

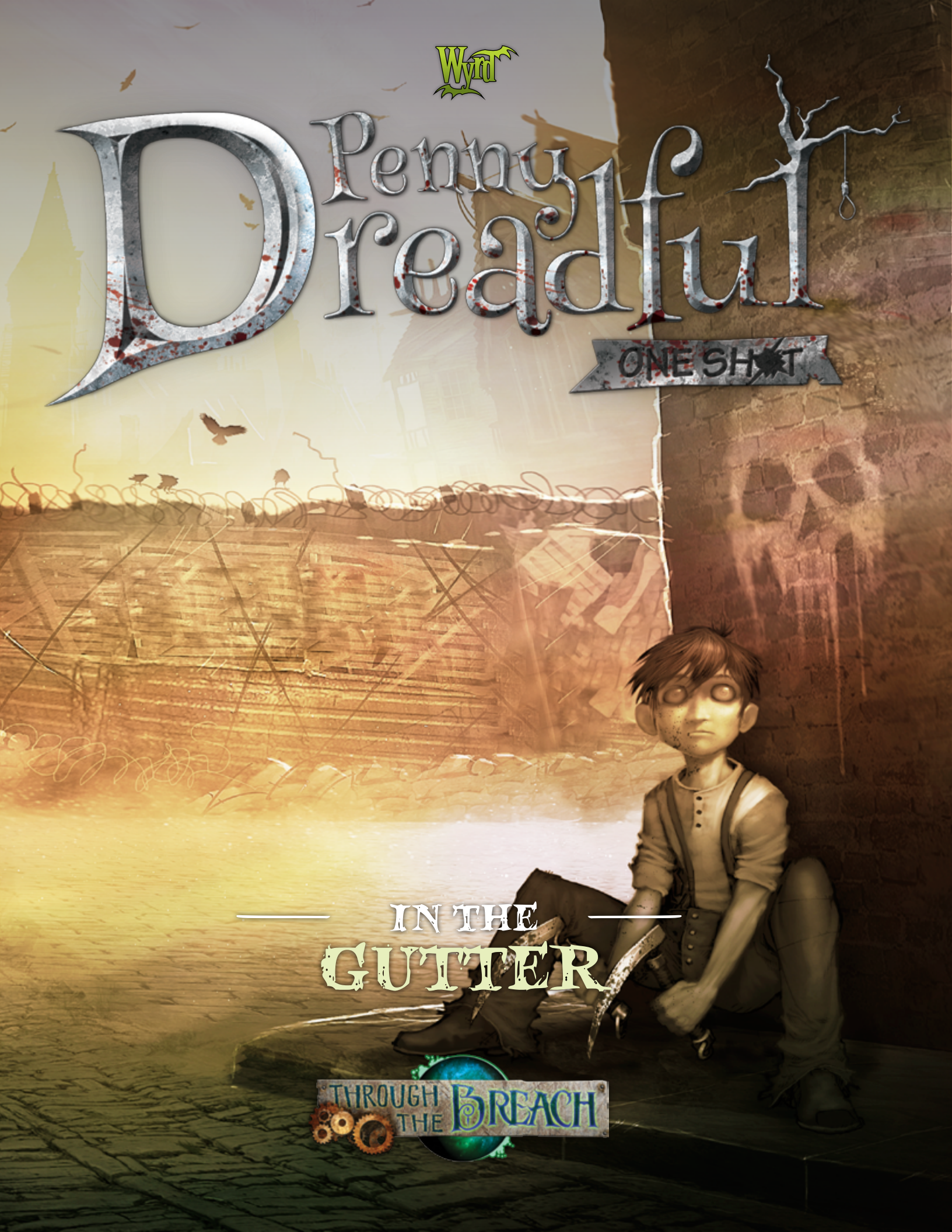


D Penny dreadful

ONE SHOT

IN THE
GUTTER

THROUGH THE BREACH





IN THE
GUTTER

DPenny
readful
ONE SHOT

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Thank you to everyone at Origins 2015 who helped playtest this adventure!

WHAT IS A PENNY DREADFUL ONE SHOT?

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

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

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

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

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

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INTRODUCTION

The monsters that move in the shadows of Malifaux often wear hideous faces; the demonic Nephilim, rotting undead, and twisted Gremlins are all threats which even a child can recognize, if not by name, then at least as something dangerous. There is no doubt that such creatures wish you harm, and though their strength might be formidable, once they step out from the shadows, it is clear that they are the enemy.

There are other creatures, however, who prefer the light of day to the darkness of the shadows. These subtle fiends wear the skins of their prey, masquerading as humans as they hunt on the outcasts of society. The greater powers of Malifaux are too involved in their own intrigues and schemes to pay attention to those at the bottom, and if any salvation is to be had, it must be earned through hard toil and great care.

In The Gutter is a one-shot adventure that focuses on these forgotten members of society and their struggle to defeat the evil that is preying upon them. Over the course of the adventure, the Fated will travel into the dreaded Quarantine Zone and perhaps even to the Northern Hills to strike down an even greater threat.

We've included six pregenerated characters who are designed to fit the premise of this adventure; all of them are in a bad place and are desperate for just enough cash to get them back on their feet. If you wish to have the players use characters of their own creation to play through *In The Gutter*, just make certain that the Fated are either living in the slums and in need of scrip, or that they have some other reason to become involved in the adventure's opening events. One option might be to have April Cassidy (mentioned on page 10) contact the Fated and ask them to help locate her missing husband.

WITHIN THESE PAGES

Here's a list of what you'll find in this adventure!

CHAPTER 1: INTRODUCTION

This is the section you're reading now!

CHAPTER 2: ADVENTURE

The adventure is divided into three Scenes. The first Scene centers around the appearance of Theodore Yelp, a shady Union boss who needs workers to help him clear out a collapsed building.

The second Scene brings the Fated to the Quarantine Zone, where they will likely become suspicious of Yelp and his motives. The longer they spend on their task, the more of Yelp's allies arrive to help him settle up with the Fated.

The third Scene gives the Fated the chance to travel to the Northern Hills and strike back against a terrible threat, proving that even those who have fallen to the very bottom can still become heroes.

CHAPTER 3: FM CHARACTERS

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

CHAPTER 4: FATED CHARACTERS

We've provided six pregenerated characters to be used with this adventure, and you can find their stat blocks and backgrounds here.

FATED NAME		PLAYER NAME	GUILD SCRIPT		
CURRENT PURSUIT	STATION	DESTINY STEPS FULFILLED	EXP.		
ASPECTS		SKILLS			
PHYSICAL	MENTAL	SKILL	AV	RATING	ASPECT
MIGHT	INTELLECT				
GRACE	CHARM				
SPEED	CUNNING				
RESILIENCE	TENACITY				
DERIVED ASPECTS					
DEFENCE	WILLPOWER				
WALK	CHARGE				
WOUNDS	HEIGHT				
ATTACKS					
NAME	AV	DAMAGE	RANGE		

CALL OUT BOXES

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

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

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

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

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



ADVENTURE

The following adventure is a quick way to get Fated involved in some of the trials of life in Malifaux City. It is designed to play with a newer group and provides many text boxes for the Fatemaster to read to keep the story moving forward.

It is a quick and direct adventure, easy to throw new players into or to use as a quick session in an ongoing campaign.

Fatemasters planning on running this adventure should take some time to read it ahead of time, or at least read the summary to the right.

Once settled, if you are using the pregenerated characters, give the players a chance to pick a Fated that they are excited to play. Each character has their own quirks and charms, but all of them will bring something exciting and unique to the adventure.

FATEMASTER SUMMARY

Theodore Yelp presents himself as a Union boss looking for recruits to go into the dangerous Quarantine Zone. In actuality, he is a Neverborn masquerading as a human, and he's only interested in the recruits for their bodies. He intends for the recruits to become the hosts for young Neverborn, allowing them to walk undetected among humans.

Things are unlikely to go as planned. In the midst of their "work," the Fated will see Mr. Yelp talking to all manner of folk. The Fated will be forced into a confrontation with Yelp and his thugs, and they may have to face his companion Barnabus or some Guild Sharpshooters as well.

The Fated may then decide to head into the Northern Hills to confront the Neverborn directly, but hopefully they realize the danger and sabotage the mine instead of trying to fight an entire army.

PROLOGUE

The Fated are in a bad spot, but there are rumors of a Union boss who is offering some decent pay for a day of hard work.

