

Wyrd

D Penny dreadful

ONE SHOT



THE SHOW MUST GO ON

THROUGH THE BREACH





THE SHOW MUST GO ON

DPenny
Dreadful

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INTRODUCTION

Kidnapping is a thriving business in Malifaux. The Guild only rarely investigates the disappearances of Malifaux's citizens, and often only when the victim is a member of the Guild or wealthy enough to pay the bribes asked of them. Even then, it's often easier (not to mention more reliable) to simply pay the kidnappers what they are asking without involving the Guild at all.

Effective kidnappers keep their ransoms low enough that the victim's family and loved ones can afford to pay for the victim's return without too much financial difficulty. After all, if the victim's family is unable to pay, the kidnappers are now stuck with a prisoner that requires constant upkeep and monitoring. It's much more economical to set low ransoms and cycle through victims as quickly as possible.

Of course, not every kidnapper is willing to make a career out of snatching people. Some of these criminals focus instead upon kidnapping a single high-profile victim in the hopes of ransoming them back for a hefty payout. This is by far the most dangerous form of kidnapping for everyone involved.

Wealthy victims often have influential connections who can either pressure the Guild into investigating the matter or hire mercenaries to do the same. Regardless of which option is chosen, the result is usually the same for the kidnappers, few of whom possess the weaponry to compete with these groups on even footing. Inevitably, the victim ends up being used as a bargaining chip or human shield, which does nothing to increase their odds of survival.

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 Fated are hired by Colette Du Bois, the owner of the Star Theater, to foil the kidnapping of her newest headliner, Melitta Kafatos. However, their investigation soon reveals that this crime may have been an inside job. Even after they find the missing woman, however, their troubles are far from over as the kidnapping has gone terribly wrong. It's up to the Fated to sort things out and try to get the show back on track.

CHAPTER 3: FM CHARACTERS

This chapter contains the stat blocks for the various adversaries the Fated might encounter over the course of the adventure, providing a quick reference to make it easier for the Fatemaster to run the game.

CHAPTER 4: FATED CHARACTERS

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

FATED NAME		PLAYER NAME	GUILD SCRIP
CURRENT PURSUIT	STATION	DESTINY STEPS FULFILLED	EXP.
PHYSICAL ASPECTS		MENTAL ASPECTS	
MIGHT		INTELLECT	
GRACE		CHARM	
SPEED		CUNNING	
RESILIENCE		TENACITY	
DERIVED ASPECTS			
SKILLS			
SKILL	AV	RATING	ASPECT

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."

THE SHOW MUST GO ON

PROLOGUE:

CELEBRITY STATUS

The adventure opens as the Fated arrive at the rear entrance of the Star Theater. Either their exploits have drawn the attention of Colette Du Bois or they have been recommended by a mutual acquaintance; either way, Du Bois has asked them to arrive after the last show to discuss “a sensitive matter.” The Fated have been given very few details other than the promise that it will be worth their time.

Read the following text:



Devoted as it is to entertainment and elegance, the Star Theater is one of Malifaux City’s rare gems. As the laughing crowds pour out of the theater following the last show of the evening, you’re hailed by a lanky showgirl who seems to have been searching for you. Her featured costume makes her look like some exotic bird, and as she beckons you closer, you notice that her face is strained beneath her polite smile. “You must be them. I’m Felicia. Ms. Du Bois will see you now.”

Felicia leads you backstage, walking unsteadily on her too-high heels. Chaos reigns behind the curtain as costumed performers break down for the night. A few cast suspicious looks in your direction before returning to their duties. “Don’t mind them,” Felicia says. “They’re not used to seeing rubes back here.”

She leads you upstairs and down a few narrow halls before finally reaching an oaken door. After a quick knock, you’re invited into an opulent office, which also apparently serves as a dressing room. A beautiful woman sits at an impressive vanity, removing bright makeup from her face. She sees you in the mirror and waves her hand for you to sit. “Good evening. Thank you for coming. Felicia? Bring tea and some late supper for us, would you?” The showgirl retreats, leaving you in silence while Colette Du Bois finishes cleaning her face.



SCENE I:

A TOUGH ACT TO FOLLOW

Felicia returns a few moments later with tin bowls of poutine - crispy fries, squeaky cheese curds, and rich gravy, topped with bacon chunks - for Colette and each of the Fated, as well as a large pot of green tea accompanied by a smaller pot of honey. After giving the characters a once over, she explains that she requires skilled individuals who can maintain an exceptional level of confidentiality - whether they accept the assignment or not.

Once the Fated agree to her terms of absolute anonymity, read the following text:



Colette steepled her fingers under her delicate chin, an edge entering her voice. “I’m always recruiting new headliners for the Star. Recently, I coaxed Melitta Kafatos, a remarkable entertainer, from Rome to Malifaux City. I spared no expense in bringing her here and shaping a whole show around her talents. Classical singer, ballet dancer, and a bona fide Shakespearean actress to boot. She was supposed to have attracted some classy clientele to the Star.”

She pushes a crumpled piece of paper over to you. The hasty scrawl is barely legible: “We have your precious bird. Pay us 500 scrip or we clip her wings. You have until week’s end.”

Colette’s lip curls back. “That isn’t going to happen. I’m not sure who these bleeders are, but I wouldn’t pay that much scrip for the Governor-General himself. So, I need you to find my headliner and bring her back in one piece.”



Any character who examines the note can make a TN 10 Notice Challenge. On a success, they smell the lingering scent of men’s cologne on the paper; a definite luxury item. With a Margin of Success, the character notices faint indentations in the paper, as if someone wrote on another page over this one.

Rubbing the paper with charcoal or pencil reveals columns of numbers; a TN 8 Gambling Challenge determines them to be scoring from a game Whist, an intellectual's card game.

Colette explains that the letter was slipped under her door earlier that morning. With all the comings-and-goings, though, no one witnessed the delivery. Some of the other showgirls confirmed that Melitta was missing and her apartment had been burgled. Between the crude note and the ridiculous amount they requested, she suspects that the kidnappers are complete amateurs.

Colette suggests that the Fated begin their investigation at the Thalia Apartments, a tenement building where Melitta has a studio flat. Indeed, many of the Star's showgirls live there, along with some of the other female staff. She provides them with a letter of introduction and instructs them to give it to Miss Sauer, who will let them in.

TIMELINE

The following timeline helps to illustrate the events of this adventure that take place before the Fated are hired to find Melitta.

Day -2, Night - Melitta returns to the Thalia Apartments and is seen by Miss Sauer.

Day -1, Morning - Melitta is abducted by the Gentlemen while Desiree distracts Miss Sauer. Melitta perishes in the chest.

Day -1, Night - Desiree slips the ransom note under Colette's door during the distraction of the show. Unbeknownst to her, the Gentlemen dump the steamer trunk containing Melitta's corpse in a nearby sewer outlet.

Day 0, Afternoon - Colette's acquaintance contacts the Fated and asks them to visit the Star Theater that evening.

Day 0, Night - The Fated are hired by Colette to find Melitta.

SCENE 2:

SHOWSTOPPER

Located a block from the Star Theater, Thalia Apartments is a four-story brick tenement. Two soot-covered statues flank the front door, and a TN 10 Art Challenge allows a character to recognize them as the muses Thalia and Melpomene. The front door is locked, but it can be opened with a TN 12 Lockpicking Challenge or by banging on the door, which summons the landlady, Miss Sauer.

Francine Sauer is an old woman of sharp temperament and questionable girth. She refuses entry into the apartments no matter the time of day, especially if there are any male characters present. She only relents after they've provided her the letter of introduction from Colette, and even then she remains suspicious as to their intentions. If the Fated arrive at night (which is likely, if they left the Star Theater immediately after receiving the assignment from Colette), she is dressed in a simple night gown with a shawl thrown over top. If they wait and arrive during the day, she is wearing a simple dress and matching shawl.

The small foyer and the single stairwell make it difficult for anyone to sneak past Miss Sauer's apartment without her noticing. The central stairs lead up to the various apartments and down to the basement, where storage areas and the boiler room are located.

MELITTA'S ROOM

Melitta's small corner apartment is located on the second floor, away from the main staircase. The room is unlocked.

The room itself appears relatively untouched; the only sign of violence is an overturned vanity and chair by the street-facing window. The window's curtain is missing, and a large pile of folded clothes are heaped on the bed in a disorganized mess. A few photographs of Melitta and her mother allow the Fated to match a face to her name.

Searching the apartment for clues requires an Ongoing Challenge:

SEARCHING FOR CLUES

Skills Allowed: Homesteading, Notice, Track

Target Number: 10

Duration: 5 minutes

Success Requirement: 6

Failure Requirement: 3

At the end of each Duration, the Fated learn one Clue from the list below for each success they achieved. For every Failure, they learn one Mistake from the list below. If your players can easily separate player knowledge from character knowledge, feel free to give the Clues and Mistakes to them individually, perhaps even written down on small slips of paper they can reveal to the group. This allows them to each have an “Aha!” moment where they reveal their findings (or their false assumptions) to the group.

If your players find it difficult to separate what their characters know from what they know, however, you can just give the Clues and Mistakes to them all at the same time, ensuring that – like their characters – they’re not easily able to separate the truth from their false assumptions.

If the Fated succeed at this Ongoing Challenge, they learn the Breakthrough. If they suffer a catastrophic failure, however, they instead learn the Red Herring.

CLUES (IN NO SPECIFIC ORDER)

- The door shows no signs of forced entry.
- Under the windowsill facing the alley, there are fresh scuff marks on the floor, as if something heavy was dragged across the room, most likely a steamer trunk. There are no stairs or ladders that would allow easy access to the alley below.
- A small pewter desk clock lies broken on the floor near the overturned vanity. Its hands are frozen at a quarter after ten.

