



STONETOOTH'S FOLLY

A ONE-SHOT ADVENTURE FOR THROUGH THE BREACH

By: ADAM ROGERS

INTRODUCTION

A simple job to run off some claim-jumpers turns deadly when the Fated encounter an unexpected squatter lurking in the ruins of an abandoned mining town.

DESTINY STEPS

CREC 10X: "If you allow the hands to pull you down" could very well describe the tendrils of the Beast of Triggsville pulling the character underground. If this is the case, instead of having the Beast rear up to attack the character, have it lurk just beneath the surface and describe its tendrils as having hand-like protrusions on their ends, which it uses to pull the character down into its just barely visible maw.

CREC 11: "Once you cross the bloody threshold" could easily describe the Fated's arrival at Repentance. After all, they pass right by a bloody coral as they enter the town, which is right when things go south very quickly.

PROLOGUE

This adventure begins when the Fated are approached by Cyrus "Stonetooth" McReary, a well-known if not entirely reputable prospector. If the Fated have already been on an adventure or two, then he's heard stories of their exploits and has tracked them down for assistance. If they are new to Malifaux, then Cyrus has chosen them out of the hopes that his reputation will impress them enough to overlook the dubious legal ground upon which he is standing.

Either way, read the following text:

An unwashed prospector's smell hits you before you catch sight of him. He's a squat-bodied man whose face seems to consist more of tangled beard and bushy eyebrows than skin. "Name's Cyrus," he says, without preamble or invitation. "Cyrus McReary, but most folks jus' call me Stonetooth." He flashes what he obviously believes to be a winning smile, revealing a mouth of yellowed teeth highlighted by a right canine tooth that has been replaced by a shaped Soulstone. "I'm looking to get you folks filthy, stinkin' rich."

Behind him, a mousy-looking gentleman dressed in the finger apparel of a barrister or merchant steps forward and holds out a business card that reads: "McReary and Cedrick: Prospecting and Mining Consultants." He offers you an apologetic smile. "As my associate has alluded to," he says, "We have scouted a new mining site in the Badlands and are assembling an expedition to deal with some claim jumpers."

Cyrus' face scrunches up as he spits on the floor. Reaching into his pocket, he pulls out a small Soulstone the size of a marble and tosses it toward you. "That's the first of plenty more, if you're willin' to help us out."

Characters with a background in Soulstone prospecting or a history with the M&SU will recognize McReary as one of Malifaux's first prospectors (or at least, one of the first since the opening of the second Breach). He became famous for his explorations of the Northern Hills, and he was one of the signatories on the charter of the United Miners Union (which would eventually become the M&SU). He's not a