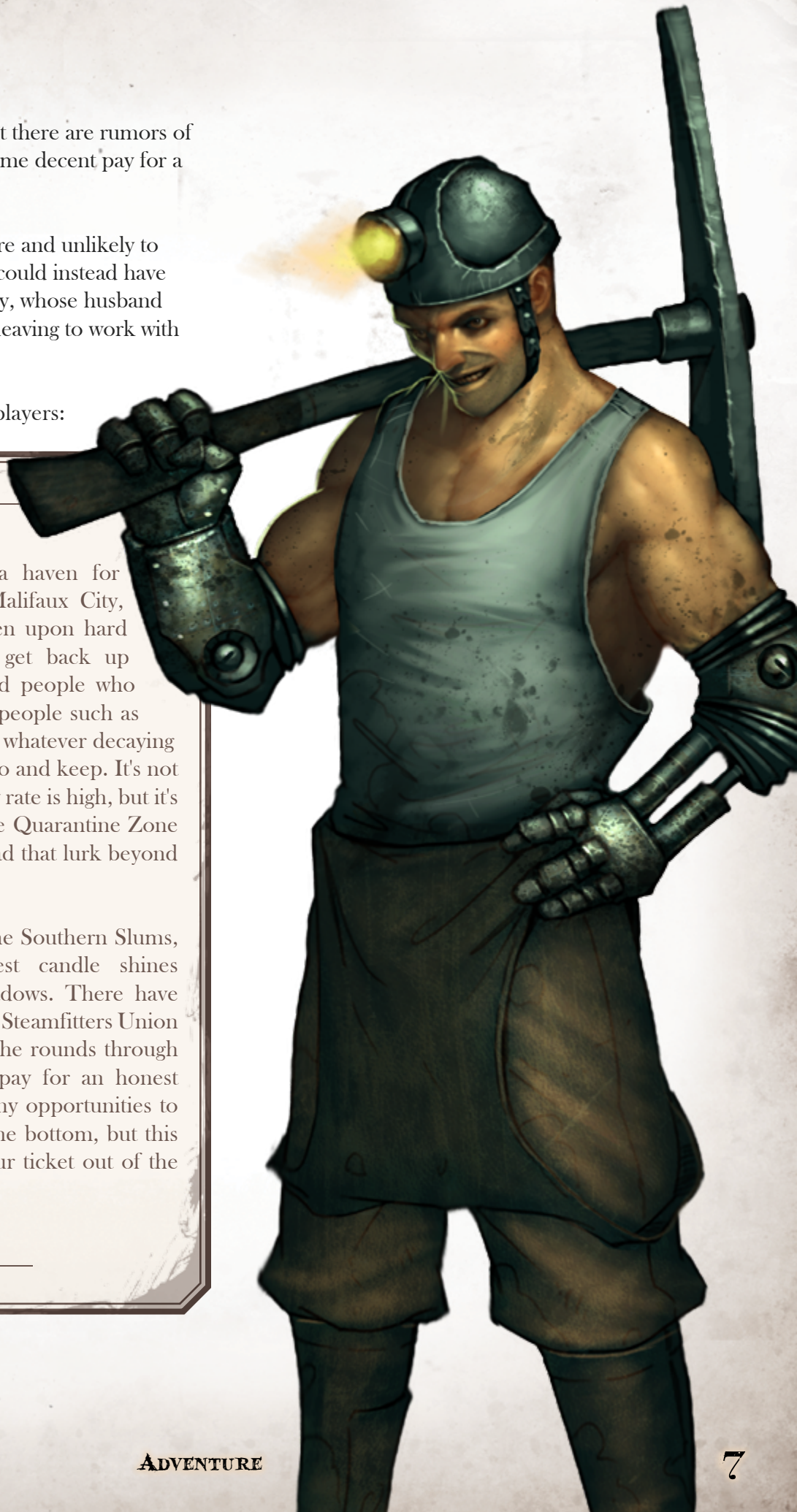
If the Fated are financially secure and unlikely to be interested in this hook, you could instead have them contacted by April Cassidy, whose husband mysteriously disappeared after leaving to work with Yelp (see page 10).

Read the following text to the players:



The Southern Slums are a haven for the lost and forgotten of Malifaux City, those people who have fallen upon hard times and aren't likely to get back up anytime soon. The wretched people who call the slums their home – people such as yourselves – primarily live in whatever decaying buildings they can lay claim to and keep. It's not an easy life, and the mortality rate is high, but it's still a step above living in the Quarantine Zone with the monsters and undead that lurk beyond the Guild's high walls.

There's not much hope in the Southern Slums, but sometimes, the faintest candle shines brightest in the darkest shadows. There have been rumors of a Miners and Steamfitters Union boss who has been making the rounds through the slums, offering honest pay for an honest day's work. There aren't many opportunities to make scrip when you're at the bottom, but this man might just might be your ticket out of the slums for good.



SCENE 1 - THE JOB OFFER

Read the following text to the players:



The arrival of the Union boss draws a crowd of would-be workers from the slums, all of them in torn or worn clothing that has been patched up one too many times. The crowd's mood seems to be somewhere between eager and wary as the Union boss raises his arms and bids everyone to be quiet. He's dressed in a business suit that looks a bit too tight for him, complete with suspenders and a vest. Two men in long dusters flank him, neither of them making any effort to hide the pistols on their gunbelts.

"Some of you know me," the Union boss shouts, his voice carrying across the crowd. "For those of you who don't, my name is Yelp, Theodore Yelp. I'm with the Union, and the Union needs good workers. And you folks sure look like you could use a paying job."

A man in a checkered cap speaks up. "Yeah? What's the work?"

Yelp turns to face the man, but when he speaks, he addresses the entire crowd. "We've got a building in the Quarantine Zone that needs some clearing out and fixing up." When murmurs begin to pass through the crowd, he raises his voice to drown them out. "Yes, the Quarantine Zone is a dangerous place, but we're offering a good rate to make up for it. One scrip per able-bodied man or woman for a day of honest work."

A woman in a dirty gray dress steps forward, her brow creased in a scowl. "I've heard your offer before, Mr. Yelp! My husband done took you up on it, and he never returned. That was two weeks ago, and you're still back every few days looking for more workers."

Yelp gives her a sympathetic look. "As I said, my dear lady, it's dangerous work. We're not pretending otherwise." His smile returns as he looks back to the crowd. "But it *is* paying work. Now, who wants to prove their worth to the Union and earn some scrip while doing so?"



The crowd breaks apart amidst grumblings about "nothing being worth going into the Quarantine Zone" and "can't spend the money if you're dead." While these sorts of grumblings may be ominous, it's clear that the people making them are still giving the offer a bit of consideration.

Ideally, the Fated will be desperate enough to take Yelp up on the offer and venture into the Quarantine Zone.

When the Fated step forward to accept, read or paraphrase the following text:



Yelp looks you up and down, his lips parting in an approving grin. "Oh, yes, you should do just fine." He takes a moment to wait for any further volunteers, then flips open a notebook and scribbles a few words on the first open page.



At this point, the Fated can attempt TN 10 Notice Challenges to catch a glimpse of the notebook. On a success, they notice that it has a number of names written down, each with a line struck through it. Some of the names are further noted with small stars.

These are the names of the people that Yelp has hired, and the ones with stars are those who were judged suitable for becoming Neverborn hosts. The crossed off names likely won't mean much to the Fated, but it should still put them on edge.

After the Fated have made their Notice Challenges and either caught a glimpse of the notebook or not, continue with the following text:

“Now,” he says, looking up at you eagerly. “Let's get your names and a bit about yourself. It's for the payroll.”

Yelp is actually recording their names for the sake of the Neverborn who will hopefully be inhabiting their bodies at the end of the day. This way, the Neverborn will have just enough general knowledge to pass as the Fated once they've been replaced.

This also serves as a good way for the Fated to introduce themselves to each other.

Once everyone is finished, read the following text:

Yelp flips his notebook closed and tucks it into his shirt pocket. “Good, good. I always appreciate efficiency when I see it.” He motions down the street. “I'll give you a few moments to change into any work clothes you might have. Meet me down the street when you're ready, but don't be tardy for your first day on the job.”



The Fated have a few moments to talk amongst themselves or otherwise prepare. If any of them linger for more than a few moments, read the following text:



Yelp has no sooner left you behind than the woman in the dirty gray dress approaches you.

“You can't trust that man,” she whispers, her tone insistent. “Nobody ever comes back from his jobs. He says they get killed in accidents or get shipped north to work in some mining town for the Union, but ain't none of them ever seen again.” She casts a glance back at Yelp, only to find him glaring right at her. Her eyes widen and she quickly retreats into a nearby crumbling building.



The woman's name is April Cassidy. If the Fated pursue her, they can attempt a TN 8 Social Challenge (Barter, Bewitch, Convince, Deceive, Intimidate, Leadership, or Teach) to get her to spill a bit more information. She believes that Yelp is a Resurrectionist and that he's collecting bodies to turn into zombie minions. That's not actually what's happening, but it's close enough that it should serve as a warning for the Fated (as well as a bit of a Red Herring to throw them off).

If they ask after April's husband, she reveals that his name is Mitch, but she doesn't have any hopes of seeing him alive again. If they offer to find him, she'll be grateful, but she can't offer them anything in way of a reward. Mitch Cassidy doesn't appear in this adventure – he was eaten weeks ago, and his bones were dumped into the sewers where they were gnawed clean by rats – but there's nothing wrong with letting the Fated think otherwise.

