

Wyrd

D Penny Dreadful

ONE SHOT

GHOST HOUSE

THROUGH THE BREACH



GHOST HOUSE

D^{Penny}
Dreadful

This text is protected by the copyright laws of the United States of America. Contents copyright © 2005-2016, Wyrd Miniatures, LLC. All rights reserved. This book is a work of fiction; any resemblance to organizations, places, events, or actual persons - living or dead - is purely coincidental. Copies of materials herein are intended solely for your personal, non-commercial use, only if you preserve any associated copyrights, trademarks, or other notices. Wyrd Miniatures, LLC holds exclusive rights to this work. Unauthorized duplication is prohibited. You may not distribute copies to others for a charge or other consideration without prior written consent of the owner of the materials except for review purpose only.

MALIFAUX is a trademark of Wyrd Miniatures, LLC 2005-2016. The Wyrd logo, the MALIFAUX logo, the Through the Breach logo and all related character names, places, and things are trademarks and copyright © 2005-2016 Wyrd Miniatures, LLC. The Malifaux game system is patent pending, serial no. 12/821,427

CREDITS

LEAD DESIGN

Mason Crawford

WRITING

Michael Edwards

CREATIVE DIRECTION

Nathan Caroland

TTB LOGO ARTIST

Patrick Guinane

ART

Hardy Fowler & Bram Sels

GRAPHIC DESIGN

John Cason

EDITING

Aaron Darland

PLAYTESTING

Chris Budinger, Hayden T. Burns, Samuel E. Burns, Samuel
J. Burns, Streven Rault, Josh Thompson

CONTENTS

| | |
|--------------------------|----------|
| INTRODUCTION..... | 4 |
|--------------------------|----------|

| | |
|-----------------------|----------|
| ADVENTURE..... | 6 |
|-----------------------|----------|

| | |
|----------------------------------|---|
| Prologue: The Flying Tiger | 6 |
|----------------------------------|---|

| | |
|---------------------------|---|
| Scene I: The Barrows..... | 8 |
|---------------------------|---|

| | |
|--------------------------------|---|
| Scene II: Harrod's House | 9 |
|--------------------------------|---|

| | |
|-----------------|----|
| Main Floor..... | 10 |
|-----------------|----|

| | |
|--------------------|----|
| Second Floor | 17 |
|--------------------|----|

| | |
|---------------|----|
| Basement..... | 22 |
|---------------|----|

| | |
|----------------|----|
| The Attic..... | 24 |
|----------------|----|

| | |
|------------------|----|
| Conclusion | 24 |
|------------------|----|

| | |
|---|----|
| The Haunted Condition (Reference Page)..... | 25 |
|---|----|

| | |
|-----------------------------------|-----------|
| FATEMASTER CHARACTERS..... | 26 |
|-----------------------------------|-----------|

| | |
|-----------------------|----|
| Harrod Vertigan | 27 |
|-----------------------|----|