- On the floor just beneath the bed is a man’s stylish silk handkerchief. The initials “BF” are embroidered along the bottom of the handkerchief, and it smells of men’s cologne (the same scent as on the ransom letter).
- The apartment’s walls seem pretty thin. It’s unlikely that the kidnapping, let alone the falling vanity, wasn’t heard by someone else in the apartment building. If the Fated have met with the suspicious Miss Sauer, they realize that it is equally unlikely that she didn’t hear anything.

MISTAKES (IN NO SPECIFIC ORDER)

- A torn, yellowed envelope and letter is found in the wastebasket, along with some dried rose petals. The letter’s author proclaims his undying love for Melitta and asks for her hand in marriage. (The letter is about a month old and is the last correspondence Melitta received from Gerald Lomax, a suitor from Earth who harassed her back on Earth. He wrote her a letter when she moved to Malifaux but hasn’t followed up at all.)
- Behind a loose baseboard, the Fated discover a box containing opium paraphernalia, as well as several bookie notes implying debts to the Honeypot Casino. (These belonged to the apartment’s former tenant, who has since left the employ of the Star Theater and become a Beckoner at the Honeypot.)

BREAKTHROUGH

An open diary and some spilled ink are found beneath the overturned vanity. The recent entries reveal that Melitta is generally pleased with her life in Malifaux, and she mostly discusses her various trials and tribulations at the Star Theater in positive terms. The reader can easily tell that she is a kind, patient woman, even when faced with jealousy and mistrust from her peers. The last entry, dated [DAY -1], ends abruptly, as if she’d been interrupted midway through discussing how one of the other showgirls, Desiree Collier, was going to meet with her that morning to discuss their act.

Miss Sauer answers any questions the Fated might have to the best of her ability. She last saw Melitta the night of [DAY -2], as Melitta returned from the theater with the “other girls.”

Since then, Miss Sauer has been in the apartment building and has not seen or heard anything out of the ordinary. She was only interrupted once, just after ten o'clock in the morning on [DAY -1]. Desiree Collier, one of the other showgirls, accosted her, claiming that she'd been overcharged on rent. According to Miss Sauer, Desiree was quite upset and shouting at her, though after Miss Sauer pulled out her books and went over them with Desiree, the showgirl saw her mistake, became very humble, and apologized quite profusely, which is something Miss Sauer is intensely proud of.

RED HERRING

The letter in the wastebasket smells remarkably like the ransom letter (the particular cologne is all the rage with gentlemen of means) and the handwriting is similar (purely coincidence). The most likely assumption is that Gerald Lomax is somehow involved in the kidnapping.



THE COMPANY YOU KEEP

Whether they attempt to do so before or after they investigate Melitta's apartment, the Fated will most likely wish to question the other showgirls at some point.

For all of their public personas, the employees of the Star Theater are a private lot who rarely speak ill of one another. They also don't trust outsiders very easily, which makes it difficult to gather any sort of information from them. This is only made worse by several showgirls suspecting Desiree's involvement in previous disappearances, which makes them reluctant to cross her. However, with a little time and convincing, some of them may help the Fated... especially if doing so will get rid of Desiree.

Questioning the other employees of the Star Theater is handled with an Ongoing Challenge:

GATHERING INFORMATION

Skills Allowed: Barter, Bewitch, Convince, Intimidate

Target Number: 10 (+2 for male characters)

Duration: 5 minutes

Success Requirement: 6

Failure Requirement: 3

Each use of the Barter Skill during this Ongoing Challenge requires the Fated to expend 0.5 scrip, which represents bribing the showgirls with cash or gifts.

At the end of each Duration, the Fated learn one Clue from the list below for each success they achieved. For every Failure, they learn one Mistake from the list below. If your players can easily separate player knowledge from character knowledge, feel free to give the Clues and Mistakes to them individually, perhaps even written down on small slips of paper they can reveal to the group. This allows them to each have an “Aha!” moment where they reveal their findings (or their false assumptions) to the group.

If your players find it difficult to separate what their characters know from what they know, however, you can just give the Clues and Mistakes to them all at the same time, ensuring that they're not easily able to separate the truth from their false assumptions.

If the Fated succeed at this Ongoing Challenge, they learn the Breakthrough. If they suffer a catastrophic failure, however, they instead learn the Red Herring.

CLUES (IN NO PARTICULAR ORDER)

- One performer admits that they occasionally sneak 'visitors' in through the boiler room's back door, which would allow someone to get into the apartment without Miss Sauer noticing.
- The stage worker in the room next to Melitta's was out during most of the morning of [DAY -1], but when she was walking back, she saw a cart parked in the alleyway. A bunch of well-dressed men came up from the coal room, put a steamer trunk onto the cart, and then rode off.
- One of the performers reluctantly admits that she saw several men in fancy clothes lurking around the apartment a little before ten o'clock on the morning of [DAY -1]. They were talking with a woman, but the performer didn't try to see who it was, on account of respecting the privacy of her coworkers.
- One of the performers mentions that she saw one of the Gentlemen, a group of dandy thugs, lingering around the apartments on [DAY -1]. Her roommate cuts her off, however, claiming that the Gentlemen were only in the area because their leader, Bertram Fletcher, fancies Desiree Collier, another performer who lives in the apartments.
- The performer who lives in the apartment beneath Melitta's room remembers hearing a loud thud coming from Melitta's room a little after ten in the morning on [DAY -1]. After a few moments, she stepped out into the hallway to investigate, but a well-dressed man on the stairs said something and waved her away. The performer didn't hear what he said - Desiree was in a loud argument with Miss Sauer in the latter's apartment - but she assumed that whatever was going on wasn't important and went back to her room.

MISTAKES (IN NO PARTICULAR ORDER)

- One of the performers mentions seeing Melitta returning from dinner on [DAY -1], hours after she was supposedly kidnapped. (The performer has simply confused Melitta with someone else.)
- One of the performers claims that she saw Melitta get kidnapped and describes a foreign man with exaggerated features climbing the wall and sneaking into her window. (The performer is racist and is making the entire story up for attention.)

BREAKTHROUGH

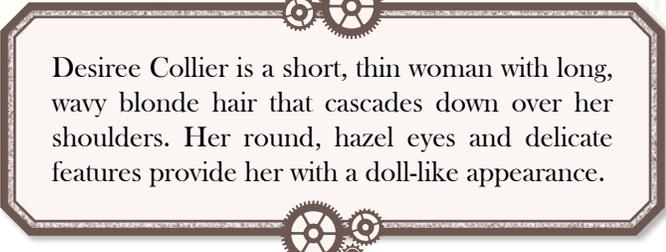
Multiple showgirls mention that they're afraid of Desiree, as several women who have gotten on her bad side have suddenly "quit" without notice, never to be seen again. They're not convinced that foul play was involved, and Desiree always has an alibi, but it's been suspicious enough that they all try to give Desiree a wide berth.

RED HERRING

One of the performers mentions that this creepy talent scout, Sebastian Baker, was hanging out around the Star Theater this past week, trying to talk showgirls into doing some moonlighting in smaller taverns. (Sebastian Baker is one of the aliases used by the serial killer, Seamus, who was searching for new 'recruits' to join his undead harem. Any sort of investigation into Sebastian Baker turns up nothing but dead ends.)

AMATEUR HOUR

If the Fated attempt to speak with Desiree Collier in her room, read the following text:



Desiree Collier is a short, thin woman with long, wavy blonde hair that cascades down over her shoulders. Her round, hazel eyes and delicate features provide her with a doll-like appearance.

When confronted, Desiree acts completely innocent and expresses her worry for “poor, poor Melitta.” However, a TN 10 Scrutiny Challenge reveals that she’s hiding something and seems to be thinking a bit too long when she answers questions, suggesting that she’s trying to keep her story straight instead of telling the truth.

If the Fated accuse her of being involved in Melitta’s kidnapping, a TN 9 Intimidate Challenge is enough to get Desiree to crack. She immediately plays the victim and explains how the kidnapping was the idea of Bertram Fletcher, the leader of the Gentlemen. According to her, he bullied her into letting the Gentlemen into the tenement. She claims that she’s terrified of his temper, as she knows that he’s killed several women who have spurned his advances in the past. What else could she do? She willingly tells the Fated that the Gentlemen took Melitta to the Cracked Limpet, a riverside club in southern Downtown.

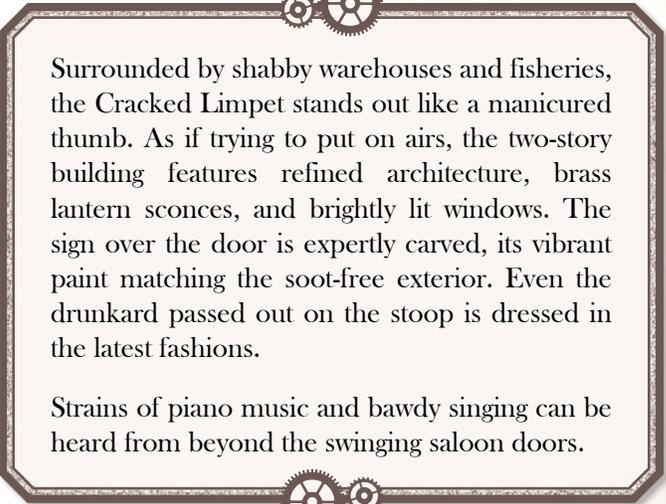
Fortunately, Desiree is not a particularly talented actress, and it only takes a TN 10 Scrutiny Challenge to reveal that she is lying once again. She does anything she can to vindicate herself and avoid punishment, but if things turn ugly, she’s smart enough to go into hiding at the first opportunity. If the Fated tell Colette Du Bois about Desiree’s involvement in the kidnapping, Colette fires Desiree and ensures that she never again works in Malifaux City, which will cause the slighted showgirl to plot her future vengeance against both the Star Theater and the Fated.

