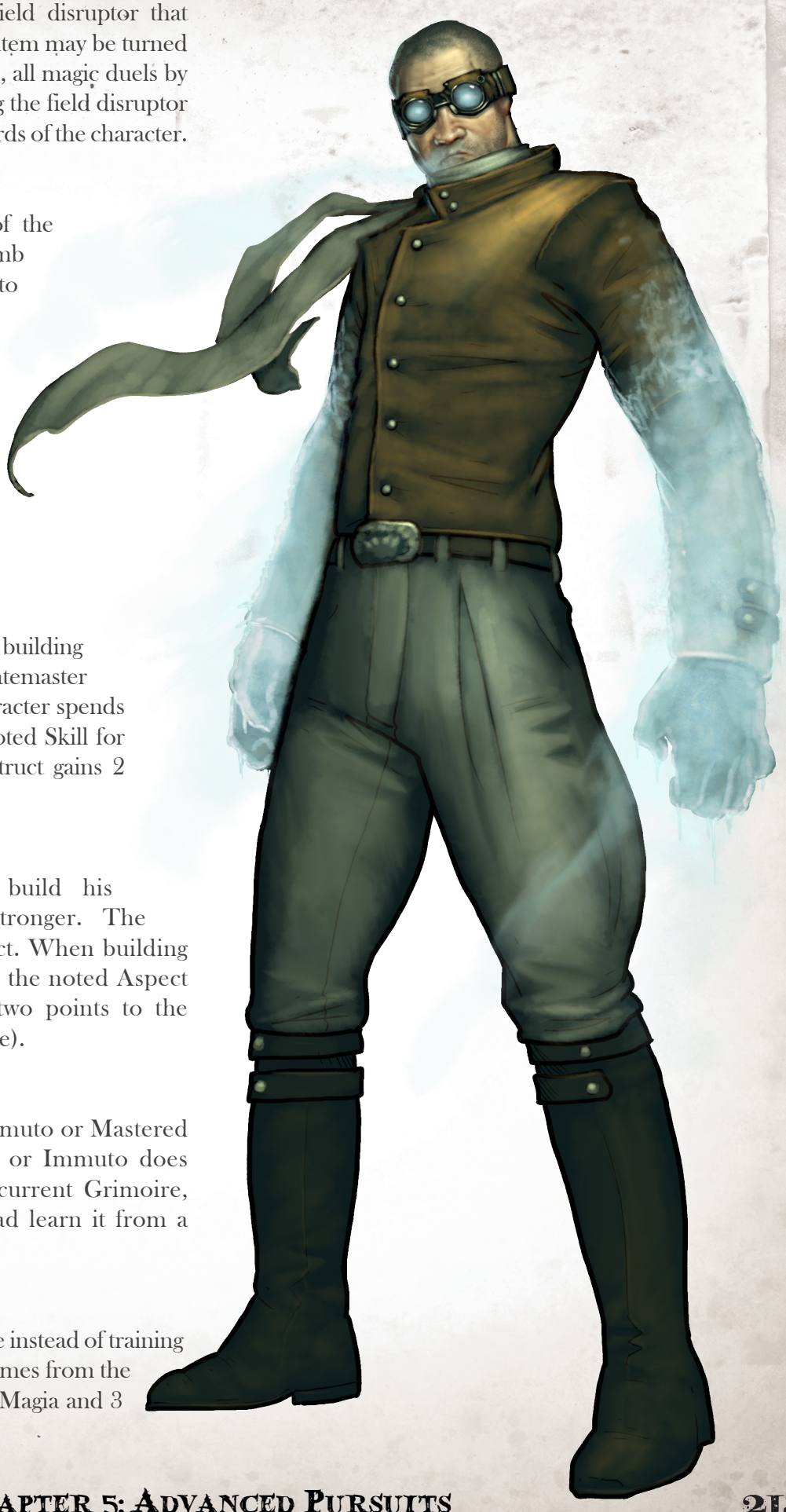
The Fated character can inform an organizer as to his desired training subject, and they will attempt to make the proper arrangements. Sometimes, however, the two will simply be introduced, and the Fated will be presented with a few options by the Fatemaster as to what his fellow union member can teach him.

Bleeding Edge Tech

The character is granted a small field disruptor that looks like a broach or bracelet. This item may be turned on with a (0) AP action. While active, all magic duels by characters other than the one wearing the field disruptor suffer [-] if the character is within 3 yards of the character.