If the Fated ask Yelp about Mitch Cassidy, he claims that Mitch died on the job and was given a proper burial. A TN 11 Scrutiny Challenge reveals that he's only telling half the truth (i.e., that Mitch is dead).



SCENE 2 - THE QUARANTINE ZONE

Yelp leads the Fated eastward to the Quarantine Zone, which is separated from the rest of the city by a fifteen-foot-tall wall of stone and wood.

Travel into (and out of) the Quarantine Zone is restricted by the Guild, but Yelp and his men have created a passage through the wall that the Guild has yet to learn about.

Read the following text to the players:



Yelp and the two men in dusters - neither of whom offer their name - lead you eastward to the border of the Quarantine Zone.

The wall separating the forbidden area from the rest of the city is fifteen feet tall and built of strong stone and reinforced lumber, but rather than lead you to the Guild-patrolled gates, he motions you down a side street and into a half-collapsed building that looks to be on the verge of becoming a fully collapsed building.

"We'll pass through here," Yelp says, leading the way to the back wall. He pushes aside a table that has been propped up against the wall, revealing a passage leading through to the other side. "The Guild doesn't need to know all of the Union's secrets, neh?"

He chuckles and winks in your direction before climbing through the hole and motioning for you to follow.



If the Fated raise any protest or ask any questions, one of Yelp's bodyguards will speak up. Read the following text, making any adjustments as necessary.



It's one of the men in dusters who replies. "No time for that now," he growls, his voice raspy. "Just get going and Mr. Yelp will answer your questions when we get to the site." He fingers the hilt of his pistol in a way that doesn't make you feel very comfortable.



Once the Fated head through the wall, read the following text:



The other side of the wall proves to be a narrow alleyway, and you've barely made it through before Mr. Yelp is in motion, waving his hand for you to follow him as he winds his way through the narrow streets. The buildings here are somehow in worse repair than those in the slums, and sometimes you glimpse dead faces staring down at you from the broken windows or shapes slinking through the shadows. Even the air feels different here, as if the city were holding its breath in anticipation for some great event... or merely inhaling in preparation for a scream.

Yelp eventually stops in front of a two story building that seems mostly intact. There's a green canvas duffel bag out front, and he nods his head toward it as he sticks his thumbs behind his suspenders. "Here we are, gentlemen and ladies. The job is simple enough: just clear out the building of the debris inside and haul it out front there. There are some tools in that bag if you need them."



The Fated can make TN 11 Scrutiny Challenges at this point. On a success, they get the distinct impression that Mr. Yelp doesn't actually care about this building at all and that this is instead some sort of test of their abilities. If the Fated think to ask, they can attempt TN 10 Engineering Challenges to realize that the building is stable and that the rubble is from another building; Yelp has each group of recruits alternate between moving rubble in and out of the building to test their physical fitness.

If any of the Fated decide not to participate in the Ongoing Challenge, they'll draw the annoyance of Yelp. Read the following text to the player:



You've only been watching the others work for a few minutes when Yelp starts shouting at you. "Hey! You there!" He stomps towards you, looking annoyed. "I hired you to work, not to stand around lollygagging. If you don't work, you don't get paid."



If the Fated still refuse to work, for whatever reason, Yelp will glare at them and return to his thugs. He doesn't force the issue further; he'll just make certain that the lazy character gets eaten once it's time to separate the hosts from the food. Use an Ongoing Challenge for clearing out the building.

CLEARING THE COLLAPSED BUILDING

- **SKILLS:** Athletics, Labor, Leadership
- **TN:** 11
- **DURATION:** 1 hour
- **SUCCESS REQUIREMENT:** 8
- **FAILURE REQUIREMENT:** 4

On a success, the building is cleared away and rendered serviceable. After each Duration, have the Fated experience one of the two listed Clearing Events, starting with Clearing Event #1.

On a catastrophic failure, someone bumps a support beam and the second floor collapses down upon the Fated, dealing 2 damage to everyone in the building.

Clearing Event #1: Barnabas

Read the following text to the players:



As you're hauling some rotten support beams out into the street, you notice a long-haired man approaching in a splintered wagon. It's being pulled by a tired and worn mule, and the back is covered with a stained tarp. The driver is clad in a worn vest, but he wears no shirt beneath it, which only seems to draw attention to his muscled arms.

As he pulls to a stop and climbs down from the wagon, Mr. Yelp approaches him in the manner of a familiar acquaintance. They speak in hushed voices, but the man doesn't seem to be in any hurry to take his leave.



The man goes by the name of Barnabas. He's brought a half-dozen young Neverborn with him in the back of his cart; if the Fated are deemed suitable hosts, these are the creatures that Mr. Yelp will be placing inside their bodies. Curious Fated can attempt TN 10 Stealth Challenges to get close enough to overhear their conversation, which is essentially just Barnabas asking how the "recruits" are doing, and Yelp answering as appropriate, depending upon the Fated's progress thus far. On a failure, Yelp yells at the character to stop sneaking around and get back to work.

If questioned, Mr. Yelp will claim that Barnabas is also a member of the Union (a TN 11 Scrutiny Challenge will reveal this as a lie). A TN 9 Notice Challenge will reveal that Barnabas has six fingers on each hand.

If the Fated attempt to peek at the contents of the covered wagon, they'll have to succeed on a TN 10 Stealth Challenge as noted above. On a success, see "The Wagon" below. On a failure, they get yelled at by Yelp to get back to work.

Clearing Event #2: Guild Sharpshooters

Read the following text to the players:



You chase a half-dozen dog-sized rats out of the building, only to find that two more figures have joined up with Mr. Yelp, his two lackeys, and the vest-wearing man. The new arrivals are each wearing long dusters and carrying what appear to be high-powered rifles. Mr. Yelp is speaking with them, and though you're too far away to make out just what he's saying, you notice both men glance in your direction at the same time...a sure sign that the conversation is somehow about you.



These sharpshooters are not Neverborn, but are instead on special assignment on the order of their commander, who claimed it was a special request from the Governor Secretary. They've learned not to ask too many questions of the Governor's Secretary, especially when it comes to assignments like these. They have been placed entirely under Mr. Yelp's command to do with as he pleases.

The sharpshooters are Mr. Yelp's surgical knives; their precision allows Yelp to put his victims down without killing them, thus preventing him and his thugs from ruining an otherwise strong body with an accidental head shot.

If Zan Zhou (or another Guild agent) is present, she'll recognize the two men as Guild sharpshooters: elite riflemen whose presence alongside Yelp is very unusual. The Guild and the Union are often at odds, but these men seem to be treating Yelp as their superior.

A Good Job

Depending upon how quickly the Fated complete the Ongoing Challenge, the actions of Mr. Yelp and his associates will change.

1 hour: Mr. Yelp is surprised that the Fated finished so quickly and makes a few disturbing comments about their physical condition. He panics a bit and asks the Fated to get their tools packed away while he readies their payment, then gives the order for his two associates to shoot them in the back; any Fated that follow his orders and return the tools will be surprised and unable to act in the first round of Dramatic Time.

2 hours: Barnabas is present. The Fated have finished a bit faster than Mr. Yelp had planned, but since Barnabas is there, he's still confident in their chances of winning the fight. He'll ambush them as noted above, and Barnabas will leap into the fight as well.

3-4 hours: The sharpshooters are present. This is about how long it takes most of Yelp's victims to finish the job, and Mr. Yelp is ready for them. He'll ambush them as noted above, but the presence of the sharpshooters will make this a tough fight.

5+ hours: At the five hour mark, Mr. Yelp will call off the project and send Barnabas away with the Young Neverborn. He's decided that the Fated are too weak to make suitable hosts and intends to just devour them (the sharpshooters will be dismissed before the feasting begins to maintain his cover). It's not worth risking the safety of the young Neverborn in such an engagement, so Yelp will send Barnabas away before ambushing the Fated.

Failure: If the Fated suffer a critical Failure, Yelp will decide that they're hopeless and will send Barnabas away and order an ambush attack as listed above. The Fated in the building will take 2 damage from their critical failure as noted above. They will also have to succeed at TN 8 Toughness Challenges at the start of their first turn; on a failure, they are pinned beneath rubble and are considered to be **Slow** on the first round of combat.

KEEP ONE ALIVE FOR QUESTIONING!

It's unlikely that the Fated will kill everyone outright during the fight. Any characters who fall unconscious can be revived with TN 10 Doctor Challenges. Yelp and his crew are unlikely to give out any information willingly, but they can be persuaded to do so with Intimidate Challenges, the TN of which varies depending upon the character in question.

If the Fated take to extreme measures (such as torture) to get Yelp or his men to talk, feel free to give them a + on the Intimidate Challenge... and then inform them that they are terrible people.