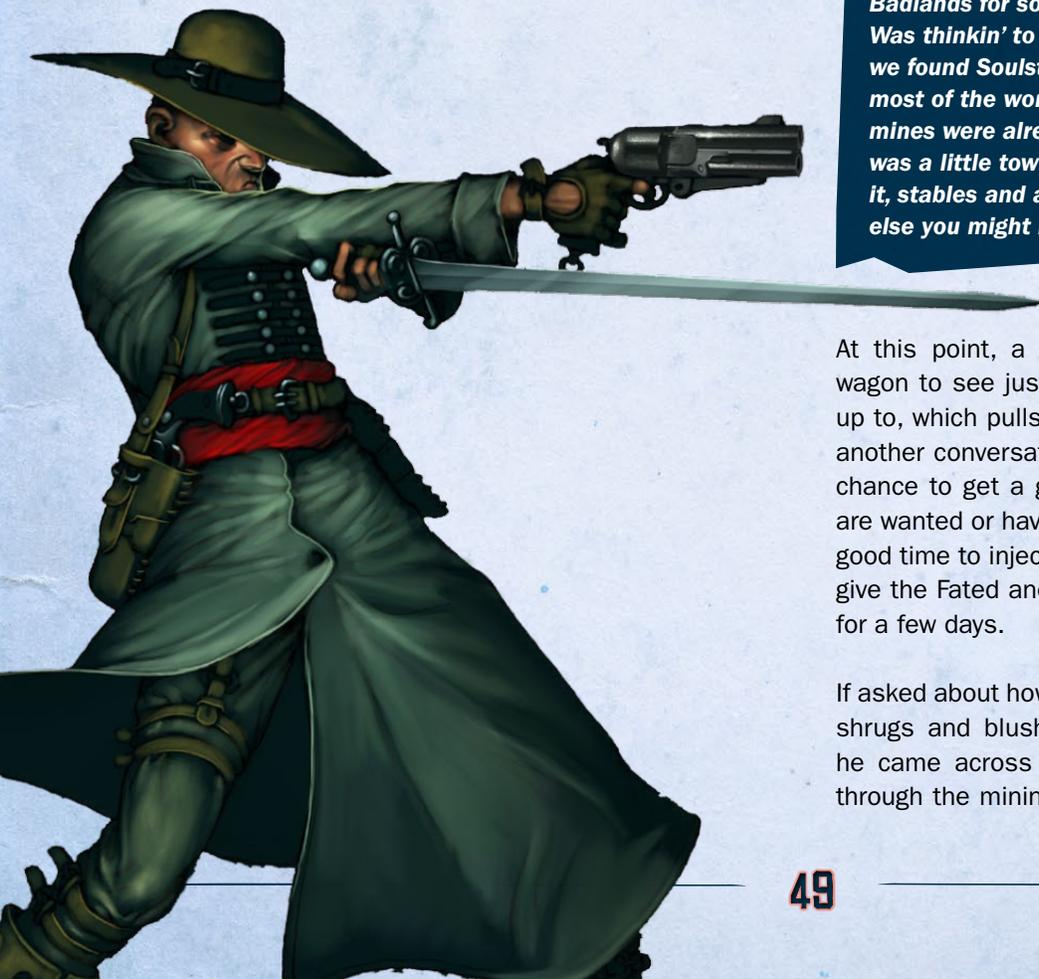


particularly pleasant person to be around, but he's very good at finding Soulstone deposits.

The mousy man is Alvin Cedrick, a barrister who handles the legal aspects of McReary's prospecting: filing the paperwork for claims, handling his royalties for previous claims, procuring supplies, and so on. He's quieter and more pleasant than McReary, whose more boisterous personality often drowns Cedrick out.

The Soulstone McReary tosses to the Fated is Lade 1 (Size 1, Quality 0). If the Fated agree to help them out, then the Soulstone is theirs as a down-payment for their services. Neither man is willing to go into too much detail on the specifics of the job until the Fated agree to help them out, though they do make it clear that this is not a Miners and Steamfitters Union job... and that they might run into a bit of trouble with the Union if they take the job (for which, the men promise, the Fated will be duly compensated).

If the Fated refuse to help the two men, McReary takes back the Soulstone and the men bid them a good day. If they accept, they shake hands and tell the Fated to meet them at the Southgate Slums in the morning.



SCENE 1: SOUTH INTO THE BADLANDS

Once the Fated have gathered at the Southgate Slums, McReary and Cedrick explain a bit more about the job. Read the following text:

You find McReary and Cedrick loading up a wagon just a few dozen feet from the large gates which will take you out of the city and into the Badlands. After a few pleased handshakes, McReary cuts right to the chase.

"Here's the deal," he says as he leans forward to secure some mining picks strapped to the wagon's side. "Y'all might have heard about all the scoutin' and prospectin' I've done in the Northern Hills. I don't regret a day of work I did there, but the bottom line is, when you sign a contract to prospect for the Union, everythin' you find ends up belongin' to them in the end. Once I kened to that, I set out on my own."

Cedrick doesn't look up from the lanterns that he's tying to the other side of the wagon, but he does lightly clear his throat.

"Right, me an' Alvin," McReary grins. "We ripped up our Union cards and headed south into the Badlands for some independent prospectin'. Was thinkin' to just lay claim to some coal, but we found Soulstone instead. Best part about it, most of the work was already done for us! The mines were already dug an' braced up, and there was a little town called Repentance built around it, stables and a general store and everythin' else you might need."

At this point, a Guild guardsman approaches the wagon to see just what McReary and the Fated are up to, which pulls the boisterous prospector off into another conversation. The guardsman doesn't get a chance to get a good look at the Fated, but if they are wanted or have bounties on their heads, this is a good time to inject a bit of tension into the story and give the Fated another reason to want to leave town for a few days.