Clockwork Limb

One of the prominent members of the M&SU will build a Clockwork Limb for the character. This is identical to a Pneumatic limb that contains a Soulstone powerful enough to keep the limb working indefinitely. In addition, the limb is self-repairing (healing 1 damage every minute to itself), and is never destroyed when used to fuel the Darlin Theories magical talent, regardless of the TN of the spell.



Construct Skill Efficiency

The character learns a new trick for building constructs more efficiently. The Fatemaster chooses an Skill. Whenever this character spends a Construct point to purchase the noted Skill for a construct he is building, the construct gains 2 points instead of 1.

Construct Prowess

The character knows how to build his constructs better, faster, and stronger. The Fatemaster chooses Physical Aspect. When building a construct the first point spent on the noted Aspect raises the Aspect to 0 (or adds two points to the Aspect (characters choice each time).

Mastered Immuto or Magia

The character gains a Mastered Immuto or Mastered Magia Talent. The chosen Magia or Immuto does not have to be in the characters current Grimoire, and indeed it rarely is, they instead learn it from a fellow union member.

New Grimoire

The character is given a new Grimoire instead of training by another person. This Grimoire comes from the M&SU's secret vault and contains 3 Magia and 3 Immuto of the Fatemaster's choice.

Grave Servant

Malifaux is filled with powerful necromantic energies. It fills the air with a noticeable tang of undeath, like static after a lightning strike. Those who attempt to harness the power are often driven crazy, or hunted down by the Death Marshals. There are those, however, who are mad enough to survive, and even thrive.

The Quarantine Zone calls to these men and women. They do not fear the creatures that walk the streets in the unpatrolled parts of the city, and this same lack of Guild presence is its most valuable asset. If the individual practitioners of the macabre arts weren't so paranoid, sadistic, narcissistic, and/or violent then this draw to one location might help them organize. Rather, it brings them into constant competition with one another, which helps them hone their skills in a much more practical way.

Prolonged exposure to the Quarantine Zone and frequent use of Necromancy, however, have a warping effect on an individual, which forever taints and amplifies their abilities. Many theories abound as to the cause, the most notable is that Malifaux itself is haunted by a powerful entity known as the Grave Spirit, which grants its unknown servants a measure of its own power. While the name may not be accurate, the term "Grave Servant" has come to refer to necromancers who reside within the Quarantine Zone.

Despite their eclectic nature, the Grave Servants follow a patterned growth in power. This could because of a build-up in background energies within their bodies, or it could be planned by some malevolent power, none can truly be certain. The only thing that is known, is that these practitioners are some of the most dangerous entities in all of Malifaux.

In a strange twist, however, once seeded with the inklings of a Grave Servant's power, the individual must undertake ever larger, and stranger, necromantic deeds to gain further power. This varies for each practitioner, but one can rest assured that the deed will leave a terrible scar on the populace of the city, as well as the soul of the necromancer who performs them.

Requirement

The character must be crazy enough to raise no fewer than a dozen undead corpses to become zombies within the span of a year. The character must also spend at least 3 months living in the Quarantine Zone.

To gain each additional step along the Grave Servant path, the individual must perform ever increasing feats of necromantic prowess. The nature and details of each feat is left for the Fatemaster to determine, as they are highly individualistic, and should be the focus of a game session. Possibilities include (but are not limited too):

- Murdering a more powerful necromancer.
- Creating a unique undead creation.
- Raising a horde of zombies and letting them loose upon Malifaux City.
- Creating a sentient undead.
- Killing a powerful Death Marshal, or other hunter of necromancers.

Step	Effect
1	Madness Unleashed
2	Semblance of Life
3	Desecrated Flesh
4	Thankful Grave
5	A Life Once Lived

Madness Unleashed

The undead created by this character retain a shadow of their former selves. Choose one Mental Aspect when this talent is gained. Undead created by this character may subtract 5 from that Mental Aspect, instead of lowering that aspect to -5.

Semblance of Life

Undead raised by this character do not atrophy as quickly, and they retain much of their muscle memory and conditioning from life. The physical skills of zombies this character creates are not halved.

Desecrated Flesh

The character summons resilient undead who are able to serve their master more ably. Undead created by this character gain the Hard to Wound talent.