Yelp (TN 13)

Yelp is the most difficult to question, as he knows that even if the humans don't kill him, he's essentially dooming many other Neverborn to death by talking. If they manage to scare him, he'll admit to working with the Neverborn (but not to being one himself). He claims that they were gathering bodies for young Neverborn to inhabit, and that he had no intention of actually paying the Fated for their work.

Barnabas (TN 12)

Like Yelp, Barnabas is a Neverborn, and he's in no hurry to admit that to the Fated, but he will come clean if they mention his Black Blood (which may have burned one or more Fated during the battle). If successfully pressured, he'll reveal that they're gathering bodies for Neverborn to inhabit, and that the creatures on the back of the wagon (if they've been discovered) are a specific breed of young Neverborn.

If the Fated press the matter, he'll reveal that the young Neverborn came from "the Breeding Halls," but won't go into any further detail on what that means or where it is. He knows that most of the new Neverborn hosts get sent "up north, to some mining town," and that they're working on "something big... something bigger than any of you can imagine," but he doesn't know much else. The other Neverborn don't like Barnabas very much; he used to be human and became a Neverborn through his exposure to their Black Blood, and they hold that against him.



Sharpshooters (TN 11)

The Guild Sharpshooters really don't know much about what's going on; they were ordered by their commander (Sergeant Howard Philips) to report to Yelp, and have been assisting him with his murdering for about a month now. They've avoided asking any questions, aren't interested in any theories the Fated might have, and aren't particularly keen on dying in the name of whatever Yelp's goal might have been. They don't know that he or Barnabas are Neverborn – they were always sent away before any bodies were inhabited or eaten – and will be surprised to learn that they are.

Thugs (TN 9)

Yelp's thugs are probably the best source of information as to what he was doing. They're aware that he wasn't strictly human and watched him eat a few people and turn others into new Neverborn, but he was paying well, so they just pretended not to notice. They'll tell the Fated that Yelp was putting the little "monsters" into the bodies of the dying, who just got right back up again. He would give the returned people rail tickets and send them up north, but they're not sure what's going on up there and didn't feel like risking their lives by asking.

If the Fated talk about heading north to investigate, the thugs will offer their services at a discounted rate (about half a scrip per day). The Fated can attempt to press them into service for free with a TN 10 Barter Challenge; on a success, they'll come along to "fix what they done wrong." A failure will still get them to agree to come along, but they'll duck out as the Fated are boarding the train, no doubt to appear as goons for some future antagonist. Their names are Dean Statler and Jerry Waldorf.

PEOPLE ARE DEAD

The Fated might decide to go through the pockets of the dead or unconscious, especially since they're rather poor and probably aren't being paid now that their employer has been shot.

Yelp

Yelp has his suit, which may interest Fated looking for a change of clothes, and anyone undressing him will notice that the skin beneath his shirt is transparent; there's something akin to purple fungus in his ribcage where his organs should be. He has his notebook, his Mauser 9 pistol, 20 bullets, and a worn envelope in his back pocket. The envelope contains two sets of train tickets; one set is for a train that leaves Malifaux City for the northern boom town of Ridley, and the other is for "Route 24," which departs from Ridley. There's also a folded note bearing the following text:

"Take the 7:20 train north to Ridley, then board the 8:00 connector to Contract Town #17."

If the Fated decide to pick Yelp's pocket before the fight, a TN 10 Pick Pocket Challenge will lift the tickets and note without Yelp noticing. He keeps his Mauser pistol concealed beneath his vest.

Barnabas

Like Yelp, Barnabas doesn't have any scrip on him, but he also lacks a weapon or anything of particular interest on his person.

Sharpshooters

The sharpshooters each have a Guard Rifle and 30 bullets, as well as Dusters. Per orders, they left their wallets and identification at home, which gives their commander plausible deniability if their involvement in the Neverborn plot is brought to light.

Thugs

The thugs each have Refurbished Infantry Swords and Collier Army Pistols with 20 bullets. They also have 1.5 scrip on their persons - their pay for the day - and both are wearing Dusters.

THE WAGON

If Barnabas showed up with the covered wagon, the Fated might choose to inspect its contents. If they do so, read the following text:



You peek beneath the stained sheet covering the back of the wagon - the dark splotches almost look like bloodstains now that you're closer - only to find a half dozen slitted eyes peering back at you. Each pair belongs to a twisted creature that resembles something between a cat and a lump of purple cottage cheese, but with faces that almost look human. They make faint mewling sounds as they slowly crawl towards you on their underdeveloped limbs and tentacles.



The young Neverborn are too weak to be serious threats, though any Fated foolish enough to fall asleep in the vicinity of such a creature is just asking to have it crawl inside them and take control of their body. The creatures are small and helpless, and can't fight back if the Fated attempt to destroy them.

The mule stands calm throughout any combat that might happen around it; it's old and just can't be bothered to care at this point. If the Fated attempt to bring it back to the slums, they'll have to pass a TN 9 Husbandry Challenge to get it to squeeze through the hole in the wall and will have to keep an eye on it once they're back. If they leave the mule alone for more than a few hours, one of their hungry neighbors will kill it and make some mule stew with the remains.

THEY WERE PLANNING SOMETHING...

There should be a number of clues pointing the Fated north towards Contract Town #17. If Yelp or his crew are questioned, they should provide some hints that there's something strange going on up north, and the note and train tickets in Yelp's pockets will give them a specific place to investigate.

Of course, there is always a chance that the Fated miss all the clues or don't wish to follow up on this lead. In this case, their adventure ends here, and they can return to the slums relatively empty-handed.

If that's the case, that's okay! Don't proceed to Scene 3; just allow the Fated to gain experience and progress as normal for a session's Epilogue.



SCENE 3 - CONTRACT

TOWN #17

Yelp had planned to give the train tickets to the young Neverborn after they had possessed the bodies of the Fated. With the tickets, they were to travel north to Contract Town #17, where they would join their brothers and sisters in attempting to unearth a magical obelisk buried in the town's mine. If the Fated decide to use the train tickets to travel to Contract Town #17, read the following text:



The train ride from Malifaux City to Ridley goes by quickly, and it's night before you arrive at the large boomtown. There's only a short wait until the smaller train and its single passenger car arrives to take you the rest of the way to Contract Town #17. Other than yourselves and the grizzled old engineer, there's nobody else on the train.

When the train finally pulls into Contract Town #17, it's immediately clear that something weird is going on. The small town consists of little more than the Union Hall and a few dozen tents splayed out around it, but everything is bathed by an unnatural green light that emanates from the mine entrance in the large hill overlooking the town.

You're barely off the train before it lurches into motion once again. The engineer leans out the window and points towards the hill. "Just head on up to the mine," he cackles, his voice barely audible over the clack-clack of the accelerating engine. "Once we get that thing out of the ground, those damned humans are out of the picture for good!" He laughs again as the engine picks up steam, carrying it and the old man off into the night.



There are essentially only two locations of note in #17; the Union Hall and the Mine. The Fated have to pass by the Union Hall to reach the mine, and it holds the key to sealing the mine and stopping the Neverborn threat.

THE UNION HALL

Read the following text to the players as they enter the building:



The Union Hall is a long, single-story building built from adobe. The door is wooden, and when you creak it open, you're assaulted by the stench of rotting meat. In the green light that spills out from the mine, you can make out a severed hand laying just inside the door.



The Fated will need a light source to see anything within the building. If they scrounge around in the tents or attempt to wander inside and search around, have them make TN 9 Notice Challenges to find a lantern and some oil. When they have light, read the following text, adjusting as appropriate if they found another source of light:



The light of the lantern reveals a slaughterhouse inside the Union Hall. Dozens of bodies are strewn all across the wide room, and blood is splashed liberally across the walls, floor, and even ceiling. Most of the bodies appear to have been torn into pieces. Something even seems to have been feeding on the dead, as a few of the closest bones bear the unmistakable indentation of teeth marks. The stench of blood and rot is almost overpowering.



Have the Fated that enter the Union Hall make TN 9 Centering Challenges; those who fail end up vomiting from the stench (which certainly doesn't help things). If the Fated investigate the bones, a TN 10 Doctor Challenge will reveal that the bite marks on the bone are of human origin.

Should the Fated choose to investigate the Union Hall further, they can attempt TN 9 Notice Challenges to find the foreman's bloodstained log book. Blood has smeared the last few pages and caused them to stick together, but a TN 9 Literacy Challenge will allow a Fated to decipher them, which mention frequent complaints of headaches and strange dreams from the workers. The last page mentions that "some sort of devil" seems to have gotten into McConnely, who keeps talking about "the buried obelisk" and how he must "free it from its prison." The talk makes the foreman uncomfortable, and he admits to being tempted to use the last of the explosives to "bring down the whole damned cave."

A locked door near the western wall contains these explosives (and is conveniently labeled with a large "EXPLOSIVES: NO OPEN FLAMES NEAR THIS DOOR"). The door is locked, and the Fated will have to pass a TN 10 Lockpicking Challenge to open it or a TN 10 Labor Challenge to break it down. There are eight crates of dynamite and a few spools of safety fuses in the closet; more than enough to collapse the mine (see The Mine below).