If asked about how they discovered the mine, Cedrick shrugs and blushes slightly before explaining that he came across a record while he was searching through the mining records of the first Breach. They



indicated the remnants of a coal mining community south of the city, and a cross-check against current records indicated that nobody had yet claimed the abandoned town as their own. A coal mine will never reap the profits earned from a single vein of Soulstone, but a steady source of coal income is better than nothing at all. He and McReary were both surprised to have discovered that the town was also excavating Soulstones, as there was nothing about the magical gemstones in the records.

In any case, Cedrick picks up the story where McReary left off. Read the following text:

“Unfortunately,” Cedrick says, coming around to your side of the wagon as he tosses a glance toward the guardsman, “we hit a small snag. Morganna Trigg, our former Union representative, somehow heard of our expedition and followed us into the Badlands. When she realized that we had found a Soulstone mine, she informed us that our contract with the M&SU extended into perpetuity.”

He sighs, as if reliving the defeat in his mind. “I double-checked our contracts, and while it’s a bit of a stretch to apply it to people who have voluntarily left the Union, there’s definitely a case for it. I wasn’t able to convince a judge to hear the case, and now, we’re just trying to get back to the town so that we can run off the Union claim-jumpers. It might not be strictly legal, but it was originally our claim, and Stonetooth... er, McReary... needs the money.”

Cedrick taps his chest and lowers his voice to a whisper. “It’s the consumption. It’s not too far advanced yet, but he needs the money from this claim to pay for doctors.”

If the Fated want to verify Cedrick’s story or look into resolving things legally, they can do so at this point, though McReary will be annoyed at the delay.

If the Fated have access to Duer’s Library (a large collection of tomes and records dating back to the days of the first Breach and earlier), then a TN 12 Literacy Challenge confirms what Cedrick told them about the mining town. Its name was Repentance,

and though it initially produced a steady supply of coal, deliveries from the dig site ceased the winter after the camp opened. With a Margin of Success, the Fated are able to uncover a requisitions record for an experimental Soulstone excavator that was delivered to the site a week before the deliveries stopped.

If the Fated decide to look into the legality of the Union’s actions, a few hours of work and a TN 10 Bureaucracy Challenge reveals that while not exactly *fair*, the Union contract is legal and gives the M&SU first claim rights to any sort of mining deposits that McReary or Cedrick discover in Malifaux. They gain 2% of the mine’s profit as a royalties fee for finding the deposit, but only if they remain with the Union; if they leave, they forfeit all royalties past and future.

It’s possible for characters to attempt to overturn the contract in court, which places the Repentance mine back into the hands of McReary and Cedrick. In order to get a court appointment, the Fated must succeed at a TN 12 Bureaucracy Challenge (with a  if the Fated bribe the judge or another court official with at least 5 scrip).

On a success, the Fated can argue that the contract is too broad and should be overturned, which is handled with an Ongoing Challenge:

CASE NO. 81882: MCREARY AND CEDRICK VS THE M+SU

- **Skills Allowed:** Barter, Bureaucracy, Convince, Deceive, Literacy
- **Target Number:** 11
- **Duration:** 20 minutes
- **Success Requirements:** 6
- **Failure Requirements:** 2

If any of the Fated use the Barter Skill, they must also expend at least 2 scrip before making their attempt; this represents bribing the judge and other court officials for a positive verdict.

If the Fated succeed, the courts agree that McReary’s contract is unfair and render it null and void, effectively terminating the Union’s claim to his mine. On a critical failure, however, the court finds that the contract is well within the boundaries of the law and rules in favor of the Union.



ON THE ROAD

Once the Fated are ready to depart, McReary piles everyone into the wagon and starts driving the horses south. He and Cedrick are covering the cost of supplies for the trip (within reason; their funds are limited and most of their purchases come at the cost of favors owed to McReary).

The journey to Repentance takes six days by wagon. The trip can be blissfully dull and boring, or the Fatemaster can choose to throw in an encounter with the Neverborn or other desert denizens to make the trip a bit more exciting. When the Fated finally arrive at Repentance, proceed to Scene 2: Welcome to Repentance (below).