SCENE 3:

THE CRACKED LIMPET

The Cracked Limpet isn’t particularly difficult to find. It’s situated on the riverfront in southern Downtown and serves as both a gathering place and living quarters for many of the Gentlemen. The main floor is a bar and club, the second floor contains living quarters, and the basement is often rented out as an opium den or used as storage for their illicit goods.

When the Fated arrive at the Cracked Limpet, read the following text:



Surrounded by shabby warehouses and fisheries, the Cracked Limpet stands out like a manicured thumb. As if trying to put on airs, the two-story building features refined architecture, brass lantern sconces, and brightly lit windows. The sign over the door is expertly carved, its vibrant paint matching the soot-free exterior. Even the drunkard passed out on the stoop is dressed in the latest fashions.

Strains of piano music and bawdy singing can be heard from beyond the swinging saloon doors.

The Fated can attempt TN 10 Notice Challenges as they approach the club. On a success, they notice an unhitched horse cart in the alley next to the building. Its bed is covered with a tarp, which obscures a few wooden boxes filled with empty liquor bottles.

The building’s basement can be accessed via the back stairs located at the far end of the alley. The basement door is metallic and next to an oil lamp with red-tinted glass; the lamp is lit on nights when the opium den is in operation (it is currently dark). The door is locked and requires either the key (copies of which are carried by Fletcher and Jasper) or a TN 12 Lockpicking Challenge to open. See the “Basement” section (pg. 12) for more information.

BASEMENT

Beyond the locked metal door is a wooden stairway that leads down into a large storage area lined with crates and liquor boxes. Many of these crates and boxes contain stolen goods, as well as various illicit items. A table and two chairs are the only furniture, but a character searching the room can find a US&E Pump Shotgun hidden under the table.

There are three hallways in the basement, each lined with red curtains that are now threadbare and reeking of opium and body odor. They connect to the boiler room, storerooms, and the various bedrooms where clients imbibe opium and other pleasures. One of the hallways leads up to the kitchen on the First Floor and continues up to the Second Floor.

If the Fated search the basement (a prospect taking about half an hour), they can make a TN 10 Notice Challenge. On a success, they find a locked room near the back of the basement; the key hangs by the door. Inside the stuffy room, a young woman, Eleanor Crampet, is waiting on the only piece of furniture, a grimy bed that has been wedged into what little space there is. Though initially frightened by the opening of the door, Eleanor is relieved to see the Fated and desperately asks to be released.

Questioning Eleanor turns up more evidence against the Gentlemen. She explains that she is a singer for the Guild's aethervox broadcasts. Four or five days ago (she's lost track of time), she was kidnapped by a group of well-dressed thugs and told that she was going to be ransomed off for money. Eleanor doesn't recognize Melitta's name, but she does remember hearing an argument between the Gentlemen when they recently brought her food.

Apparently, someone important had died and they were debating what to do with "the bird." In the end, they agreed to "dump her in the usual place." Eleanor knows where this is - indeed, she cannot forget it; a sewer outlet a few blocks from the tavern. Shortly after she was grabbed, the Gentlemen took her there and told her that she would end up like the other "drowned cats" if she didn't cooperate. The outlet is described in "Scene 4: Waiting in the Wings" (pg. 14).

FIRST FLOOR

The first floor of the Cracked Limpet serves as the club's primary meeting area. It remains occupied throughout the day and night. When the Fated enter through the front doors, read the following text:



The club's main hall is lavish - all mahogany, carpeted floors, and bright, electric fixtures. Several oil canvases are hung on the walls, as is a six-foot wide mirror behind the fully-stocked bar. Chairs and couches are placed against the walls, while poker and snooker tables dominate the room. Despite the opulence, there is a haphazardness to the interior, as if put together by someone with no sense of aesthetics.

Dapper men sit around, talking, playing cards, drinking, or cavorting with female companions in short dresses. A tired hostess drifts from table to table, seemingly lost in her thoughts. Behind the bar, an Asian woman with refined features and a painted smile prepares the drinks.

It takes a moment for people to notice you, but when they do, an uncomfortable silence falls over the club as all eyes turn your way. In particular, a man near the back of the room watches you intently. Unlike the other gray-suited men, he wears a crisp, white suit and starched hat.

After a moment, a tall, thuggish fellow rises from the wall and points your way. "Oi, I think you're in the wrong place."



The man addressing the Fated is Jasper "Needles" Parks, while the man in white is Bertram Fletcher. The other men and women are members of the Gentlemen gang; there are twice as many of them as there are Fated characters, and they use the Wastrel stats found on page 21. Fletcher and Parks both use the stats for Gentlemen Boss (page 22).

The bartender is actually a Ronin who was hired by Fletcher for a bit of extra protection. In truth, she spies on the Gentlemen for the Ten Thunders. If combat breaks out, she engages the Fated until she realizes that they might kill her, at which point she flees. Stats for the Ronin can be found on page 23.

The Fated can deal with the Gentlemen in a variety of ways, be it through conversation or physical violence. If combat ensues, the Gentlemen flip over tables and hide behind them, granting them **Hard Cover**. Any attack that generates a **Margin of Failure** strikes a bottle of alcohol (there are bottles just about everywhere), dousing the target and everyone within (X)2 of them in alcohol. Doused characters gain the following **Condition** for 5 minutes: **“Flammable:** If this character gains the **Burning** **Condition**, she gains an additional **Burning +2**, then ends this **Condition**.”

Fletcher is primarily motivated by greed. Despite his intimidating manner, he tries to avoid using violence except as a last resort. Furthermore, he doesn't want to have his club shot up or burned down, which seems more and more likely as more alcohol gets spilled.

Fletcher is willing to talk to the Fated, but only over drinks. While dealing with him, each character must succeed on a **TN 10 Carouse Challenge** or gain the **Intoxicated** **Condition** for 10 minutes. If a character achieves a **Margin of Success** on this **Challenge**, their hard drinking impresses Fletcher, and they gain **+** on all **Social Skill Challenges** made against him for the rest of the evening.

A successful **TN 12 Barter**, **Bewitch**, or **Convince Challenge** is enough to get Fletcher talking about Melitta, as will a **TN 14 Intimidate Challenge**. If the Fated reveal that they know of Desiree's duplicity, these **TNs** are reduced by **-2**. If they mention that they are working for Colette or involved with the **Star Theater**, they suffer **[-]** to these **Challenges**. If the Fated achieve a **Margin of Failure** on one of these **Challenges**, Fletcher decides that they are asking too many questions and signals for the **Gentlemen** to attack.

On a success, Fletcher boasts about his future windfall. He's quite pleased at being able to pull a trick over the greatest trickster in Malifaux City, namely “that fancy tart, Colette.” If asked to elaborate, he is decidedly vague unless the Fated achieved a **Margin of Success**, in which case Fletcher reveals that he's kidnapped the **Star Theater's** newest star and is ransoming her off for a hefty sum of scrip.

Forcing Fletcher to reveal Melitta's location requires a **TN 12 Barter**, **Bewitch**, or **Convince Challenge** or a **TN 14 Intimidate Challenge**. If the Fated have defeated the **Gentlemen**, however, they can instead interrogate one of the **Wastrels**, in which case the **TN** for these **Challenges** drops to 9.

On a success, the interrogated party reveals that the **Gentlemen** snatched Melitta from her apartment with Desiree's help. They bound and gagged Melitta with her curtains and then threw her into her steamer trunk, which they carried outside while Desiree distracted the landlord. Everything went according to plan until they returned to the **Cracked Limpet** and opened the trunk, only to find that Melitta had apparently suffocated to death. Frustrated, they dumped the trunk (and her body) in a sewer outlet to cover up the crime.

Though he was initially disappointed, Fletcher soon realized that since nobody else knew that Melitta was dead, Colette might still pay for her. “Play a trick on that trickster,” he laughed. He sent the ransom note anyway, hoping to get at least something out of the fiasco, but now that the Fated have showed up and started to ask questions, the **Gentlemen** just want to put the situation behind them. If the Fated agree to keep quiet and not tell Colette about their involvement, they agree to give the Fated directions to where they stashed the body (a nearby sewer outlet).

Searching for Melitta's body is covered in “**Scene 4: Waiting in the Wings**”(pg. 14). Fletcher and Parks both have keys to the basement in their pockets, along with a hefty eight scrip each tucked into their wallets. Fletcher also has the key to his bedroom upstairs.

SECOND FLOOR

The second story serves as living quarters for the resident Gentlemen. As such, most of it consists of bedrooms and bathrooms. A staircase leads down to the backroom of the First Floor and down into the Basement. The only room of particular interest is Fletcher's bedroom, which is locked (TN 10 Athletics or TN 12 Lockpicking Challenge to open).

The interior of the bedroom is an intriguing union of furniture, curios, and bookshelves, all of which were collected for their aesthetic value more than their practicality. Searching the room requires a TN 8 Notice Challenge; on a success, the Fated uncover a ledger detailing the Gentlemen's various activities, including their deals, connections, and who owes money to whom. A TN 10 Literacy Challenge allows a character to realize that the handwriting is the same as on Melitta's ransom note.

The ledger notes that their attempt to kidnap Melitta went south when the showgirl suffocated in a steamer trunk and that the Gentlemen dumped her "in the usual place." The other details of the journal might make it valuable to other criminal groups, at the discretion of the Fatemaster.

Fated who achieve a Margin of Success on the Notice Challenge also find an iron safe hidden behind a false front on the nightstand. Opening the safe requires a TN 14 Lockpicking Challenge; inside is 41 scrip, correspondence and business papers, and other valuables... including Melitta's locket, complete with a picture of her and her family.