THE MINE

Twenty feet inside the mine's entrance is a mechanized elevator that leads down into the mine proper. The elevator is encased in mesh grating, and green light shines up from the depths of the shaft.

Read the following text to the players:



The elevator has a lever within it to control what direction it goes, as well as a panel at the top to call it up remotely from the bottom level.



If the Fated get curious and decide to ride the elevator down to the lower level of the mine, the Neverborn working down there will instantly recognize them as human and attack. Read the following text:



The gears of the elevator grind loudly as it slowly lowers you down into the bowels of the mine, with only a wall of mesh iron to separate you from the stone walls of the elevator shaft.. The green light persists despite not having any clear source that you can make out; in fact, it seems to grow more intense the further you descend into the mine.

After a minute, the stone wall in front of you finally opens to reveal a large underground cavern. The walls gleam with throbbing, fleshy tumors that pulse obscenely like living creatures, and dozens upon dozens of people – humans and twisted monsters alike – are working tirelessly to exhume a colossal obelisk from the stone at the cavern's center. The monolith is carved from black stone, and its surface seems to swirl like oil as you gaze upon it. Glowing green runes are inscribed onto its sides, and though you cannot identify the language or their meaning, a shiver of dread passes up your spine as you look upon them.

The elevator continues its descent to the bottom of the cavern floor, but as you draw closer, a twisted creature resembling a tentacled bat glances up at you and sniffs the air like a dog. "HUMANS!" it shouts out in a shrill voice. "HUMANS ARE HERE!"

The alarm draws the attention of the workers and they shriek in outrage, the more monstrous dropping their tools as they charge towards the lowering elevator while the human-looking workers heft their tools or begin chanting words of magical power.



The Fated have about one round before the elevator reaches the bottom; if it does, the monsters will tear open the mesh door and swarm over them, tearing the Fated to shreds. A group of Neverborn will then use the lever in the elevator to head up to the top of the mine. If there are any Fated waiting in the mine when they arrive, the Neverborn will burst out in a wave of shrieks and claws and devour them.

There's still time to reverse the elevator's ascent with the control lever, in which case the Fated will be safe only so long as someone remains in the elevator to keep the Neverborn below from using the control panel at the bottom of the shaft to call it back down.

THWARTING THE NEVERBORN

If the Fated wish to sabotage the elevator, they can render it unusable with a TN 10 Engineering Challenge, which will leave the Neverborn trapped below. It's only a temporary fix, but it's enough to allow the Fated to retrieve the explosives from the Union Hall and blow up the mine (or, at the very least, enough time to get a good head start on fleeing down the tracks if the Fated just decide to run away).

If the Fated wish to find a more permanent solution, they can use the Explosives in the Union Hall to collapse the mine down upon the Neverborn below. Doing so requires a TN 10 Explosives Challenge to properly set the explosives and allow them enough time to escape; a failure still results in a detonation, but also deals 3/5/8 damage to the character setting them off (and anyone else in the mine's entrance).

The Fated could also choose to use the elevator to send the explosives down to the bottom of the mine before detonating them, which will give the character setting up the Explosives a  to their flip.

THE HOLLYWOOD ENDING

If the Fated blow up the mine, read the following text:



A thundering explosion shatters the silence of the night as a colossal fireball erupts from the entrance of the mine. For a moment, it's as bright as high noon, and your ears ring from sheer proximity to the blast. The ground trembles as a deep rumbling emanates up from somewhere far below you, and as you watch, the town's hill collapses in on itself in a great cloud of red-brown dust.

When the cloud finally begins to settle, there's a massive sinkhole where the hill had once stood, a crater of broken stone and upturned dirt from which nothing could have escaped. There's no sign of the green light that had once spilled out from the mine, and without it, the night seems very dark... and very silent.



THE OBELISK

It's possible that the Fated chose not to destroy the mine; perhaps they attempted to fight off the Neverborn in the mine or fled without investigating the Union Hall. They may have even chosen to remain in Malifaux City rather than investigate the strange happenings up at Contract Town #17.

In this case, the Fatemaster is encouraged to make the Obelisk play an important part in the events of her campaign; it's clearly an important object, and the Neverborn are going to great lengths to excavate it for some nefarious purpose...



FM CHARACTERS

The following four pages contain the stat blocks for the Fatemaster characters that are likely to come up during the adventure. They have been created with an eye toward ease of use by the Fatemaster.

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

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

THEODORE YELP

Mr. Yelp is not a good man, but that's largely because he's not a man at all. Mr. Yelp is actually a Neverborn wearing the skin of a man.

Despite his monstrous true nature, Mr. Yelp is more of a recruiter than a fighter. He's quick to get out of combat and let others be in the thick of things, and he's happy to use anyone he can to keep himself safe from harm.

Mr. Yelp has been around for some time and is fairly skilled at what he needs to do. His biggest shortcoming is that his condescension towards humans means that he can easily underestimate them... as he is about to do with the Fated.



THEODORE YELP

Enforcer (7), Living, Mimic

<i>Might</i> 1	<i>Grace</i> 2	<i>Speed</i> 0	<i>Resilience</i> 3
<i>Charm</i> 1	<i>Intellect</i> 2	<i>Cunning</i> 0	<i>Tenacity</i> 4
<i>Defense</i> 3 (10)	<i>Walk</i> 4	<i>Height</i> 2	<i>Initiative</i> 2 (9)
<i>Willpower</i> 6 (13)	<i>Charge</i> 4	<i>Wounds</i> 9	

Skills: Deceive 2, Evade 1, Intimidate 3, Leadership 3, Notice 2, Pistol 3, Scrutiny 3, Teach 1, Toughness 3, Track 1

Df (♥) Human Shield: After an attack succeeds against this character, target friendly Minion within 2 yards and Line of Sight is placed into physical contact with this character. The Minion suffers the effects of the Action instead, including any Triggers.

Slick as Oil: Disengaging strikes made against Yelp suffer a ☐.

(1) Mauser 9 (Pistol)

AV: 5 (12) ===== 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.

THUG

The Thugs presented below are simple mercenaries able to fight in close combat or at range.

These Thugs will default to fighting at range with their guns rather than close quarters fighting, but are adept with their swords, should the need arise. At least one will try to remain near Yelp as a bodyguard (and to provide fodder should he need a human shield).

THUG

Minion (5), Living, Mercenary

<i>Might</i> 1	<i>Grace</i> 2	<i>Speed</i> 0	<i>Resilience</i> 0
<i>Charm</i> -1	<i>Intellect</i> -1	<i>Cunning</i> -1	<i>Tenacity</i> 3
<i>Defense</i> 4 (9)	<i>Walk</i> 4	<i>Height</i> 2	<i>Initiative</i> 2 (7)
<i>Willpower</i> 5 (10)	<i>Charge</i> 4	<i>Wounds</i> 5	

Skills: Athletics 1, Evade 2, Melee 3, Notice 2, Pistol 2, Toughness 1, Stealth 1

Protected (☹): This character ignores the first Critical Effect generated with the noted Suit during Dramatic Time.

(1) US&E Collier Army (Pistol)

AV: 4 (9) ===== Rg: ⚡ 12 ===== Resist: Df
Target suffers 1/3/4 damage.

♥ *"I'll Cover You!":* After succeeding, another friendly character within 2 yards may immediately take a Walk Action.

(1) Refurbished Infantry Sword (Melee)

AV: 4 (9) ===== Rg: ⚡ 1 ===== Resist: Df
Target suffers 1/2/3 damage.



BARNABUS

Barnabus was shipped to Malifaux as a convict laborer in the first few months of Malifaux's resettlement. His chain gang was sent south into the Badlands, where their Guild guards found themselves harried and harassed by the Nephilim.

A man named Nelson eventually staged a revolt and led most of the convicts further into the wasteland, raving about how he was going to create a town where they could live as free men.

Barnabas thought that Nelson was an idealistic fool and chose to go the other direction, back towards civilization.

He chose poorly.

The Nephilim captured Barnabas and tortured him for information, only to realize that he didn't know any more than they did. Rather than simply eat him, the Nephilim shaman gradually exposed Barnabas to their Black Blood, transforming him into an indoctrinated Nephilim agent.