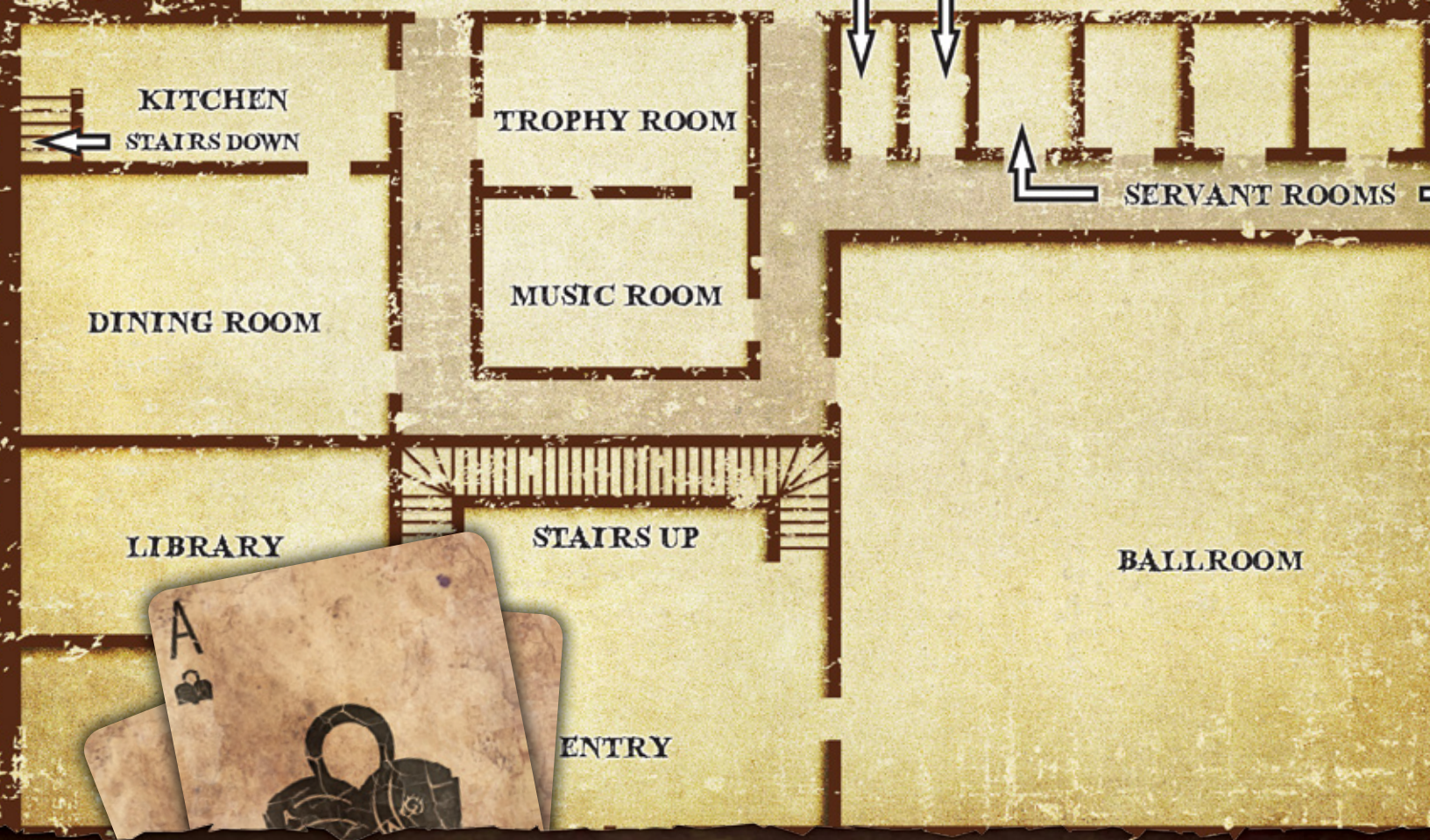
| | |
|--------------------|----|
| Ghostly Cooks..... | 28 |
|--------------------|----|

| | |
|--------------------|----|
| Stuffed Heads..... | 29 |
|--------------------|----|

| | |
|--------------------|----|
| Malifaux Rats..... | 30 |
|--------------------|----|

| | |
|---------------|----|
| Rat King..... | 31 |
|---------------|----|

| | |
|--------------------------|----|
| Possessed Equipment..... | 32 |
|--------------------------|----|



INTRODUCTION

Unquiet spirits are a frequent problem in Malifaux, particularly in the Quarantine Zone. This adventure takes place in the Barrows, a region of the Quarantine Zone containing many large, expansive mansions, many of which are haunted by a handful of confused or vengeful ghosts. Fortunately, the primary residents of the Barrows are necromancers and Resurrectionists who typically aren't bothered by a few restless spirits wandering their halls at night.

The most prominent mansion in the Barrows is the infamous Barrows Manner, a broad building which is hunched up next to an ominous clock tower. The Barrows family are the namesake of the district, ever since the days of the first Breach, when Maximillion Barrows brought his entire family with him to Malifaux.

In the days since the Breach's reopening, Maximillion's great-grandson, Alexander Barrows, returned to the district and reclaimed his family's mansion for his own.

The Resurrectionists who live in the Barrows due so at the discretion of the Barrows family. Those who attempt to settle in the stately mansions without Alexander's permission (and without paying the fee that comes with that permission) are visited by the family's mercenaries, none of whom care very much about why their victims might be trespassing.

The word of the Barrows family is law in the district that shares their name, and most of the Resurrectionists and outcasts who live under their dubious protection prefer to deal with matters themselves rather than turning to Alexander and ending up in his debt.

Thus, when it comes to minor problems such as a haunted mansion whose spectral inhabitants are being too loud at night, it's often better to seek outside assistance rather than to turn to the Barrows family. After all, residents who complain too much often end up replaced with "more agreeable" neighbors...