Thankful Grave

The character attracts a certain type of undead, which come to him often without announcing themselves. If this character does not have any undead under his control then one or more come to him if he spends a night in the Quarantine Zone. This undead servant is one of the following, flip a card (which may not be cheated) to determine the type of undead that arrives:

Card	Undead
✕	3 Mindless Zombies
🐱	1 Rotten Belle
🐚	1 Punk Zombie
📖	3 Canine Remains
Joker	Abomination (or a unique undead)

A Life Once Lived

The poor undead created by this necromancer have their memories, if not their personalities. The undead created by this character retain their mental skills at half their original rating (rounding up).



Torakage

It's uncertain how the Ten Thunders have managed to infiltrate almost every layer of Malifaux society. Sleeper agents with dual loyalties are the most impressive tool employed, but certainly blackmail, extortion, theft, and many other crimes are involved. Someone needs to commit these crimes and become a powerful member of the target organization. For this task the Ten Thunders use Torakage.

Misaki, the leader of the Last Blossom clan, oversees the training of most Torakage in Malifaux. It is a traditional training that can take years to master. Misaki rarely trains agents herself, as each Torakage is earmarked for a specific task when they are accepted into the ranks. Each Torakage is trained in the ten weapons of Wxu-Shu, as well as meditative techniques that allow them to control their body, which makes them excellent liars and infiltrators.

Each Torakage lives a dual life. A typical citizen of Malifaux by day, and a Torakage when called upon by the Ten Thunders. Indeed, Torakage have no way to know each other's identity, as they train together with their faces covered. Training is very sporadic, often done in secret, and sometimes one on one. It is not uncommon for a Torakage to be summoned to an abandoned building only to find several other hooded students practicing their art in a temporary dojo.

It is possible that nobody knows who all of the Torakage are. Even Misaki, who tasks the training and use of the most Torakage, cannot be certain that her underlings aren't training more in secret. To accept the mantle of a Torakage is to accept a life of secrets, crime, and dueling loyalties.

Torakage advance through the ranks slowly, gaining piecemeal training at each step. However, even the most raw recruit will be expected to perform tasks for the Ten Thunders once his initial training is complete. This training is highly individualized, and there is no official order to how each agent is trained. This can lead to a widely varying set of skills among the Torakage, an asset to anyone who can keep track of so many individuals and their unique skill sets.

Requirement

The character must attract the attention of the Ten Thunders in such a way that they would be a political asset in one of their many secret plans. The character must also show some divided loyalty and be in appropriate physical condition (otherwise the Ten Thunders will simply use other means). The character does not need to be of any specific ethnicity, as such restrictions would severely limit Misaki's plans, and her ambition outweighs her sense of tradition.

The character must have the following Aspects to be considered for training:

- Speed 1 and Grace 1 or higher.
- Resilience and Strength -1 or higher
- Charm or Intellect (either one) 0 or higher.

If selected, the character will be given a hooded robe and be told the location of a temporary training dojo. The character will be expected to attend training for at least one week (it is very intensive) and to extricate themselves from their normal lives in such a way that nobody looks suspiciously upon their absence. This is the first test.

Once training is complete, the character will receive additional training as they advance, and as they perform tasks at the command of the Ten Thunders.

The Ten Weapons of Wxu-Shu

The Torakage are not trained in a linear manner, and such they do not follow a standard Pursuit progression. Instead, each Torakage is trained (chosen by his trainer) in one of the five following talents at each step. Each time the Torakage undergoes training he will learn a different talent from this list, until he has finally mastered the Ten Weapons of Wxu-Shu.

The Ten Weapons of Wxu-Shu employed by the Ten Thunders were developed by the clan centuries ago, and contain only five actual weapons. The remaining "weapons" are techniques of guile and subterfuge paired with a weapon.

The weapons themselves are generalities (Blade, Chain, Hammer, Shuriken, and Fist), as each Torakage is expected to provide his own weaponry, so that he may better hide them amongst his "shadow life."

The Crowding Blade

The character is trained to use his weapons in close proximity both to a target, and to others. The character gains the following trigger on all Close Combat duels:

- *Relocate*: After damaging, this character may move behind the target.

In addition the character imposes a ⊟ on all Ranged Attack Actions gains him while he is within 3 yards of one or more other characters (friend or foe).

The Blossom Trail

The character learns to render poison from a variety of flowers and to coat his weapons with small traces of the powerful venom at all times. All of this characters Close Combat and Thrown Weapon duels gain the following trigger:

- *Poison Coated*: After damaging, the target gains the Poison +1 Condition.

The Leaves upon the Breeze

The character can now manufacture deadly thrown weapons known as Shuriken. These are thrown weapons with a range of 8 yards that deal 1/2/3 damage. The character can make these weapons out of almost anything that can be sharpened (wood, stone, metal scraps), making 5 per hour without the need for tools, and 10 per hour if he has access to a heat source and raw materials.