BARNABUS

Minion (6), Living, Nephilim

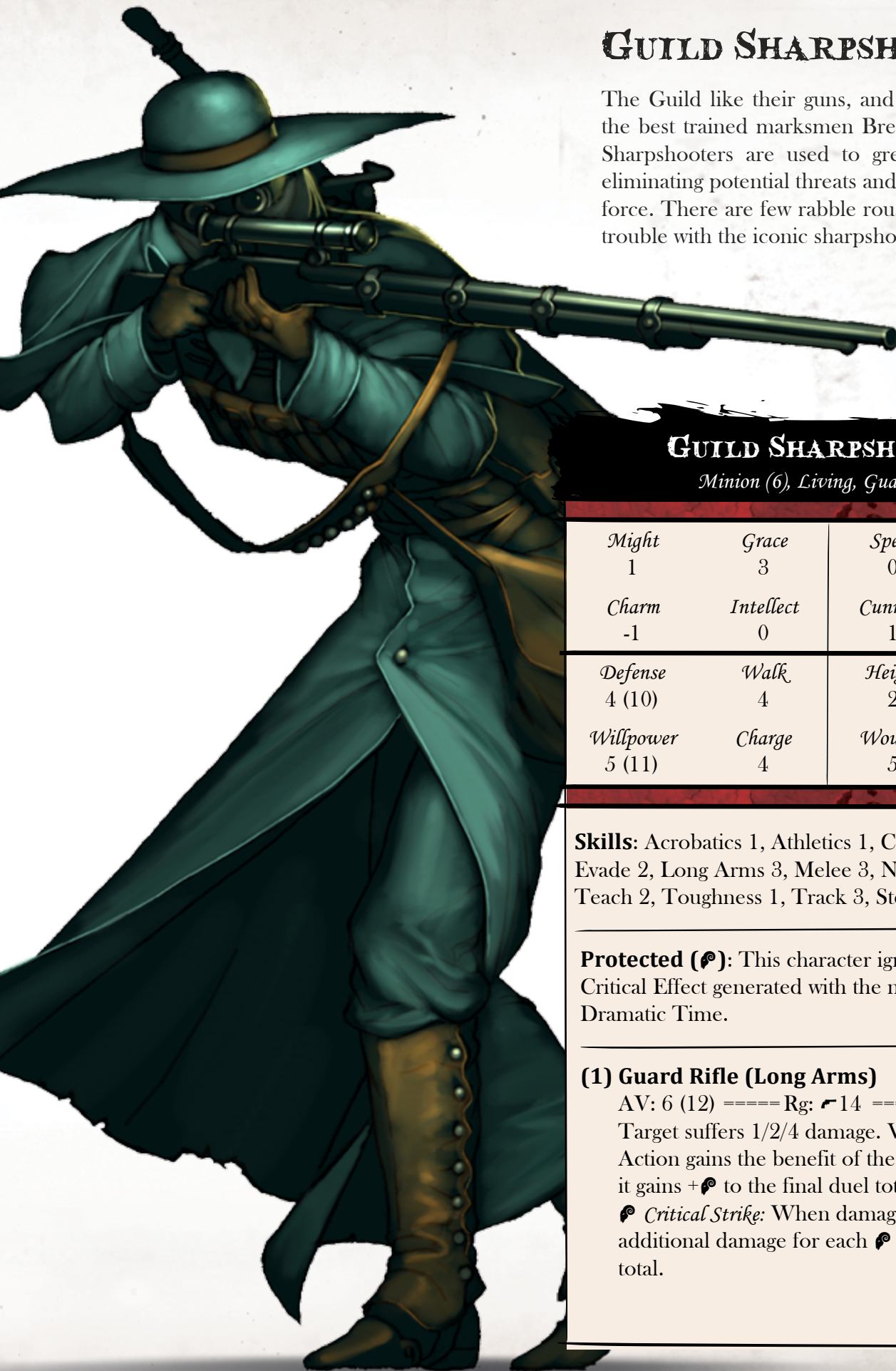
<i>Might</i> 2	<i>Grace</i> 2	<i>Speed</i> 2	<i>Resilience</i> 2
<i>Charm</i> -3	<i>Intellect</i> -1	<i>Cunning</i> 1	<i>Tenacity</i> 2
<i>Defense</i> 4 (10)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 4 (10)
<i>Willpower</i> 4 (10)	<i>Charge</i> 6	<i>Wounds</i> 6	

Skills: Husbandry 1, Evade 2, Navigation 2, Notice 2, Pugilism 2, Toughness 1, Track 2, Wilderness 2

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

(1) Bare Knuckles (Pugilism)

AV: 4 (10) ===== Rg:  1 ===== Resist: Df
Target suffers 2/3/3 damage.



GUILD SHARPSHOOTER

The Guild like their guns, and they have some of the best trained marksmen Breachside. The Guild Sharpshooters are used to great effect, both for eliminating potential threats and as an overt show of force. There are few rabble rousers willing to make trouble with the iconic sharpshooters nearby.

GUILD SHARPSHOOTER

Minion (6), Living, Guardsman

<i>Might</i> 1	<i>Grace</i> 3	<i>Speed</i> 0	<i>Resilience</i> 0
<i>Charm</i> -1	<i>Intellect</i> 0	<i>Cunning</i> 1	<i>Tenacity</i> 2
<i>Defense</i> 4 (10)	<i>Walk</i> 4	<i>Height</i> 2	<i>Initiative</i> 3 (9)
<i>Willpower</i> 5 (11)	<i>Charge</i> 4	<i>Wounds</i> 5	

Skills: Acrobatics 1, Athletics 1, Centering 3, Evade 2, Long Arms 3, Melee 3, Notice 3, Teach 2, Toughness 1, Track 3, Stealth 2

Protected (☛): This character ignores the first Critical Effect generated with the noted Suit during Dramatic Time.

(1) Guard Rifle (Long Arms)

AV: 6 (12) ===== Rg: ⚔ 14 ===== Resist: Df
Target suffers 1/2/4 damage. When this Attack Action gains the benefit of the Focused Condition, it gains +☛ to the final duel total.

☛ *Critical Strike:* When damaging, deal 1 additional damage for each ☛ in the final duel total.



FATED CHARACTERS

The following six characters have been specially designed to work well with the events that unfold in this adventure. Each of them has fallen upon hard times and is in need of a lucky break, which sets them up with an immediate interest in the Union boss's proposal.

If you wish to continue playing these characters past this first adventure, it shouldn't be too difficult to convert them into full Fated, and we've provided each Fated with their destiny to make this process a bit easier. Just transfer them to full character sheets and you should be good to go!

Four of the characters (Holger, Hector, Maureen, and Zan) have special Triggers that aren't listed in the *Fated Almanac*. These Triggers are from the optional Skill Triggers section of *Into the Steam*, but if you don't have access to that book, don't worry! We've given the characters all the information they need to use the Triggers listed in their stat blocks.

THE CAST AT A GLANCE

Holger Stenberg: Holger is a Drudge, a tough worker with a pneumatic arm.

Hector Abels: Hector is a Wastrel, a clever gambler with an assortment of useful skills.

Maureen Flynn: Maureen is a Performer who was raised by Gremlins, but that has not hurt her social skills in the slightest.

Zan Zhou: Zan portrays herself as a timid woman, but she's actually a deadly Gunfighter.

Nestor Brooks: Nestor is a Tinker, a spellcaster focused on Enchantment magic.

Sonoma Icho: Sonoma is a Graverobber, a spellcaster focused on Necromancy magic.

HOLGER STENBERG

Holger grew up in the small fishing village of Hundested, in Denmark. His parents were bookbinders, and he grew up learning the family trade despite having little interest in such work. When he was old enough, he left home and traveled south to Germany, where he took jobs on the railroad, laying track through the ominous forests and across the lowlands. It was hard work, but he enjoyed being able to look back to see everything that he and his team had accomplished.

When the Breach reopened, Holger traveled to Malifaux in the hopes of earning some good money in the Guild's employment. It was said that they were paying very well for skilled laborers, and Holger had enough experience with railroads to earn him a position in the Foundry, a subset of the Miners and Steamfitters Union that handles the steady expansion of Malifaux's railway network.

Unfortunately, things didn't go as planned for Holger. Instead of having him lay rail, his rail boss thought that he might have some skill at explosives and made him an apprentice to their demolitionist. The working conditions were less than safe, and after three weeks of frequent brushes with death, Holger was caught in an explosion that knocked him unconscious and ended up costing him his arm.

The Foundry replaced it with a mechanical version, but the Union expected him to pay them back for the replacement. He tried, he really did, but between not being used to the pneumatic limb and some lingering mental trauma from the explosion, his work suffered and the Union finally let him go...but didn't excuse his debt.

Holger's been living in the slums for a little over two months, scraping together whatever scrip he can through odd jobs in order to pay off his debt. He knows that he's going to need to find some Soulstone Dust before too long in order to keep his limb working, because without it, he's going to end up with a heavy piece of dead weight welded to his shoulder and only one working arm...and that isn't going to make it any easier to find paying work.

In short, Holger is desperate and in need of a lucky break. Malifaux hasn't been kind to him, but he refuses to allow his worries to show on the outside; his pride is one of the few things he still has left.

HOLGER STENBERG

Fated, Living, Drudge

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

Skills: Athletics 1, Barter 1, Explosives 2, Carouse 1, Evade 1, Gambling 1, Labor 2, Navigation 1, Notice 2, Pistol 1, Printing 1, Pugilism 3, Scrutiny 1, Toughness 3

Hard Day's Night (Drudge): When Holger fails a Training Duel (such as Athletics, Labor, or Notice), he may draw a card from his Twist Deck.