SCENE 4:

WAITING IN THE WINGS

Following the directions of either the Gentlemen or Eleanor leads the Fated to the gang's favorite dumping ground: an old sewer outlet beneath the nearby docks. Read the following text:



Hidden beneath an unoccupied dock, the large sewer outlet appears to be little more than gaping blackness in the shadows. After following a narrow, zig-zagging ramp downward to the mouth of the outlet, you find that the stone tunnel has collapsed in on itself some twenty feet in. The rounded tunnel is choked with refuse, rotting leaves, and about six inches of water from where the outlet connects to the river.

Only a few yards in, you can see the unmistakable shape of a steamer trunk propped up against the tunnel's filthy wall. It appears to have been opened. A curtain matching the others in Melitta's apartment is crumpled up in the filth near the chest.



An investigation of the scene (and a TN 8 Track Challenge) finds some tracks in the muck and refuse. The tracks wind their way into the rubble and through a narrow crack that seems just wide enough to admit a relatively thin person.

A TN 10 Notice Challenge allows a character to find fingernail scratches on the lid and inside of the steamer trunk, as if someone were trying to claw their way out. Refuse and a foul scent linger in the trunk. If the character achieves a Margin of Success (or if they explicitly investigate the fallen rubble), they find the crack described above.

Following the tracks leads to a faint glowing about ten yards down the tunnel and around a corner. Read the following text:



Candlelight casts long shadows over the moldy bricks, stretching them out into unsettling shapes. A soft humming echoes off the stones, and when you turn the corner, you find yourself faced with a makeshift hovel, little more than a collection of jumbled benches with nests of newspaper and garbage lining the walls. A few guttering candles burn atop a beer-barrel table, illuminating two women.

Even in the gloom, you recognize Melitta. Her angelic features are pallid, and dark circles shadow her eyes. Dressed in a torn skirt and top, she remains deathly still, it's obvious that she's not breathing. The other woman is a startling contrast: a rotting corpse wearing a tattered corset and dress. She slowly runs a brush through Melitta's long hair, humming the tune you heard.

When she senses your approach, the decaying woman hisses and raises the brush like a weapon as she snarls with yellowed teeth. From the darkness behind the makeshift hovel, you can hear other snarls echo out through the darkness. Before you can react, Melitta's eyes snap open, fear twisting her pale face. She clutches her hands to her chest and begs, "Whoever you are, please, don't hurt us!"



The snarls are from a pack of Dead Doxies (pg. 24). There is one Dead Doxie per Fated, including the one with Melitta. They are initially hostile toward the Fated but do not attack unless the Fated act aggressively, in which case they try to drag Melitta further into the tunnel as they fight to protect her.

Unlike the other Dead Doxies, Melitta has retained all of her faculties since becoming an undead. She does not understand how this deathly state came about, and she's frightened to leave the sewers, as she's heard plenty of stories about the Guild executing undead like her. Her new "sisters" have been quite helpful, ever since they freed her from the locked steamer trunk.

With a little convincing (TN 8 Bewitch or Convince Challenge), Melitta will gather the courage to relay the events of her kidnapping. When she does so, read the following text:



"I was writing in my journal when someone knocked at my door. I assumed it was Desiree, so I unlatched the door to let her in... and that's when these men pushed into my room. One of them must have struck me, because the next thing I remember, I was in the trunk. I tried to get out, but my hands were tied, and there wasn't any air, and..." Melitta's voice cracks as she shakes her head.

"Eventually, someone opened the trunk. Those poor, poor women. At first, I screamed, I think, but they carefully helped me out of the trunk and brought me to this area. One even brought me some clean water to wash my face. I'm not sure why, but they saved me."



While the Doxies will reluctantly allow Melitta and the Fated to leave, the real issue is Melitta's undead nature. She has no idea how to handle her new condition and fears that it will ultimately lead to her demise at the hands of the Guild. She also doubts that Colette would react well to the revelation.

If the Fated abandon Melitta, she continues to lurk in the sewers indefinitely and eventually slips into a deep depression out of loneliness and her assumed lack of options. If the Fated take Melitta back to Colette, her reaction depends upon whether or not she believes that Melitta is still living. If so, she is overjoyed to have her star attraction back and gladly pays the Fated. Should the Fated tell Colette about Melitta's undead nature, however, Colette's lip curls upward in disgust; she still pays the Fated, but Melitta is banned from returning to the Star Theater.

At this point, the Fated are effectively finished with their assignment. If they helped Melitta disguise her undead nature (by lying to Colette, fetching Melitta's makeup from her apartment, etc.), however, she sends them a letter a few days later as she prepares for her debut performance. This is covered in "Scene 5: Making a Comeback" (pg. 16).

SCENE 5:

MAKING A COMEBACK

The letter requests that the Fated visit Melitta in her room at the Thalia Apartments, where she has been hiding out and “recovering” since her kidnapping. Miss Sauer reluctantly allows the Fated to enter the tenement building and even thanks them for recovering their “lost girl.” When the Fated knock on Melitta’s door, read the following text:



Melitta cracks open the door and peeks out before opening it fully. “Please, come inside,” she says, closing the door behind you. She wears a billowy nightdress; the ivory fabric is the same color as her skin, a sharp contrast to the darkened skin around her eyes. Near the window is a mannequin draped in what is presumably Melitta’s costume for tomorrow’s performance: it’s surprisingly skimpy and doesn’t seem like it would leave very much to the imagination. “Thank you for coming. Again, I cannot express how much your kindness means to me.”

She glances at herself in the vanity mirror and lets out a defeated sigh. “Look at me,” she says. “I’m like something out of a nightmare. How can I ever go through with the performance? No matter how much makeup I use, how can I ever pass for one of the living? Maybe I should quit now and return to the Underworld like Persephone.”

Melitta turns back to you, trembling. “Should I? Should I run?”



If the Fated suggest that it would be better for Melitta to flee, she thanks for them for their honesty and begins to sadly gather up her things. If not stopped, she will return to the sewer outlet and her Dead Doxy “friends.”

If the Fated instead encourage Melitta to go through with the performance, she asks for their assistance in preparing for the show tomorrow. Assisting her is handled with an Ongoing Challenge:

TOUCHING UP

Skills Allowed: Art, Deceive, Prestidigitation, Stitching

Target Number: 10

Duration: 1 hour

Success Requirement: 3 per Fated

Failure Requirement: 1 per Fated

During this Ongoing Challenge, the Fated can use Art (and makeup) to paint and color Melitta’s pallid skin, Deceive to help coach her through how to reply to any questions about her lack of breathing or cold skin, Prestidigitation to weave subtle illusions around her, and Stitching to tailor her outfit to hide more of her body. Particularly creative ideas for helping Melitta pass as a living woman should receive a  on the appropriate Challenge.

If the Fated succeed at this Ongoing Challenge, Melitta’s confidence is bolstered and her attempts to pass as a living person are ultimately successful. If they suffer a catastrophic failure, however, Melitta’s confidence is still bolstered, but she panics when she reaches the Star Theater and ultimately reveals her nature. Colette traps Melitta in her dressing room and sends for a Death Marshal, who executes the young performer and hauls her corpse back to the Guild Enclave. During the performance, Melitta’s understudy, Desiree Collier, takes over for Melitta and earns a standing ovation. If the Fated permanently dealt with Desiree, the role is instead filled by Felicia Albarn.

Before the Fated learn the ultimate success of their efforts, however, Melitta arranges for the Fated to have a private booth during her premiere performance.

OPENING NIGHT

Should the Fated attend Melitta's first performance at the Star Theater, read the following text, swapping out Melitta Kafatos for Desiree Collier (or Felicia Albarn) if Melitta's ruse was discovered by the Star Theater:



You take your seats in one of the theater's highest booths, giving you an amazing view of the stage, as well as the audience below. Tonight, the Star's normally rowdy crowd has mostly been replaced with more sophisticated clientele, many of them dressed in fancy suits and elegant dresses. Their voices fill the massive room like dull thunder, though they fall silent as a lone figure rises up from the stage, as if born from the very wood. It is Colette Du Bois, her red hair pouring down over her black and purple dress like flames.

The crystal chandelier above the audience dims until Colette is cast in the yellow glow of the stage lamps. "Ladies and gentlemen, welcome to the Star Theater! You join us on an austere evening, one which I pray will awaken your very souls." She gestures across the stage as phantasmal waters, blue and silver, rise around her legs. "From across the wine-dark sea, she comes to us. Touched by the muses of Tragedy and Comedy, blessed by the Bard himself, I give you the beautiful, the magnificent.... [Melitta Kafatos/Desiree Collier]!"

The red curtains part to thunderous applause, revealing an amazing replica of the Parthenon and a silvered moon behind it. Upon an outcropping of rocks, [Melitta/Desiree] stands above a gathering of satyrs and nymphs. She raises her head, stares out across the crowd for a moment, and then lets forth the sweetest sound you've ever heard, a songbird's cry that tugs at your heart.



If Desiree or Felicia is starring in the show, it goes off without a hitch. Felicia makes certain to share the stage with her costars, but Desiree is an obvious diva and seems determined to show her costars up at every opportunity. If the Fated inquire about Melitta during or after the show, none of the Star's employees wish to speak about her, but a TN 12 Bewitch, Convince, or Intimidate Challenge gets one to admit that Melitta was discovered to be an undead creature who was

"dealt with" before the show began. In either event, proceed onward to the Conclusion (pg. 19).

If Melitta is starring in the performance, it showcases all of her talents, as she dances, sings, and plays music for the crowd. She works with her coworkers, allowing them to shine alongside her, and by the intermission she has the audience in the palm of her hand.

INTERMISSION

If Melitta is starring in the show, Felicia relays a message to them as the crowd starts filing out for refreshments and to stretch their legs. Felicia isn't sure as to the reason, but Melitta apparently wants the Fated - and only the Fated - to come to her dressing room to help her. When they arrive, she hurries them inside, looking panicked, and explains that the hot spotlights have affected her makeup and costume, both of which require some quick but relatively easy fixes.