In addition, the character gains the following trigger on all Thrown Weapon duels:

- *Leaf Steps*: After resolving this action the character moves 3 yards.

The Wicked Chains

The character is drilled in the terrible truths of their duty, that only through decisive strikes can an opponent be brought low with minimal risk.

This character gains the Wicked and Rapid Fire talents, if he does not already have them.

The Lonesome Stone

The character learns to use his weapons to harry an opponent with quick blows from all sides. He gains ✚ to his Close Combat Duels while no other friendly character is within 3 yards of him.




1
The Breach
2
To Ridley Station
To Fortune Falls
3
4
NCZ
Slums
5
Industrial Zone
Downtown
8
6
7
9
NCZ
10
Howling Slums
The Burns
12
13
14
Quarantine Zone
16
15
Southern Slums
17
N
W
E
S
Badlands
19
To Edgeport Station

Map of Malifaux City



Legend

1. The Breach
2. Malifaux Station
3. The Hanging Tree
4. Governor General's Mansion
5. Guild Enclave
6. The Star Theater
7. Malifaux Record Offices
8. Industry Station
9. Captivating Salvage & Logistics
10. McMourning's Hidden Labs
11. Freikorps Headquarters
12. The Plagued Pit
13. Katanaka Trading House
14. The Qi and Gong
15. Succubus Café
16. The Ruined Observatory
17. Malifaux Exploration Society
18. Starlight Saloon
19. Southgate Station

1 in. = 3 mi

0 — 3 miles

Weak Critical Effects Table

Total	Critical Effects
1 or less	How lucky! The Critical Effect does nothing.
2	Distracted. The character suffers ⊟ to any Academics challenges until Dramatic Time ends.
3	Flustered. The character suffers ⊟ to any Social challenges until Dramatic Time ends.
4	Rattled. The character suffers ⊟ to any Expertise challenges until Dramatic Time ends.
5	Jostled. The character is Dazed until the end of his next turn.
6	Flash of Pain. If the afflicted used the Hold Action, he may not take a Held Action this turn.
7	Knocked off Guard. The afflicted loses the benefits of any Defensive Stance Action he takes or has taken.
8	Grounded. The character suffers ⊟ to any Magical challenges until Dramatic Time ends.
9	Stupefied. The afflicted is Slow until the end of his next turn.
10	Jangled. The character suffers ⊟ to any Close Combat challenges until Dramatic Time ends.
11	Shaken. The character suffers ⊟ to any Ranged Combat challenges until Dramatic Time ends.
12	Confused. The character suffers ⊟ to any Training challenges until Dramatic Time ends.
13	Stunned. The afflicted gains the Paralyzed condition.
14	Worse than it looks. The character takes 1 additional damage. This damage does not generate a Critical Effect.
15 or more	Generate a new Critical Effect on the Moderate Critical Effects Table.

Moderate Critical Effects Table

Total	Critical Effects
1 or less	Generate a new Critical Effect on the Weak Critical Effects Table.
2	Winded. The afflicted suffers ⊟ to all challenges. At the end of each of his turns he may attempt a TN 10 Toughness challenge to end this Critical Effect.
3	Painful Sprain. The afflicted cannot take Charge Actions until all damage is healed.
4	Addled. The afflicted gains the Dazed condition until Dramatic Time ends.
5	Numb Arm: The afflicted gains the Useless Limb condition to his arms until the end of his next turn.
6	Hobbled: This character may only declare one move Action per turn, until Dramatic Time ends.
7	Seeping Wound. At the beginning of his turn, the afflicted gains Slow, unless he chooses to suffer 2 damage. This damage does not cause a Critical Effect. This effect ends when the character is the target of a successful TN 10 Doctor challenge or all damage is healed.
8	Dislocated Hip. The afflicted cannot Charge or Run until all damage is healed.
9	Wrenched Bone and Muscle. The afflicted gains Slow until Dramatic Time ends.
10	Deep Tissue damage. Note the location of this Critical Effect. All Critical Effect Flips against the character gain +2 if they strike the same location, until all damage is healed.
11	Dislocated Shoulder. The afflicted suffers ⊟ to all attack Challenges until Dramatic Time ends.
12	Jarring Blow. The afflicted must immediately make a TN 10 Unconsciousness challenge.
13	Badly Bruised. The afflicted suffers ⊟ to any Physical challenge until Dramatic Time ends.
14	Deep Nerve damage. The afflicted gains the Paralyzed condition until Dramatic Time ends.
15 or more	Generate a new Critical Effect on the Severe Critical Effects Table.