Armor +1: When Holger suffers damage, reduce the damage by 1 (to a minimum of 1 damage).

Plain Spoken: Holger doesn't try to muddy his conversation with flowering language. He gains  to Social Duels made during Dramatic Time.

(1) Pneumatic Fist (Pugilism)

AV: 4 ===== Rg:  1 ===== Resist: **Df**
Target suffers 2/3/4 damage.

 **Beat Down:** When damaging, you deal +1 damage if the target does not have Armor.

(1) Volyer Revolver (Pistol)

AV: -1 ===== Rg:  10 ===== Resist: **Df**
Target suffers 2/3/4 damage. Capacity 7, Reload 4.

Gear: Pneumatic Limb, Volyer Revolver, 35 bullets, Duster (Protected .

Destiny: "After what is dead has died, your eyes will be open unto the Abyss, for the gloom will deny that it knows you. The shards you pass through leave a bloody trail, and he will call the Bastille into the break."

Twist Deck: Ram (1, 5, 9, 13), Masks (4, 8, 12), Crows (3, 7, 11), Tomes (2, 6, 10).

HECTOR ABELS

Up until a few weeks ago, Hector was employed by Geissel Metalworks, a manufacturing company based in the city's Industrial Zone. Geissel produces the constructs that the Guild uses to keep the peace in Malifaux, and while Hector wasn't anything approaching a prodigy, his parents had been engineers, and his entire life had been spent around machines of one sort or another.

Of course, few of his coworkers knew about his nighttime activities. He worked hard in his overalls during the day, but after his shift was over, he changed into his best clothes and made his way down into the Little Kingdom. While some might have been attracted to the exotic beauties of the district or its foreign culture, Hector was there for one reason alone: the gambling.

He hadn't heard of mahjong before coming to Malifaux, but the people of the Three Kingdoms played it like some people played poker, with serious faces and money on the table. Quite a lot of money, in fact. At first, Hector was just curious, but he quickly discovered that he had a knack for it and started winning. He was making more money gambling each night than he was slaving away for Geissel during the day, and it seemed like he might be able to pull himself up into a life of true wealth and privilege.

Then Hector's luck turned. He started losing and losing big, and in his panic he bet more and more in an attempt to recoup his losses. Eventually he took out a loan with some shady people...and promptly lost all of it on a sure thing. Hector tried to avoid the loan sharks asking about their money, but when he saw the masked man waiting outside his home on his way back from work, he knew that he had run out of time and that the people he had borrowed money from - the Ten Thunders - were looking to close out his account.

It's been a week since that day. Hector has been hiding in the slums ever since, trying to scrape up whatever scrip he can to pay back the Ten Thunders, or at the very least, enough to convince them that he's more useful alive than dead. He's certain that he's lost his job by now, but he's managed to convince himself that he can talk his way back into Geissel...provided that he manages to come up with enough scrip to keep the loan sharks from cutting out his tongue.

HECTOR ABELS

Fated, Living, Wastrel

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

Skills: Artefacting 2, Bewitch 3, Engineering 1, Evade 1, Gambling 2, Labor 1, Lockpicking 2, Pick Pocket 3, Pistol 2, Pugilism 1, Stealth 1

Educated (Wastrel): When Hector fails an Expertise Duel (such as Gambling, Lockpicking, or Pick Pocket), he may draw a card from his Twist Deck.

Better Part of Valor: When the going gets tough, Hector tends to go the other way! His Charge has been reduced to "-" but his Walk has increased by +2.

(1) Brass Knuckles (Pugilism)

AV: 0 ===== Rg:  1 ===== Resist: **Df**
Target suffers 0/1/2 damage. You gain  to this damage flip while wearing Brass Knuckles.

(1) B&D Pocket Revolver (Pistol)

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

(1) Pick Pocket

AV: 3
 *Pat Down:* After succeeding, you learn whether the target has any hidden weapons.

Gear: Lockpicking Toolkit ( to Lockpicking), B&D Pocket Revolver, 20 bullets, Brass Knuckles.

Destiny: "Once you rise from the ashes, she will sicken to the blessed touch, and you will pan the gutter's glitter. All of the screams will lead you home, and you will drive the chariot of winter."

Twist Deck: Tomes (1, 5, 9, 13), Rams (4, 8, 12), Masks (3, 7, 11), Crows (2, 6, 10).

MAUREEN FLYNN

People in the city always claim that there wasn't any way to get between Earth and Malifaux for a hundred years, but Maureen knows better. She was the youngest of seven children back home in Ireland, but one day when she was swimming in the lake, she dived down further than ever before, only to surface in some place that wasn't Ireland at all. In fact, it looked like a swamp.

She wandered a little bit, the tears coming as she tried to find her way home, but everything had changed. Fat alligators eyed her from pools of muddy water, mosquitoes the size of her fists buzzed overhead, and it was so warm and humid. Eventually, she came across a small village of strange green-skinned creatures that could only have been the "wee folk" that her mother had mentioned in Maureen's bedtime stories. The green creatures were just as surprised to see Maureen as she was to see them, but one of the green-skinned women eventually adopted Maureen into her "family."

It wasn't until the Breach reopened a decade later that Maureen finally saw another human. Instead of welcoming her, though, they fired upon her, thinking she was a shapeshifter; Gremlins weren't too keen on clothing or bathing, and Maureen hadn't seen any reason why they were wrong. She fled to the arms of her adopted mother, and the old Gremlin woman arranged for her "brothers" to get some "proper fixins" to make Maureen look proper enough to visit her own kind.

The dress they came back with needed a bit of cleaning to get the blood out, but it fit Maureen like a glove, and when she next ventured out into the world beyond the Bayou, she drew stares and whistles rather than bullets. Unfortunately, she didn't have any of the strange money that the "city folk" used to buy things, so she was forced to find a place to camp out in one of the slums.

People keep talking about someplace called the "Star Theater" and how all sorts of pretty women get up on stage each night and sing and dance around, and apparently they get plenty of scrip for doing it. Maureen figures that she's pretty good with a banjo (whether playing it or using it to smack gators in the head), so all she needs is enough scrip to get a few more dresses and maybe a bath before she marches up the steps and announces her intent to join them.

MAUREEN FLYNN

Fated, Living, Performer

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

Skills: Bewitch 2, Carouse 1, Deceive 1, Evade 2, Homesteading 2, Melee 2, Music 3, Notice 3, Toughness 1, Wilderness 2.

Flare for the Dramatic (Performer): When Maureen fails a Social Duel (such as Bewitch or Deceive), she may draw a card from her Twist Deck.

Shove Aside: Maureen grew up alongside Gremlins and knows how to barrel past them. She can move through Height 1 characters without being impeded.

(1) Banjo Bash (Melee)

AV: 4 ===== Rg:  1 ===== Resist: Df
Target suffers 1/3/4 damage. If this weapon deals Severe damage, the target suffers a Weak Critical Effect.

(1) Banjo Music

AV: 4

 **Marching Tune:** After succeeding, every friendly character in (X)8 may discard a Twist Card to gain the **Fast** Condition.

Gear: Fancy Dress ( to Bewitch), Sturdy Banjo, Jug of Moonshine.

Destiny: "When you are a stranger to yourself, an open door will let him into the red chapel, for your secrets are not yours alone. The empty mind will know the lie from the judgment, and you will be unmade."

Twist Deck: Masks (1, 5, 9, 13), Rams (4, 8, 12), Crows (3, 7, 11), Toms (2, 6, 10).

ZAN ZHOU

Zan Zhou is just one of the many immigrants from the Three Kingdoms who have taken refuge in Malifaux following the troubles in their homeland. While most of these refugees settle down in the Little Kingdom district, Zan has chosen a different slum for her home, where she keeps a low profile and just tries to get by from day to day as best she can. She doesn't cause any trouble, and when she speaks, it's with her eyes downcast and her voice barely more than a whisper. Zan Zhou just isn't that remarkable of a woman, and most people don't give her a second thought.

That is, of course, nothing more than a lie.

The real Zan Zhou grew up in Arizona, and her natural accent has far more of a southern twang to it than anything that might have come out of the Three Kingdoms. She's never even been there, though her parents told her plenty of stories while she was growing up... right up until the Guild kicked down their front door and shot them both dead.

From what she was told afterwards in the Guild orphanage, her parents had been unsanctioned mages, and that made them dangerous, not just to Zan, but to the entire world. Zan's not entirely sure that she believes that line – she had learned a little bit about magic back when her life had been happy, and it had seemed harmless enough – but it's not like disbelieving the lie changes what happened.

The Guild took her in and raised her, taught her how to fire a gun, and gave her a job as soon as they felt she was ready. She'll never forget her parents, but in a way, the Guild has become a parent, too. A harsh and demanding parent, but that's just molded her into the woman she is today.