While the Fated are helping her, however, fate throws them a curve-ball. A sudden knock at Melitta's door makes the undead showgirl jump in surprise, but it's followed by another knock and Colette asking if Melitta is decent. Melitta can stall for a moment but has little choice other than to open the door.

When the door opens, read the following text:



Colette Du Bois stands in the hallway, now wearing a burgundy dress with a plunging neckline and elbow-length opera gloves. She appears surprised to see you but still manages a warm smile. "I don't want to take up too much of your time, Melitta, but I wanted to introduce you to a friend of the theater."

She moves aside to reveal the man standing beside her. Tall and spindly, the gentleman is more scarecrow than man. His Mediterranean features are gaunt and sunken beneath his brimmed black hat, but his suit is crisp and clean, almost painfully so. He carries a bundle of flowers with him, but his cruel mouth and cold eyes lack any warmth.

"This is Death Marshal Alejandro Torres," Colette says in way of introduction. "He's a Shakespearean aficionado and wanted to meet with our new virtuoso. May we come in?"



Torres is arrogant and charmless, but he has an encyclopedic knowledge of Shakespeare and is genuinely fascinated with Melitta and her performance. He's awkward in conversation but still attempts to be polite and charming, though a few of his word choices cause a pained expression to appear on Colette's face; she is only tolerating his presence in an attempt to court good favor with the Guild.

Melitta tries to retain her calm composure throughout the encounter, but she grows increasingly flustered as the conversation continues. This scene can be played for laughs (albeit nervous ones) or it can become deadly serious. Ultimately, the Fated should be desperate to get Torres out of the room in time for them to complete their adjustments to Melitta's disguise. A TN 12 Social Skill Challenge is enough to rebuff the awkward Death Marshal (or, alternatively, to draw his attention toward another, less angst-filled female character).

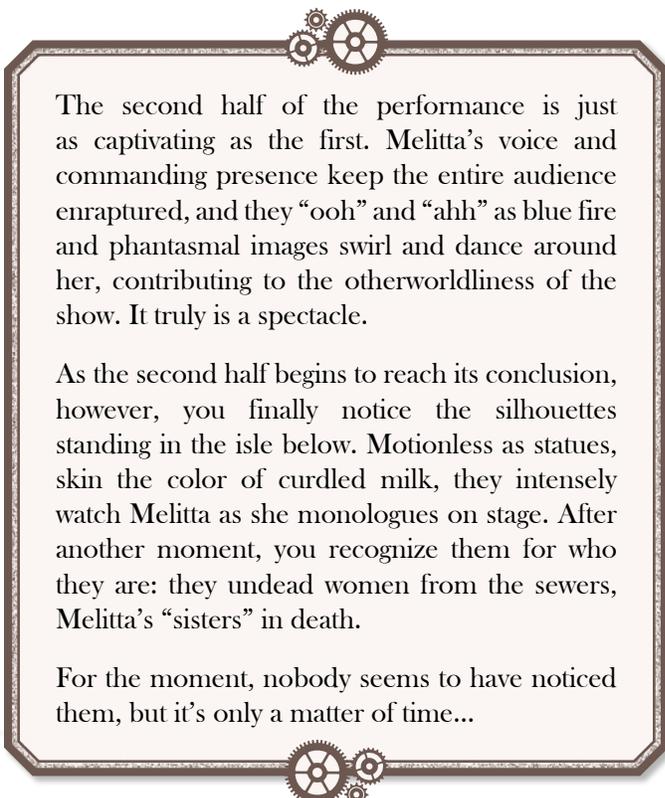
If Torres becomes suspicious of Melitta's condition, he excuses himself and immediately travels to the Guild Enclave to fetch reinforcements. If allowed to do so, he returns after the performance has finished and he has retrieved his pistol and coffin. Accompanying him are four other Death Marshals, all of them intent on capturing Melitta and arresting the Fated for conspiring to assist an undead creature; stats for the Death Marshals can be found on page 25.



THEATER MEMORIES

After the intermission, the performance resumes and heads into its final acts. Unfortunately, Melitta just can't catch a break, as the show is crashed by her "friends" from the sewer. Of course, if the Fated killed the Dead Doxies that were caring for Melitta, they're too dead to visit the theater; proceed to the Conclusion (pg. 19).

Otherwise, read the following text:



The second half of the performance is just as captivating as the first. Melitta's voice and commanding presence keep the entire audience enraptured, and they "ooh" and "ahh" as blue fire and phantasmal images swirl and dance around her, contributing to the otherworldliness of the show. It truly is a spectacle.

As the second half begins to reach its conclusion, however, you finally notice the silhouettes standing in the isle below. Motionless as statues, skin the color of curdled milk, they intensely watch Melitta as she monologues on stage. After another moment, you recognize them for who they are: they undead women from the sewers, Melitta's "sisters" in death.

For the moment, nobody seems to have noticed them, but it's only a matter of time...

The Dead Doxies have followed an instinctive calling to watch Melitta perform. They've already murdered the poor woman who was taking tickets at the door and one of the ushers, which is going to cause a panic in and of itself as soon as people step out into the reception area.

The Fated ultimately have roughly fifteen minutes to deal with the Doxies before the act ends. There is one Dead Doxie per Fated, minus those that the Fated destroyed in the sewers earlier. The undead women recognize the Fated from their previous encounter and do not act aggressively against the characters unless given cause, but convincing them to leave the theater is difficult and requires a TN 12 Convince Challenge.

Similarly, the Fated will have deal with the corpses of the usher and ticket taker, both of whom are sprawled out on the carpet in pools of spreading blood. Hiding the bodies requires five minutes of work each and a TN 10 Deceive Challenge to find a suitable hiding place. The blood is more difficult to remove, but a TN 10 Deceive Challenge and a bit of acting can pass it off as spilled wine. The Fated could move some of the room's comfortable couches over the spot where the usher died, but the ticket taker died in the doorway, making this more difficult.

Frantically cleaning the carpet is possible but requires thirty minutes of work and a TN 10 Homesteading Challenge. Each Margin of Success on this Ongoing Challenge reduces the work time by ten minutes, to a minimum of five minutes. Similarly, the Fated can devise a crude cleaning solution from some of the drinks scattered around the room, but doing so requires a TN 10 Alchemy Challenge. On a success, the solution reduces the cleaning time by five minutes, plus an additional five minutes for each Margin of Success.

If the Fated are able to deal with the Doxies, the corpses, and the blood stains, the show ends without a hitch. If the Doxies come to the attention of the crowd - such as by the discharge of any sort of firearm within the theater - then their presence causes shouts of "zombies!" and a panic that spreads quickly through the theater. The crowd desperately tries to escape, and the Fated must succeed on TN 10 Evade Challenges or be caught up in the fleeing mob, knocked **Prone**, and trampled for 2/4/5 damage. The Dead Doxies are alternatively trampled and attacked by the crowd, knocked **Prone**, and suffer 4 damage as a result.

If the bodies are left in the reception area or are poorly hidden, the panic doesn't happen until everyone begins to file out of the theater, but the effect is still the same. Blood stains cause concern but fortunately do not incite a panic.

CONCLUSION

If the Fated successfully protect Melitta and help her maintain her disguise during the premiere, she becomes an overnight sensation. She remains indebted to the Fated and can serve as a continual point of contact for them, opening doors among the city's high society and providing access to gossip as needed. Interestingly, she also seems to possess an intimate insight into the nature of the undead, though she is loathe to involve herself in any dealings with undead other than fellow Dead Doxies.

She continues to have questions about her undead state. What brought her back to life? Is there some ulterior motive to her undead state? Does the sewer tunnel have some connection to her undead state, considering the Dead Doxies that gathered there? These questions could lead to additional adventures later on.

If Desiree or Felicia take the leading role in the premiere, the praise for their performances is less overwhelming but still, ultimately, positive.

Regardless, so long as the Fated prevent a riot from happening, the prestige of the Star Theater still increases in the wake of the premiere, much to the pleasure of Colette Du Bois. As a result, the Fated find it easier to receive tickets and exclusive seating for future performances, and they may even be invited to take part in jobs for the Arcanists, depending upon their trustworthiness, political leanings, and reaction to Alejandro Torres.

If a riot breaks out, however, the entire premiere becomes something of a scandal. Melitta (or Desiree, or Felicia) is still praised for her performance, but the reviews are tinted with criticisms on the Star Theater's security. The Star ends up losing some acclaim and popularity, and its ticket sales suffer for the next few weeks, which annoys Colette and cost her a moderate sum of money. If the Dead Doxies were the cause of the riot, Alejandro Torres also begins spending a great deal of time at the Star Theater, and his increased scrutiny - primarily related to keeping undead away from the building and its employees - proves to be a significant hindrance to Colette's Arcanist endeavors.



FATEMASTER CHARACTERS

The following pages contain the stat blocks for the Fatemaster characters that the Fated are likely to encounter over the course of the adventure. They have been created with an eye toward ease of use by the Fatemaster and include everything needed to run these characters in a combat situation.

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

In general, Fatemasters are cautioned against increasing the Rank Values of the characters in this adventure by more than a few points; if the Fated are facing off against the Gentlemen, for instance, they're going to be in for a tough battle. Increasing the Rank Value of the Wastels by too much runs the risk of creating a battle filled with enemies that they cannot hit or avoid.

If your Fated are truly dangerous in combat, however, then increasing the Rank Value of the Gentlemen Bosses and Ronin by +2 each might be a good idea. This will make the Gentlemen Bosses Henchmen and the Ronin an Enforcer, which will provide them with additional Fate Points and increased endurance (in that the Ronin will now will automatically succeed at her Unconsciousness Challenges).