SCENE 2: WELCOME TO REPENTANCE

When the Fated finally arrive at Repentance (which has been renamed “Triggsville” by Morganna Trigg), read the following text:

Just as McReary starts up another one of his long-winded stories, you crest the top of a hill and see the town of Repentance laid out before you. A well-worn mining trail leads out of the town for a few meters before being devoured by the dust of the Badlands, and on the other end, you can see a circle of old, decrepit wooden buildings. As the wagon draws closer, you notice that the structures have been nearly bleached white from continuous exposure to the sun, but somehow, they appear to be relatively intact.

“That’s damned peculiar,” Cedrick says as he stands up and squints toward the town. “Where is everyone? Trigg should have called in a full work crew by now.”

McReary shrugs as he spurs the horses to move faster. “Everybody’s prob’ly in the mines.”

“Maybe,” Cedrick concedes, though the explanation doesn’t seem to sit too well with him.

The ride down from the hill to Repentance takes about two hours. The town rests in a shallow crater roughly four miles in diameter. There are a few scrub bushes clustered around the town, but the rest of the

crater is only dust, sand, rock, and the occasional tumbleweed. A brand new sign reading “Triggsville” rests in the dirt at the edge of town, as if it had been recently knocked over.

As the Fated approach the town, they will pass by the holding pen where the original miners (and later, Trigg and her Union Thugs) kept their beasts of burden (a few horses and mules). As they pass, the Fated can attempt TN 10 Notice Challenges; on a success, they catch sight of a few splotches of blood on the ground (the result of the Beast of Triggsville eating the unfortunate animals).

The Fated can also attempt TN 10 Homesteading Challenges. On a success, the character realizes that the ground in the pen – and indeed, in patches all throughout the town – has been recently tilled (or more accurately, churned up by the Beast of Triggsville).

Whether or not the Fated stop to investigate, however, it is at this point that the survivors of Triggsville notice them and try to warn them about the Beast that is hunting them. Read the following text as the Fated arrive at the northern part of town:

Suddenly, you hear shouting from the southeast. Through the spaces between the buildings, you can just barely make out some people standing on a field of boulders about half a mile in that direction. A moment later, the report of a rifle reaches your ears from the same direction.

Cedrick shouts in alarm and ducks down, clutching at his hat as he takes cover.

“It’s Trigg!” shouts McReary. “She’s tryin’ to ambush us! Cedrick, watch the wagon!” His face flush with fury, the prospector grabs a mining pick from the side of the wagon, tears it free, and drops down to the ground. “I’ll distract ‘em, you folks find some high ground!”

At this point, the scene shifts into Dramatic Time. The Fated can attempt to talk McReary into returning to the wagon by spending 2 AP and making a TN 12 Convince Challenge. On a success, he agrees to get back into the wagon and does so on his turn. On a failure, he ignores the character while shouting for them to get to cover.



If any of the Fated hop down to join McReary, he gives them a nod of silent appreciation and starts leading them toward the rocks while using the buildings as cover. He's concerned about the rifle, but if any of the Fated have firearms of their own, he starts talking about how they can "cover him" as he charges up towards the rocks and puts Trigg "out of her misery."

On his turn, Cedrick spurs the horses onward into town in the hopes of putting buildings between himself and the people shooting at him.

Unfortunately, the people on the boulders aren't trying to attack the Fated; they're trying to warn them. The Beast of Triggsville is on the prowl, and the Fated have just wandered into its hunting grounds. It appears on Round 2 of Dramatic Time. Its appearance and actions vary depending upon whether or not McReary is on the wagon when it arrives.

MCREARY IS ON FOOT

Read the following text:

Suddenly, the soil beneath McReary explodes upward, and a creature from a nightmare appears. It's wormlike, with a hard, glittering carapace, and it rears a full twelve feet up into the air. McReary stares up at the monster in horror as its gaping maw opens in four directions like a blooming flower.

In the blink of an eye, flesh tendrils erupt from the sandworm's mouth and lash out, entangling McReary's limbs and jerking him up into the air. He barely has time to curse before he disappears down the massive worm's gullet.

Devouring McReary takes the entirety of the sandworm's turn.

MCREARY IS ON THE WAGON

Read the following text:

Suddenly, the soil beneath the wagon explodes upward, spilling the wagon – and everyone inside it – to the ground. You glimpse upward to see a nightmarish creature rearing up from the ground, its wormlike body rearing a full twelve feet up into the air. The horses whinny in terror as the monster's gaping maw opens in four directions like a blooming flower.