Severe Critical Effects Table

Total	Critical Effects
1 or less	Generate a new Critical Effect on the Moderate Critical Effects Table.
2	Staggered Hits. Generate two Critical Effects on the Moderate Critical Effect Table.
3	Woozy. The TN of all Unconsciousness challenges is increased by +5.
4	Mild Concussion. The afflicted is Dazed until all damage is healed.
5	Broken Nose. The afflicted suffers ⊟ to all Social challenges until all damage is healed.
6	Deep Tissue damage. The afflicted gains Slow until all damage is healed.
7	Blinded. The afflicted is Blind until all damage is healed.
8	Shocking Blow. Afflicted must immediately pass a TN 20 Unconsciousness challenge or be knocked out (see page 212).
9	Gushing Wound. At the end of each of the afflicted's turns he suffers 2 damage. This damage does not cause Critical Effects.
10	Cracked or Broken Bone. The afflicted limb is rendered useless until all damage is healed. If this effects the head the character suffers ⊟ to all Mental challenges. If this effects the chest, the characters suffers ⊟ to all Physical challenges.
11	Brutal damage. The afflicted limb is rendered useless until all damage is healed. If this affects the head the character is Blind or Deaf (Fatemaster's discretion). If this affects the chest, the characters suffers ⊟⊟ to all Physical challenges.
12	Bloody Mess. The afflicted body part is rendered useless until all damage is healed. If this happens to the head or chest the character immediately falls unconscious until all damage is healed.
13	Nervous System Trauma. The afflicted is Paralyzed until all damage is healed.
14	Addlepated. The character reduces all Mental Aspects by 2 (to a minimum of -5) until all damage is healed. When all damage is healed, the player must succeed on a TN 10 Toughness challenge or permanently reduce one Mental Aspect by 1 (to a minimum of -5).
15	Bleeding Out. The afflicted gains the Bleeding Out condition.
16	Crippled. The location is permanently crippled and rendered useless (see the Useless Limb condition). If this effect happens to the head the character is Blind or Deaf (Fatemaster's discretion). If the chest is afflicted the character dies.
17	Amputated. A large portion of the location has been removed free of the rest of the body. If this effect happens to the head or chest, the afflicted dies. If this hits the arms or legs, the character is also Bleeding Out (15 on this Chart).
18	Internal Bleeding. The character must lie still and hope for the best. If the character takes any Action(s), other than Pass during his turn, he must succeed on a TN 15 Toughness challenge at the end of his turn or suffer an additional 1 damage. This damage will automatically cause a Weak Critical Effect.
19	Artery Opened. The afflicted is suffering from the same effect as Bleeding Out (15 on this table), except that the TN for the Doctoring challenge is 20.
20 or more	Obliterated. The afflicted location is permanently removed, with only chunks of bone and meat remaining. If this is the head or chest, the character is quite dead. If this hits the arms or legs the character is also Bleeding Out (15 on this Chart).

Using a Standard Deck of Cards

Malifaux Suit	Suit Symbol	Standard Suit
Rams		Hearts
Crows		Spades
Tomes		Clubs
Masks		Diamonds

Fated Attack Accuracy Modifiers

Margins of Success	Damage Flip Modifier
Tie	
None	
1	None
2 or more	

Fated Defense Accuracy Modifiers

Margins of Failure	Damage Flip Modifier
None	
1	None
2	
3 or more	

Damage Dealt

Card Value	Damage Dealt
Black Joker	None
1-5	Weak
6-10	Moderate
11-13	Severe
Red Joker	Severe and Critical

Healing Done

Card Value	Damage Healed
Black Joker	None
1-5	1 damage
6-10	2 damage
11-13	3 damage
Red Joker	All damage

Rank Variables

Rank Value	Card Points	Title
1-2	0	Negligible
3-4	1	Peon
5-6	1	Minion
7-8	2	Enforcer
9-11	3	Henchman
12-13	3	Master
14+	4	Avatar/Tyrant

Target Numbers

Target Number Range	Descriptor
3–4	Very Easy
5–6	Easy
7–8	Routine
9–11	Challenging
12–13	Difficult
14–15	Very Difficult
16–17	Unlikely
18–19	Improbable
20+	Inhuman