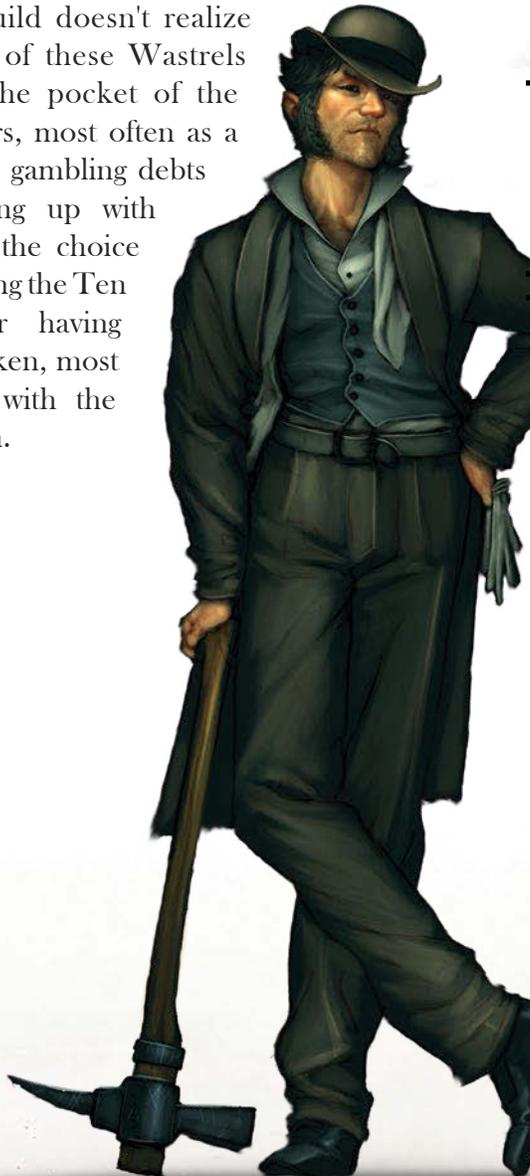
Similarly, adding hazards to a battlefield such as Severe and Hazardous Terrain will make for more dangerous and memorable encounters. The overall goal is to ensure that the players feel threatened on all sides, but not to the point where the session becomes a grind. If their enemies employ battle tactics such as using the focus, defensive stance, trick, and impose actions, it will emphasize their cunning natures and put the Fated at a disadvantage.

WASTREL

Wastrels are people who have been given every privilege from birth and have subsequently squandered them. They often consider themselves above the law, relying upon their family's wealth and good name to keep them out of any real trouble.

Lucas McCabe has gathered a cadre of these ruthless men and women around himself to form a (very unofficial) group of Guild agents with questionable loyalty and ethics. They deal with many of the issues that the Guild can't be seen to be officially involved in, such as evicting people from Downtown homes that are desired by prominent politicians, breaking into the homes and offices of M&SU representatives, and so on.

What the Guild doesn't realize is that many of these Wastrels are also in the pocket of the Ten Thunders, most often as a result of their gambling debts finally catching up with them. Given the choice between serving the Ten Thunders or having their legs broken, most Wastrels go with the former option.



The Ten Thunders use Wastrels in much the same way as the Guild, calling upon them whenever they need a task completed by Westerners who are unlikely to seem associated with the Little Kingdom. They also spy upon the Guild, using their access to the Enclave to intimidate witnesses, make evidence disappear, and learn Guild patrol routes. Their success rate is somewhat dubious - Wastrels aren't trusted by most Guild personnel - but sometimes the Ten Thunders don't have many other options.

WASTREL

Minion (5), Living, Black Sheep

<i>Might</i> 1	<i>Grace</i> 2	<i>Speed</i> 2	<i>Resilience</i> 0
<i>Charm</i> 2	<i>Intellect</i> 2	<i>Cunning</i> 1	<i>Tenacity</i> 1
<i>Defense</i> 4 (9)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 3 (8)
<i>Willpower</i> 5 (10)	<i>Charge</i> 6	<i>Wounds</i> 5	

Skills: Art 1, Carouse 3, Centering 3, Forgery 1, Gambling 2, Intimidate 2, Lockpicking 1, Melee 3, Notice 1, Pick Pocket 1, Pistol 3, Scrutiny 1, Toughness 1.

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

The Old Ultraviolence: This character deals +1 damage to characters who are under the effects of one or more Conditions.

(1) Gang Weapons (Melee)

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

☛ *"And Then He Just Strolled Away...":* After resolving, this character may move up to 3 yards in any direction.

(1) B&D Pocket Revolver (Pistol)

AV: 5 (10) ===== Rg: 6 ===== Resist: Df
Target suffers 2/3/3 damage. Capacity 4, Reload 2.

☛ *"A Fiver Says I Can Do It Again":* After damaging, this character gains the **Focused +1** Condition.

GENTLEMAN BOSS

Enforcer (8), Living

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

Skills: Art 1, Barter 1, Bewitch 2, Carouse 3, Centering 2, Deceive 2, Forgery 1, Gambling 2, Intimidate 2, Leadership 3, Literacy 1, Melee 2, Music 1, Notice 2, Pistol 2, Scrutiny 2, Toughness 2.

All In: This character gains \blacklozenge to all duels when it has no remaining Fate Points.

Luck of the Draw: When the Fate Deck is reshuffled, this character recovers two Fate Points instead of one.

Marked Cards: At any point during this character's turn during Dramatic Time, it may discard a card to look at the top three cards of the Fate Deck and either discard all three cards or replace all three cards in any order.

(1) Fancy Cane (Melee)

AV: 3 (11) ----- Rg: \blacklozenge 2 ----- Resist: Df
Target suffers 2/2/4 damage. If this attack inflicts Severe damage, the target suffers a Weak Critical Effect.

\blacklozenge *Taunting Strike:* After succeeding, every friendly character within (X)3 of this character gains **Focused +1**.

(1) Clockwork Pistol w/ Cavity Bullets (Pistol)

AV: 4 (12) ----- Rg: \blacklozenge 12 ----- Resist: Df
Target suffers 2/4/5 damage. This weapons gains \blacklozenge to its Damage flip against targets without an Armor value. Armor may reduce the damage from this weapon to 0. Capacity 6, Reload 2.

\blacklozenge *Unload:* When damaging, if you have two or more bullets remaining in your weapon, deal +2 damage to the target. Your weapon is now empty.

GENTLEMAN BOSS

The Gentlemen are a gang of thieves and ruffians with delusions of sophistication. They surround themselves with the finest things in life (or at least, the finest things that they can steal or purchase with their ill-gotten gains), but only because they believe that doing so will allow them to seem more cultured and classy than they actually are.

The "bosses" of the gang - Bertram Fletcher and Jasper "Needles" Parks - take this concept to the extreme. Both men like to pass themselves off as members of high society, but when push comes to shove, they are more than willing to steal, slander, blackmail, kidnap, and murder their way to success.

Fletcher has recently taken a fancy to a showgirl, Desiree Collier, which has brought the Star Theater into the Gentlemen's sphere of attention... much to the theater's detriment.

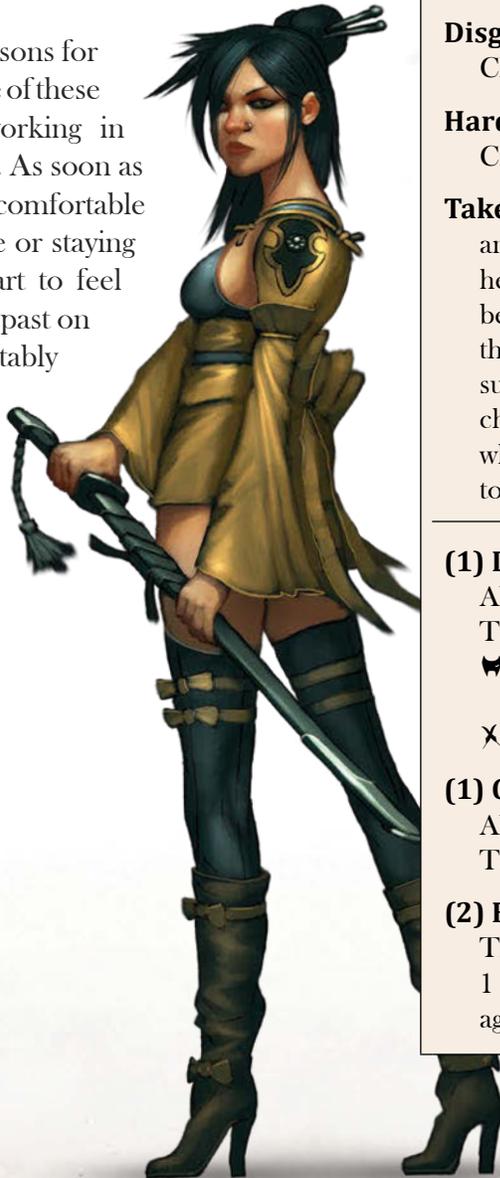


RONIN

Much like their masterless namesake from feudal Japan, these mercenaries wander Malifaux in search of work that utilizes their particular talents. Many are escaped convicts from Guild work camps or fugitives fleeing from the hangman's noose for a crime committed in a seedy saloon. Most travel in disguise, hoping that their pursuers will pass them by if encountered on a train or in the streets.

Many Ronin rent themselves out as bodyguards, relying upon their cheap prices and willingness to work with just about anyone to secure a patron. Ronin who choose this path resign themselves to lives of clandestine mercenary work, often earning but a fraction of a legitimate contract's fee for highly dangerous work.

Regardless of their reasons for becoming Ronin, none of these mercenaries relish working in one place for too long. As soon as they start to become comfortable working with someone or staying in one place, they start to feel the hot breath of their past on their necks and inevitably end up slipping away in the night, preferring a life of constant wandering to one spent behind bars.