In the blink of an eye, flesh tendrils erupt from the sandworm's mouth and lash out, entangling both horses and jerking them up into the air, the wagon dangling beneath them. You can see their wide, terrified eyes as they struggle to break free, and then they disappear down the massive worm's gullet, leaving the wagon to crash back down to the ground in a shower of splinters.

Devouring the wagon takes the entirety of the sandworm's turn.

Cedrick yells for the Fated to get to high ground as he starts running toward one of the closest buildings.

THAT'S A SANDWORM

Stats for the Beast of Triggsville can be found on page 58. Its carapace is extremely hard, which makes the creature difficult to injure, but the interior of its mouth is flesh and vulnerable, as is a single section of its carapace that was blown off by Trigg's explosives. Clever characters can use the Wait Action to wait until the sandworm attacks, at which point it opens its mouth or turns its body and exposes its vulnerability. Any attacks made in this manner ignore the sandworm's Armor.

At the start of its next turn, the Beast of Triggsville burrows back underground to digest its meal. The Fated have a few moments to take stock of the situation and come up with a plan. On the seventh round of combat, the Beast of Triggsville resurfaces again, this time to devour McReary or the wagon, whichever it hasn't yet consumed. If McReary has managed to make it to safety (such as the boulders or the second floor of a building, then the sandworm goes after another appealing target (such as a Fated on the ground) before once again sinking into the ground.



Any characters moving across the ground – whether the tilled soil or the bottom floor of any of the town’s buildings – are at risk of being attacked by the sandworm. Characters may attempt TN 12 Stealth Challenges to avoid drawing the sandworm’s attention, but they have to reattempt this Challenge every minute. On a success, they are moving quietly enough to avoid the beast’s attention. On a failure, the sandworm rears up near the character and attempts to devour them.

Fortunately, the Beast of Triggsville is unable to sense anyone moving on the upper floors of the buildings, which makes it effectively **Blind** if it tries to target them with an Action. While it can detect characters on rock – such as the boulders to the southeast of town – it is unable to burrow through solid stone, which makes such locations relatively safe (in that it can always rear up from a nearby patch of soft ground and try to grab them).

One of the best weapons to use against the sandworm is the dynamite found in the General Store (pg. 55). A stick of dynamite can be thrown with the Thrown Weapons Skill and deals 3/4🔫🔫/5🔫🔫🔫 damage that ignores Armor. Setting up the Dynamite so that it explodes in the sandworm’s belly requires a successful TN 12 Explosives Challenge, followed by either convincing the sandworm to eat the explosives (or just lobbing them right into its open mouth). If swallowed, the dynamite gains 🎲🎲 to its damage flip and automatically causes a Severe Critical Effect to the sandworm.



WHAT REALLY HAPPENED IN REPENTANCE?

The town of Repentance was settled in the days of the first Breach. The human settlers needed coal to fuel their machines, furnaces, and boilers, and this region had some. They found the ground easy enough to dig through, but the foreman was eager to expand their operations and invested in a Soulstone-powered excavator that could do the work of ten men.

Unfortunately, the workers weren't skilled in the operation of this new device, and after a week of constant use and no maintenance, the machine exploded. Several of the miners were killed, but worse, the explosion imbedded shards of the Soulstone core into the hide of a small, subterranean arthropod that happened to be burrowing nearby at the time of the accident. Fueled by this energy, it grew to tremendous size within a few months. At first, the miners thought the creature to be amusing and considered it something of a mascot, but once it tore a miner's arm from its socket, they realized the threat that it posed. It burrowed underground before they could kill it, and soon it was large enough to attack and consume all of Repentance's inhabitants.

The sandworm fed on all the animals and plants of the valley in which it lived to sustain its new, perverse size. When there was no more food left, it burrowed beneath the ground and entered a state of hibernation. While it slept, McReary and Cedrick arrived in the town and found its back, which was now covered in glittering growths that resembled Soulstones. Thinking that they had stumbled across a Soulstone vein in the middle of the desert, the two men congratulated themselves on their good fortune, but before they could begin mining in earnest, Morganna Trigg and her Union Thugs showed up and ran them off.