Zan's currently working undercover to investigate some disappearances that have been happening in this area. The Guild's not sure what's causing them, but it's raised enough of a concern for Zan to get involved. In theory, she's capable of calling in backup from the Guild, but Zan's determined to solve the case without involving the Guild any further; there were hints that this mission was given to her to test her mettle, and she suspects that there's a promotion in it for her if she does well.

Gear: Two Collier Single Action Army Revolvers, 30 bullets, Ram-shaped Guild Pin.

ZAN ZHOU

Fated, Living, Gunfighter

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

Skills: Athletics 1, Counter-Spelling 1, Deceive 2, Evade 2, Martial Arts 3, Notice 1, Pistol 3, Prestidigitation 1, Scrutiny 2, Stealth 2, Track 1.

Finger on the Trigger (Gunfighter): When Zan fails a Ranged Combat duel during Dramatic Time, she may draw a card from her Twist Deck.

Paired Weapon (Pistols): Zan can wield two Pistol weapons at the same time to gain a  to her attack flip. She only makes one attack flip using both weapons, but both weapons still fire a bullet.

(1) Quan Fa (Martial Arts)

AV: 4 ===== Rg:  1 ===== Resist: Df
Target suffers 1/3/4 damage. If this attack deals Severe damage, the target suffers a Weak Critical Effect.

(1) Collier Single Action Army Revolver (Pistol)

AV: 5 ===== Rg:  12 ===== Resist: Df
Target suffers 2/3/4 damage. Capacity 6, Reload 2.
 **Ricochet:** After damaging, another character within 3 yards of the target suffers 1/2/4 damage. This damage flip may not be cheated.

Destiny: "When the gears turn upon the story best forgotten, your journey will never begin, as your steed takes you into the jousts of war. Watch them as they fall one by one to the ground, and the mage's knee bends before your river."

Twist Deck: Masks (1, 5, 9, 13), Rams (4, 8, 12), Crows (3, 7, 11), Tomes (2, 6, 10).

NESTOR BROOKS

Up until a month ago, Nestor Brooks was a Steamfitter, one of the licensed spellcasters that kept the Union's constructs and pneumatic technology maintained and functioning. His medical training - technically just what bits he picked up from watching his father tend to his village's cows and pigs - meant that he was just qualified enough to assist with the grisly task of amputating damaged limbs and attaching prosthetics. It wasn't pleasant work, but he was good at it, and Nestor took pride in seeing those he helped return to work after only a few days of rest and adjustment.

He probably should have kept his mouth shut when the orders came down from the top to start implanting the devices into the limbs of his patients. According to what he had overheard, far too many people were skimping out on their debts to the Union after receiving prosthetics, and to ensure that they paid off their debts, the higher-ups had worked out a solution: small explosive devices, implanted into each prosthetic. If someone ran off or missed a payment, all it took was the press of a button and kaboom - no more prosthetic to worry about.

Needless to say, Nestor thought that the entire practice was barbaric, and he made it a point of speaking his mind at the meetings. Maybe he was a bit too vocal, or maybe it was his refusal to follow the policy, but regardless, he soon found his Union membership revoked...along with his Union-sponsored housing and bank account. Now homeless, Nestor was dejected and hopeless, and soon he found himself squatting in one of the abandoned buildings of the slums.

He's talked to a few of the former Union boys that have come through the slums since, and none of them have heard anything about the policy at all. Could it be that someone was passing down orders on their own and claiming that it came from the top? If that's the case, then maybe the Union isn't the villain that he thought it was; there's just a villain hiding within the Union and using it for their own gains.

Well, Nestor knows a thing or two about cutting away an infection to save the patient. The only problem is, he's in need of a shave and a bath, and he needs to find a way to get to Hollow Point Station to talk to the Union leaders...and all that takes money he doesn't have.

NESTOR BROOKS

Fated, Living, Tinker

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

Skills: Artefacting 3, Centering 1, Deceive 1, Doctor 2, Engineering 1, Enchanting 3, Explosives 1, Homesteading 1, Husbandry 1, Labor 1, Notice 1, Pistol 1, Sorcery 2.

Gear Head (Tinker): When Nestor fails a Magical Duel (such as Enchanting or Sorcery), he may draw a card from his Twist Deck.

Specialized Skill: Nestor adds + to his Enchanting.

Thalarian Doctrine (Magical Theory): Nestor's Sorcery, Necromancy, and Prestidigitation Skills may not be higher than 3. He gains a + when casting a Spell on a target with a different Magical Theory.

Grimoire: Magia (Elemental Strike, Heal), Immuto (Alter Range, Electric, Increased Damage).

(1) Collier Navy Revolver (Pistol)

AV: 2 ===== Rg: 12 ===== Resist: Df
Target suffers 2/3/4 damage. Capacity 6, Reload 2.

Gear: Crumpled Notes (Grimoire), Collier Navy Revolver, Expired Union Membership Card.

Destiny: "When the accounting passes you by, the cauldron-spawn will crawl to your birth, but your misfortune will not be your own. Hence, the dried lands are watered with the blood of sinners, and the crime that you hide will destroy you."

Twist Deck: Tomes (1, 5, 9, 13), Masks (4, 8, 12), Crows (3, 7, 11), Rams (2, 6, 10).

SONOMA ICHO

Sonoma is a member of the Miwok tribe of the Sierra Nevada, though she never experienced the tribal life that her mother and grandmother talked about all her life. To her, they were just stories; say what you want about the spirits and the ancestral home of her people, she preferred running water and comfortable clothing.

When the Spanish lord for whom her family worked decided to come to Malifaux, he brought Sonoma with him, reasoning that it wouldn't hurt to have a servant who was easy on the eyes. She was tasked with raising his two children as he and his wife integrated themselves into polite society, and outwardly she accepted this duty without complaint. Inwardly, however, something was...off. Sonoma kept hearing voices whispering to her, sometimes only a word here and there, but gradually more and more as the days progressed.

Eventually, Sonoma realized that she was hearing the spirits that her mother and grandmother had spent all those years talking about. The spirits demanded that she spill blood to avenge the loss of her tribe's lands, and she obliged by murdering both of her charges, then ambushing their mother when she returned home. Unfortunately, she had not intended for the lord of the home to return quite as quickly as he did, and she was forced to flee as he screamed in outrage and fired his pistol at her.

Since that day, Sonoma has fully embraced her heritage. The spirits led her into the slums, where she found a twisted staff of gnarled wood. When she grasped it, the entirety of the spirit world was laid bare before her, allowing Sonoma her first true taste of magical power. She's now operating under the belief that she is the chosen of these "spirits," though they wisely council her to keep her magical power a secret until she has gathered more spirits to her side. Then she can return to Earth and reclaim the lands of her people from the Spanish, the Americans, the Guild...from anyone that has no right to them.

Unfortunately, train tickets back to Earth are expensive and she's broke (being the queen of the spirit world doesn't pay very well), so Sonoma will have to lower herself to menial labor to get some scrip. Once she can afford a ticket back to Earth, she'll lay claim to her rightful place as ruler of the Sierra Nevada (and, eventually, the entire world).

SONOMA ICHO

Fated, Living, Tinker

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

Skills: Evade 3, Intimidation 2, Labor 2, Melee 3, Necromancy 3, Notice 2, Sorcery 2, Stitching 1.

Black Soul (Graverobber): When Sonoma fails a Magical Duel (such as Necromancy), she may draw a card from her Twist Deck.

Undermine Confidence: Sonoma has crazy eyes, and as a result, she gains a + on all Intimidation duels she makes during Narrative Time.

The Whisper (Magical Theory): Sonoma gains a + to all Necromancy Duels or to any Spell with an Undead target. However, her madness causes her to suffer a - on all Intellect duels.

Grimoire: Magia (Mind Control, Elemental Weapon), Immuto (Focus Object [Staff, -2], Poison, Pulse).

(1) Carved Staff (Melee)

AV: 4 ===== Rg: 2 ===== Resist: Df
Target suffers 2/3/4 damage. If this weapon deals Severe damage, the target suffers a Weak Critical Effect.

Gear: Carved Wooden Staff (Grimoire).

Destiny: "When your death rattles at the door, an empty grave will fill with melody, for the silence brings inspiration at the door. Then, in the middle of none, there was one, and a whisper will sunder the walls."

Twist Deck: Masks (1, 5, 9, 13), Crows (4, 8, 12), Tomes (3, 7, 11), Rams (2, 6, 10).

WOLVES IN SHEEP'S CLOTHING

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In the Gutter takes players into the Quarantine Zone as they try to scrape together enough money to pull themselves out of poverty.

Of course, nothing is quite what it seems. There's more than just criminals and undead lurking beyond the barricade walls...

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In the Gutter is a one shot adventure for the Through the Breach roleplaying game. It requires the Fated Almanac to play.

Wyrd

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