RONIN

Minion (6), Living

<i>Might</i> 2	<i>Grace</i> 2	<i>Speed</i> 1	<i>Resilience</i> 1
<i>Charm</i> 1	<i>Intellect</i> 0	<i>Cunning</i> 2	<i>Tenacity</i> 2
<i>Defense</i> 5 (11)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 3 (9)
<i>Willpower</i> 5 (11)	<i>Charge</i> 5	<i>Wounds</i> 7	

Skills: Athletics 2, Centering 3, Evade 3, Literacy 1, Melee 3, Notice 2, Pistol 2, Scrutiny 2, Toughness 2, Track 2.

Disguised: This character may not be the target of the Charge Action.

Hard to Kill: This character may choose to ignore one Critical Effect per Dramatic Time.

Take the Hit: This character may discard a card after an attack hits a friendly character within 2 yards of her. If she does, this character moves to a position between the friendly character and the attacker, and this character suffers the effects of the attack, which suffers a \square to its damage flip, instead of the friendly character. Opponents engaged with this character when she moves may not attempt Disengaging Strikes to stop this movement.

(1) Daito (Melee)

AV: 5 (11) ----- Rg: \lll 2 ----- Resist: **Df**
Target suffers 2/3/5 damage, ignoring Armor.

\heartsuit *Next Target:* After damaging, this character may move up to 4 yards in any direction.

\times *Twist the Blade:* The damage flip gains \blacktriangle .

(1) Collier Navy (Pistol)

AV: 4 (10) ----- Rg: \lll 12 ----- Resist: **Df**
Target suffers 2/3/4 damage. Capacity 6, Reload 2.

(2) Flurry

This character may discard a Twist Card to take three 1 AP attack Actions with a Close Combat weapon against a single target.

DEAD DOXY

Minion (6), Undead, Belle

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

Skills: Acrobatics 2, Bewitch 3, Deceive 1, Evade 3, Melee 3, Music 2, Notice 2, Toughness 1.

Flick of the Wrist: This character may use Grace in place of Might when making a Melee or Pugilism attack.

Hard to Wound +1: Damage flips against this character suffer \square .

Inviting Allure: When a character within $\odot 6$ becomes **Slow**, this character may discard a card to force it to move a number of yards equal to its Walk Aspect directly toward this character.

Manipulative (10): When an enemy character targets this character with an Action, they must pass a TN 10 Willpower Challenge. On a failure, this character may change the target of the Action to a legal target of its choice.

(1) Fancy Cane (Melee)

AV: 6 (12) ===== Rg: /// 2 ===== Resist: **Df**
Target suffers 2/2/4 damage. If this attack inflicts Severe damage, the target suffers a Weak Critical Effect.

P *Out Clubbing:* After damaging, the target is knocked **Prone**. Take this Action again against the same target.

(1) Undress (Bewitch)

AV: 6 (12) == Rg: 6 yards ===== Resist: **Wp**
A Living target becomes **Slow**.

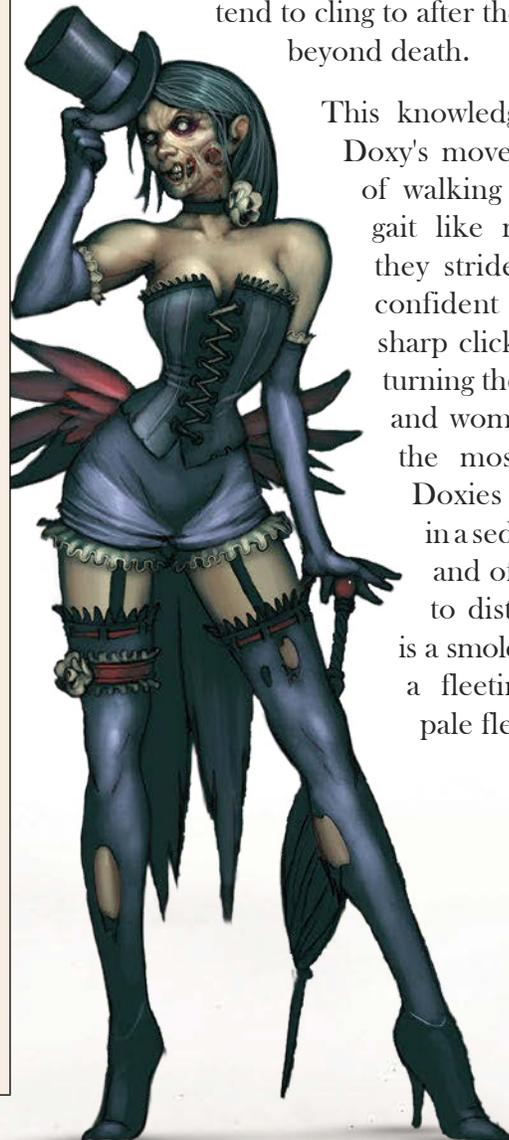
B *Burlesque Show:* Every Living character within $(\times) 3$ of the target must make a TN 13 Centering Challenge or become **Slow**.

W *Confusing Feelings:* After succeeding, the target gains the following Condition until the end of its next turn: "**Confusing Feelings:** This character suffers a \square on all duels in which it is the defender."

DEAD DOXY

These undead women are the corpses of performers that have been given unnatural life by the foul magic of a necromancer. Though similar to a Rotten Belle at first glance, Dead Doxies retain a measure of the grace and showmanship that was drilled into them in life through hundreds of hours of tiring practice and constant repetition.

In death, Dead Doxies are able to draw upon this training to retain a portion of their memories, often transitioning into undeath with a core personality intact. The personality is rarely the Doxy's own, however; the long hours spent rehearsing the lines of a play or learning the lyrics to a popular song resonate more strongly in their minds than any details of their own lives, and it is the fragments of these fictional personalities that Dead Doxies tend to cling to after their return from beyond death.



This knowledge shows in a Doxy's movements; instead of walking in a shuffling gait like most zombies, they stride forward with confident steps, each sharp click of their heels turning the heads of men and women alike. Even the most mangled of Doxies carries herself in a seductive manner, and often, all it takes to distract their prey is a smoldering look and a fleeting glimpse of pale flesh.

DEATH MARSHAL

The Death Marshals have the rare distinction of being one of the few Guild Special Divisions that is both appreciated and revered by the citizens of Malifaux. They have one purpose: to locate and eliminate Resurrectionists and their foul creations.

To this end, Death Marshals are trained in the arts of combat and necromancy alike, though they are forbidden from using the latter to create any undead creatures. They are also skilled in tracking and interrogation, making even the newest recruit a force to be reckoned with.

Their training is not without its hazards, however, as their necromantic rituals leave their bodies withered and decaying. The tell-tale high collars and wide-brimmed hats of the Death Marshals were originally intended to hide their grim visages from others, though they have since become an unofficial part of their uniforms.

Death Marshal combat tactics revolve around identifying the Resurrectionist leading a group of undead and trapping them inside the coffin they always carry with them. The Death Marshal then retreats with her trapped prize, returning it to the Death Marshal compound for interrogation and execution.



DEATH MARSHAL

Enforcer (8), Living, Death Marshal

<i>Might</i> 2	<i>Grace</i> 2	<i>Speed</i> 1	<i>Resilience</i> 3
<i>Charm</i> -2	<i>Intellect</i> 1	<i>Cunning</i> 1	<i>Tenacity</i> 2
<i>Defense</i> 4 (12)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 4 (12)
<i>Willpower</i> 5 (13)	<i>Charge</i> 5	<i>Wounds</i> 9	

Skills: Bureaucracy 2, Centering 3, Counter-Spelling 3, Evade 2, Heavy Melee 4, Intimidate 3, Leadership 1, Melee 3, Necromancy 3, Notice 3, Pistol 4, Scrutiny 2, Toughness 3, Thrown Weapons 3, Track 4, Wilderness 1.

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

Fear Not Death: This character's corpse can never be reanimated as an Undead creature. When this character kills a target, it may choose to instantly render the target's remains unfit to be reanimated into an Undead creature.

(1) Peacebringer (Pistol)

AV: 6 (14) ----- Rg: ⚡10 ----- Resist: Df
Target suffers 2/3/5 damage. This weapon grants its wielder ♣ to Intimidate duels. Capacity 6, Reload 1.
♣ *Critical Strike:* When damaging the target, this attack deals +1 damage for each ♣ in the final duel total.

(1) Peacebringer Bayonet (Melee)

AV: 5 (13) ----- Rg: ♣ 1 ----- Resist: Df
Target suffers 1/3/4 damage.
♣ *Critical Strike:* When damaging the target, this attack deals +1 damage for each ♣ in the final duel total.

(1) Pine Box (Heavy Melee)

AV: 6 (14) ----- Rg: ♣ 2 or ⚡9 ----- Resist: Df
Target suffers 2/3/4 damage.
✕ *Get in the Box:* After succeeding, the target is trapped in the Pine Box and gains the following Condition until this character (or another character, if this character is killed) takes a (1) Action to open it: **"Boxed and Buried:** This character is removed from reality and cannot take Actions." This Trigger may not be declared if there is already a character in the Pine Box.



FATED CHARACTERS

The following four characters have been specially designed to work well with the events that unfold in this adventure. Each of them has been contacted by Colette Du Bois, the owner of the Star Theater, about a confidential assignment.

If you wish to continue playing these characters past the first adventure, it shouldn't be too difficult to convert them into full Fated. None of these characters have completed any Steps along their chosen Pursuit; they're brand new characters ready for their first adventure. Simply go through the Core Rules and pick out some Skill Triggers for each Skill a character possesses with 3 or more ranks.

Remember, these are your characters, so don't be afraid to swap out a Skill or Talent or to alter aspects of their background if you'd like to portray them in a slightly different light. Have fun!

THE CAST AT A GLANCE

Hanna Jankowski: Hanna is a down-on-her-luck Wastrel with strong prejudices and a great deal of luck. She's helping the owner of the Star Theater in order to recover from her recent gambling losses.

Lexie Travis: Lexie is a struggling Performer who hopes that helping Colette Du Bois will be just the thing to help her career take off.