Trigg and her people tried to mine the "Soulstone vein" as soon as the coast was clear, only to find that they couldn't get the gemstones free from the strange "rock" they were imbedded into. They decided to use dynamite to blast the rock, and the resulting explosion woke up the sandworm. It responded violently, grabbing anyone within range and yanking them into its mouth. Trigg, having sharp instincts for survival, realized that the tunneling creature couldn't burrow through solid stone and fled to the field of boulders to the southeast of town, leaving most of her miners to their fates. She had planned to wait for the creature to lose interest and move on, but it has proven to be a patient hunter.

She and the miners who made it to the boulders alongside her have made a few daring forays into the town to gather supplies, but they've lost half their number to the sandworm's hunger. Worst yet, they've used up the last of their supplies and are suffering from severe dehydration, hunger, and heat exhaustion. They had nearly given up hope, but the arrival of the Fated and their expedition has drawn the creature's attention and given them one final chance at survival...



SCENE 3: TRIGGSVILLE

The town of Repentance (or Triggsville, if one were to use its new name) is laid out in a rough circle. All of the residences have indications of violence, such as broken floorboards or collapsed cellars. Some appear recent, while others could be (and are) over a century old. There are roughly two dozen buildings making up the desolate little town.

Most of the architecture is old, dating from the time of the first Breach. Some of the buildings show some early attempts to at being restored with more modern tools and lumber, but these repairs are sporadic at best and appear to have been interrupted before they could be finished.

NOTABLE BUILDINGS

- **Saloon:** The faded sign of the saloon proclaims it to be “The Falcon and the Child.” It has been knocked off the rusted metal hooks on the front of the entrance. A TN 9 Notice Challenge reveals that someone has hastily carved the words “Went Southeast. God Save Us All” on the back with a knife.
- **General Store:** The shelves of the general store have been knocked down, and withered husks hint at the food they might have once held. A few overturned cans of preserved food are all that remains of the provisions brought by Trigg’s expedition. A crate of Yamisaka Type 30 rifles rests in the middle of the floor. Two remain in the crate and one is lying on the floor in the middle of the room, near a section of splintered and blood-stained floorboards. A TN 10 Notice Challenge allows a character to find a handful of bullets scattered randomly throughout the room. The bullets are all flattened, as if they were fired into something extremely hard and then ricocheted back. A second crate holds brand new mining tools, including pick axes, helmets, and an opened crate of dynamite with a dozen sticks remaining. A quick search of the general store is able to turn up some matches.
- **Mayor’s Home:** One of the single-story buildings once belonged to the mayor of Repentance. In a foot chest against the bedroom wall are century-old ledgers showing the profitability of coal deposits in 1795 and survey indications suggesting an extensive deposit beneath the town. Additionally, a purchase order shows the arrival of a Soulstone-powered excavator in September of 1796.
- **Worker’s Barracks:** This long, single-story building contains eight cracked and warped wooden beds. A TN 10 Notice Challenge allows a character to find a faded journal on the floor next to a night stand. The ink is so faded that reading the book requires a TN 11 Literacy Challenge, but on a success, the character can make out the letters well enough to follow the narrative. The author notes some concern over a new mining device that the mayor ordered and makes many references to how complicated the device appears to be. The next entry details a cataclysmic explosion in the mine that killed three workers. A few days later, another entry notes that the camp’s spirits were lifted by the discovering that one of the worm-bugs that lived in the crater had grown to twice its normal size. The miners adopted it as a sort of pet, but a later entry details that one of the workers got a nasty injury when their “pet” ripped his arm out of its socket. The journal ends suddenly at this point.
- **The Mine:** The entrance to the mine is located on the western side of town. It’s little more than a thirty-yard wide pit cut into the bottom of the crater. The walls are braced with old, straining timbers, and a more modern pulley system has been set up next to some indentations that might have once been a steep staircase cut into the ground, providing additional safety to anyone descending down to the mine’s entrance. When the Beast of Triggsville awakened, it attacked the miners in the mine and, in the process, knocked out enough of the support beams to collapse the mine. Now, the mine’s entrance is little more than a shallow, three-feet deep hole ending in soft, tilled dirt.