Anna St. Pierre: Anna is an Academic and a lawyer who has been asked by the M&SU to help Ms. Du Bois with a sensitive matter.

Willard Segal: Willard is, essentially, hired muscle for the M&SU. As an imposing Guard, he protects others by drawing attention to himself (and away from his companions).

HANNA JANKOWSKI

Hanna was invited to Malifaux to play in a high-stakes poker game at the Honey Pot Casino. She was doing well for herself, right up until the casino changed dealers and her luck disappeared in the blink of an eye. She lost everything to the casino, and with no way to pay for food or a train ticket back to Earth, she's been forced to perform various odd jobs and mercenary tasks in order to rebuild her finances.

Fortunately, Lady Luck never spurns Hanna for very long. Earlier this morning, one of her former clients mentioned that the owner of the Star Theater, Colette Du Bois, was searching for some discrete mercenaries to help her with a sensitive matter. Hanna pounced on the opportunity; she's convinced that all she needs is enough money to get her back into the game so that she can start winning back her fortune.

Gear: Black Dress (♣ to Stealth duels), Volyer Revolving Pistol, 35 bullets, 2 scrip.

Destiny: "If you open the gate of wonder in the wall of lies, the sleeper dreams of your tomorrow, and the moon shines upon the forgotten forest. All of the screams will lead you home, and you will burn the oldest page."

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

HANNA JANKOWSKI

Fated, Living, Wastrel

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

Skills: Athletics 1, Bewitch 1, Carouse 1, Deceive 1, Evade 1, Gambling 3, Intimidate 1, Notice 3, Pistol 3, Pugilism 1, Stealth 1, Toughness 1, Track 1.

Aces and Eights (Wastrel): When Hanna fails an Expertise duel (such as Gambling, Notice, or Track), she may draw a card.

Luck of the Draw: When the Fate Deck is shuffled, Hanna draws two cards instead of one.

Prejudice: At the start of Dramatic Time (i.e., combat), Hanna may choose an enemy character and discard a card. If she does so, she gains ♣ to all flips against the enemy character until the end of Dramatic Time. If she attempts to use a Social Skill other than Intimidate to influence the enemy character's behavior, she suffers a ☐ to her flip.

Languages: English, Polish.

(1) Knee to the Groin (Pugilism/Might)

AV: +2 ----- Rg: ♣ 1 ----- Resist: Df
Target suffers 1/2/3 damage.

(1) Volyer Revolving (Pistols/Grace)

AV: +5 ----- Rg: ♣ 10 ----- Resist: Df
Target suffers 2/3/4 damage. Capacity 7, Reload 4.

♣ *Ricochet:* After damaging, another character within 3 yards of the target suffers 1/2/4 damage. This damage flip may not be Cheated.

LEXIE TRAVIS

Lexie traveled to Malifaux in the hopes of performing at the world-famous Star Theater, but after she learned that many of the shows were burlesque and that simply “opting out” of them wasn’t an option for the theater’s performers, she cast her gaze elsewhere. She’s managed to pick up a few roles here and there in smaller (but more respectable) theaters, but she has yet to make a significant name for herself.

Earlier this morning, while checking the call-back list for a play that she unfortunately didn’t get a role in, Lexie heard a rumor that Colette Du Bois, the owner of the Star Theater, was looking for some hired muscle. Though she is not particularly interested in becoming a mercenary, Lexie knows that a recommendation from Colette could be just what she needs to give her struggling career a boost.

Gear: Distracting Hat (⚡ to Deceive Challenges), Driving Whip, Volyer Revolving Pistol, 35 bullets, 2 scrip.

Destiny: “After you bleed the coal from the bones, you will refuse the call, for you must dredge the waters until the just give up their dead. The sisters will show the way, and so the circle will be completed.”

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

LEXIE TRAVIS

Fated, Living, Performer

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

Skills: Acrobatics 2, Bewitch 3, Carouse 2, Deceive 2, Flexible 2, Gambling 1, Music 2, Pick Pocket 3, Scrutiny 1, Stealth 1.

Flair for the Dramatic (Performer): When Lexie fails a Social duel (such as Bewitch, Deceive, or Scrutiny), she may draw a card.

Center of Attention: After another character fails a Social Skill Challenge, Lexie may discard a card to make a Skill Challenge with the same Skill against the same TN. If there were any modifiers to the original character’s flip (such as ⚡ or ⚡ modifiers), they apply to Lexie’s flip as well. If she succeeds, Lexie is considered to have succeeded on the initial Social duel, and the original character’s failure is ignored.

The Better Part of Valor: Lexie has lost her Charge Aspect (and thus cannot Charge), but her Walk Aspect has increased by +2.

Languages: English, French.

(1) Driving Whip (Flexible/Grace)

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

(1) Volyer Revolving (Pistol/Grace)

AV: +2 ===== Rg: ⚡ 12 ===== Resist: Df
Target suffers 2/3/4 damage. Capacity 7, Reload 4.

ANNA ST. PIERRE

Anna works for the Union as a traveling lawyer. Her primary duties mostly involve traveling to the various Contract Towns of the Northern Hills to help miners prepare paperwork, though she is sometimes asked to help coach them through their upcoming testimonies in court. It's not a particularly exciting job, but it pays well enough and lets Anna get out of the office on a regular basis.

While in Malifaux City to help her fellow lawyers prepare paperwork for a lawsuit against Winston's Dirigibles, Anna's boss asked her to visit the Star Theater and help its owner, Colette Du Bois, with a confidential matter. It was an unusual request, but in the Union, that sort of request usually meant the chance for a promotion and a hefty raise, provided that everything went well. If nothing else, it might help her make contacts in case Anna ever decides to make her dreams of a private practice a reality.

Gear: Thick Glasses (+ to Notice Challenges), Hand Axe, B&D Pocket Pistol, 20 bullets.

Destiny: "Once you rise from the ashes, you will wait when you should act, and your blood will run black. The other place beckons with the voice of oblivion, and the crime you hide will destroy you."

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

ANNA ST. PIERRE

Fated, Living, Academic

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

Skills: Artefacting 2, Bureaucracy 2, Convince 2, Doctor 2, Engineering 3, Evade 2, Forgery 1, Husbandry 1, History 2, Literacy 1, Notice 1, Pistol 1, Thrown Weapons 2.

Avid Student (Academic): When Anna fails an Academic duel (such as Bureaucracy, History, or Literacy), she may draw a card.

Know-It-All: When Anna fails a Skill Challenge with a Skill that is associated with a Mental Aspect, she may discard a card to immediately reflip that Challenge. If the discarded card was a 📖, she may use an Academic Skill of her choice in place of the original Skill.

Flick of the Wrist: Anna may use Grace in place of Might when making a Melee or Pugilism attack.

Languages: English, German.

(1) Hand Axe (Melee/Grace)

AV: +4 ===== Rg: 🗡️ 1 or 🗡️9 (Thrown) ===== Resist: Df
Target suffers 1/3/4 damage.

(1) B&D Pocket (Pistol/Grace)

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

WILLARD SEGAL

When Willard first arrived in Malifaux, he took a job working in the mines, but his large size proved to be a hindrance in the cramped tunnels. Just when he was considering quitting to find a new line of work, a representative of the Miners and Steamfitters Union approached him and offered him a position as Union muscle.

Willard accepted the offer, and his first assignment is to assist a “friend of the Union,” Ms. Colette Du Bois, with a sensitive (and confidential) matter. Willard is ready to kick ass and chew bubblegum, and he’s only got so much bubblegum to go around.

Gear: Breaching Axe, Bubblegum (2 sticks), 6 scrip.

Destiny: “When the seven gifts are opened, you will bathe in the waters of rage, but welcome the song of frozen winter. The leaves will whisper your name, and you will forget yourself.”

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

THE IMPOSE ACTION

(1) Impose: The character draws attention to herself, forcing an opponent that can hear or see her to favor her over other targets. The character makes an Intimidate Challenge that is resisted by the target’s Centering Skill.

If the Imposing character succeeds, the target suffers a \square , plus an additional \square per Margin of Success, to any attack that doesn’t include an Imposing character as a target. This penalty lasts until the start of the Imposing character’s next turn.

WILLARD SEGAL

Fated, Living, Guard

<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> 4	<i>Walk</i> 4	<i>Height</i> 3	<i>Initiative</i> +0
<i>Willpower</i> 3	<i>Charge</i> 4	<i>Wounds</i> 8	

Skills: Athletics 1, Bewitch 1, Bureaucracy 2, Culinary 1, Evade 2, Heavy Melee 3, Intimidate 3, Notice 1, Scrutiny 1, Toughness 3.

Iron Tank (Guard): When Willard fails a Close Combat duel (such as Heavy Melee) during Dramatic Time (i.e., combat), he may draw a card.

Lasting Challenge: When Willard succeeds on the Impose Action, the effects last until the end of Dramatic Time or until he takes the Impose Action again (in which case the previous Impose lasts until the start of his next turn).

Wall of Muscle: Willard’s Height has been increased to 3. The range of all \lll weapons wielded by Willard is increased by 1 yard, to a maximum of 3 yards.

Languages: English, Hebrew.

(1) Breaching Axe (Heavy Melee/Might)

AV: +4 ===== Rg: \lll 3 ===== Resist: Df
Target suffers 2/3/4 damage.

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



A SHOWGIRL HAS GONE MISSING...

• • •

When one of the showgirls at the world-famous Star Theater is kidnapped, Colette Du Bois turns to the Fated to find the imperiled performer and return her to safety. The resulting investigation will drag the Fated through the seedy underbelly of both Malifaux and the Star Theater itself.

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The Show Must Go On is a fun One Shot adventure for the *Through the Breach* roleplaying game. It comes with quickplay rules and 4 pregenerated characters, allowing you to jump right into the action.



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