ON THE BOULDERS

If the Fated head toward the boulders on the southeast part of town, it proves to be an island of safety... at least, from the sandworm. Unfortunately, Trigg and her Union Thugs are camped out atop the boulders, and depending upon how the Fated handle the situation, they might prove to be almost as dangerous as the Beast of Triggsville.



Read the following text:

As you scramble toward the boulders, you can make out the silhouettes of three people standing on the edge of one of the stones and gesturing wildly for you to hurry. As you finally reach the base of the boulders, one of the figures reaches down and helps you up, where a black woman and two men are waiting for you. The men are armed with rifles, but all three of them appear sunburnt and dehydrated.

“Damn worm nearly got you back there,” the woman says as she steps up to shake your hand. “Morganna Trigg. I guess you’re just as screwed as we are, now.”

Trigg can explain her side of the story, as detailed in the “What Really Happened in Repentance?” sidebar. She and her two Union Thugs are the last remaining survivors of Triggsville; everyone else has been devoured by the sandworm (which she calls “The Beast of Triggsville”). She knows that the sandworm can’t burrow through the rock and that it appears to track them by sound. She also knows that it’s very patient; they’ve been trapped on the boulders for two weeks and have only survived by making short, quick runs into town while other survivors distracted the beast. They’ve tried to shoot it, but its carapace is too thick to deal any real damage to the creature.

If the Fated succeed on a TN 11 Scrutiny Challenge, they get the sense that Trigg is hiding something, and pushing the matter gets her to admit that most of the people that tried to distract the beast didn’t survive the attempt.

If McReary or Cedrick is with the Fated, they insist that Trigg was trying to steal their claim. Her response is a bitter laugh; she says that they can have the town and the sandworm, for all she cares. She just wants to leave and get back to civilization.

BLOW IT UP

If the Fated haven’t yet discovered the dynamite in the General Store (pg. 55), then Trigg mentions that there should still be half a crate of dynamite there. She thinks that they might be able to use the dynamite to blow the sandworm up, but she’s unsure as to the logistics involved (her demolitionist was among the first to be eaten) or how they can get to it.



Given the chance, Trigg tries to talk the Fated into distracting the sandworm long enough for her and her Union Thugs to get to the general store, retrieve the dynamite, and bring it back to the boulders. It's possible for the Fated to convince her to be the decoy instead, though they will have to succeed on a TN 14 Convince Challenge to do so; all three of the survivors know that deliberately trying to draw the beast's attention is suicidal, though they also realize that they might not have any other choice.

If the Fated get into a fight with Morganna Trigger or her Union Thugs, all three of them use the Union Thug stats on page 58 (though Morganna is considered to have a Rank Value of Enforcer (7) instead of a Minion (5)).

Luring the beast away from the boulders is easy... all a character has to do is start walking or running and it will show up. If the Fated are serving as a distraction, they will have to keep the beast's attention for three minutes (30 rounds), which is not an especially easy task. At the end of this time period, Trigg and her Union Thugs return to the boulders with the dynamite and some matches.

If Trigg is talked into luring out the sandworm, she swears under her breath before hurrying out away from the town with her apprehensive Union Thugs. Every five rounds (30 seconds), one is devoured, starting with the Union Thugs and ending with Trigg. This should give the Fated just enough time to reach the general store before the sandworm finishes its meals and turns its attention toward them.

It will be a hard fight, but if the Fated are able to defeat the Beast of Triggsville, they will at least be able to leave (mostly likely on foot, unless they managed to somehow preserve their wagon).

CONCLUSION

Once the sandworm has been killed, a TN 10 Wilderness Challenge allows a character to salvage a single charged Lade 1 Soulstone (Size 1, Quality 0) from its corpse, plus one additional Soulstone per Margin of Success. These Soulstones are damaged, however, and will shatter and crumble away once its charge is expended.

There are no Soulstones to be found beneath Triggsville, but the coal deposits buried beneath the town could still prove valuable to anyone willing to excavate the mine. Unfortunately, if the Fated didn't get McReary and Cedrick's contract rendered null and void, the M&SU swoops in after all the hard work is done to claim the mine for their own.

If Trigg survives, she is grateful to the Fated for saving her and (after a bit of recovering) might prove to be a useful ally in the M&SU.

Similarly, if McReary and/or Cedrick live to see the end of the adventure, they sink the last of their money into excavating the mine in the hopes of finding more Soulstones... a hope that ultimately proves to be their financial downfall.

If all three are dead, the Union eventually sends a few surveyors down to Triggsville, but they ultimately decide that the cost of excavating the mine isn't worth the profit and hassle of transporting the coal back north. The town can, perhaps, be used as a base of operations for the Fated, provided that they don't mind traveling into the middle of nowhere to use it.

Additionally, curious Fated might note that the valley in which Repentance was built is actually a crater. Exploring what caused the crater – and whether it's buried in the town's collapsed mine – could be an adventure in itself. Perhaps the sandworm wasn't the worst of what fate has in store for Repentance...

THE BEAST OF TRIGGSVILLE

Enforcer (8), Living, Beast, Defiant

Might 4	Grace 1	Speed 2	Resilience 6
Charm -5	Intellect -3	Cunning 2	Tenacity 3
Defense 4 (12)	Walk 5	Height 4	Initiative 5 (10)
Willpower 5 (13)	Charge 6	Wounds 12	

Skills: Athletics 2, Flexible 4☉, Notice 3, Pugilism 3, Toughness 5, Wilderness 3.

Armor +6: Reduce all damage suffered by this character by +6, to a minimum of 1.

Burrowing Charge: When this character declares the Charge Action, it may make a single 2 AP Close Combat attack instead of two 1 AP Close Combat attacks.

Hard to Wound +2: Damage flips against this character suffer ☐☐.

Sand Swimmer: This character may move through sand and dirt without any reduction to its speed, but it cannot burrow through solid rock. It leaves no tunnel behind it when moving in this way.

Unimpeded: This character ignores penalties for terrain while taking Movement Actions.

(2) Devouring Maw (Pugilism)

AV: 7 (15) ===== Rg: ☞ 2 ===== Resist: **Df**
Target suffers 3/6/9 damage.

☉ **Crushing Maw:** After damaging, the target suffers a Moderate Critical Effect to its Chest (☉).

✕ **Swallow Whole:** After damaging a target with a lower Height than this character, the target must discard a card or be immediately killed and eaten.

(1) Grabbing Tendrils (Flexible)

AV: 5☉ (13☉) ===== Rg: ☞ 5 ===== Resist: **Df**
Target suffers 1/1/2 damage and gains the following gains the following Condition until this character is killed or the start of this character's next turn, whichever comes first:
"Held Tight: This character cannot move. If the character that applied this Condition takes a movement Action, this character is carried along with it."

☉ **Pull and Drag:** After damaging, push the target towards you a number of yards equal to your Might Aspect (minimum 1 yard).

UNION THUG

Minion (5), Living

Might 3	Grace 0	Speed 0	Resilience 2
Charm -1	Intellect 0	Cunning -1	Tenacity 2
Defense 4 (9)	Walk 4	Height 2	Initiative 0 (5)
Willpower 4 (9)	Charge 4	Wounds 6	

Skills: Athletics 2, Carouse 2, Deceive 1, Evade 2, Intimidate 3, Pugilism 2, Scrutiny 1, Toughness 1.

Eat Lightning: When this character suffers damage, it gains the following Condition until the end of Dramatic Time:
"Adrenaline +1: At the end of the round, this character heals exactly 1 damage and lowers this Condition's value by 1."

Hand-Picked Men: This character gains ☉ to attack and damage flips while within 6 yards of a friendly Enforcer, Henchman, or Master.

(1) Brass Knuckles (Pugilism)

AV: 5 (10) ===== Rg: ☞ 1 ===== Resist: **Df**
Target suffers 2/3/4 damage. This weapon gains ☉ to the damage flip.

☉ **Broken Nose:** After damaging, the target becomes Dazed until all its damage is healed.

✕ **Aim Low:** After damaging, the target becomes **Slow**.

(1) You Lookin' At Me? (Intimidate)

AV: 5 (10) ===== Rg: 8 ===== Resist: **Wp**
If this character is capable of being Charged by the target, the target immediately declares a Charge Action against this character, even if it is engaged. Any successful attacks made as a result of this Charge suffer ☐☐ to the damage flip. After resolving these attacks, if the target was able to declare a successful Charge, it becomes **Paralyzed**.