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 contacted by Fayvel Pensak, a Resurrectionist who wants them to help drive the spirits out of the haunted mansion next to his estate. After a trip to the Quarantine Zone, the Fated can enter the haunted house and search for the source of the haunting, a Mechanical Soulstone created years earlier by a brilliant artificer.

Along the way, the Fated will have to contend with ghosts of various types, from those who wish them physical harm to those who merely wish to frighten them. In order to triumph over the spirit of the artificer, the Fated will have to search the mansion for the hidden Mechanical Soulstone and destroy it once and for all.

CHAPTER 2:

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.

[illegible]

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."



GHOST HOUSE

PROLOGUE:

THE FLYING TIGER

The Fated receive a letter from Fayvel Pensak, a Resurrectionist who has worked with one of their allies in the past. In the letter, Pensak mentions that he's having some issues with one of his neighbors, and that their mutual acquaintance (the Fated's ally) suggested that it might be worth contacting them for assistance.

Fayvel offers compensation for their time in the form of a difficult-to-acquire item that the Fated's ally knows they have been interested in, or, failing that, a necromantic Grimoire of no small worth.

If the Fated are interested in meeting with Pensak, the letter instructs them to meet him at the Flying Tiger, a small tavern in the eastern Central Slums, later that evening. When they arrive, read the text on the following page.



The Flying Tiger is a seedy tavern in a seedy part of the slums. There are just under a dozen people inside, all of them seated at scratched tables and sipping their drinks in relative silence. Here and there, you can hear small murmurs of conversation, but the general impression you get is that any sort of loud noise would be unwelcome here. In a way, it's almost like being at a wake.

After a minute, a man near the rear of the room raises an arm and beckons you closer. He's old, perhaps seventy or eighty years old, with a bald head and a neatly trimmed white mustache and beard. Surprisingly, he's dressed in a suit with a small bow tie, and he stands as you approach. "Greetings, hello, thank you for coming," he says, reaching out to shake each of your hands in turn. "I am Fayvel Pensak, thank you for coming. Can I purchase drinks for you?"

He awkwardly motions to the bartender before reclaiming his seat and straightening out his bow tie.



Once the Fated are settled, Pensak explains the situation to the Fated. He explains that he recently moved into a mansion in the Barrows (a district in the Quarantine Zone) at great personal expense, but lately, he's been having some problems with one of his neighbors. He asked around a bit, only to learn that the neighboring mansion is haunted.

As he continues, read the text in the adjacent column.



If the Fated refuse, Pensak sighs and agrees that it's not their problem. He pays for their drinks for the rest of the night, thanks them for their time, and leaves the tavern, looking very much like the old man he is, and the adventure ends here.



"The mansion next to my own was last owned by, ah..." He digs in his jacket for a moment before removing a notebook and a pair of spectacles. He places the spectacles on his nose and then opens the notebook, perusing the scribbled handwriting within. "...yes, by Harrod Vertigan."

Pensak looks up. "He was an inventor, I'm told. He came to Malifaux to study Soulstones, specifically how they capture a soul once it leaves the body. I'm sure you can imagine why the Guild labeled him a Resurrectionist." He laughs softly, as if something he had said was amusing, but he quickly recollects himself. "Yes, well, he moved to the Barrows and came to some sort of arrangement with Mr. Barrows that saw him supplied with materials and test subjects. Evidently it worked, because within the year, Mr. Vertigan announced that he had found a way to create artificial Soulstones that were more powerful than the originals... and quite inexpensive to create."

He glances back at his notebook. "That was... in 1902. He held a gathering at his home to unveil his discovery to his fellow Resurrectionists, though I'm told that there were a few Arcanists in the crowd as well. Unfortunately for him, that was the night of the Event, and when the waves of aetheric energy spilled through the town, they... well, as near as anyone can tell, they overloaded his device. In a single moment, the the souls of everyone present were ripped out of their bodies and imprisoned inside the artificial Soulstone."

Pensak folds the notebook closed. "Or at least, that is the story I was told. I'm not sure how much is truth and how much is *bubbameisse*, but every night, the ghosts in that house make such a racket! I think that destroying the artificial Soulstone might set them free... but really, I just want a good night's sleep. Can you help?"



SCENE 1:

THE BARROWS

If the Fated agree to help Pensak, he thanks them profusely and – once they’re finished with their drinks – leads them outside to a Quarantine Zone barricade a few blocks away. After checking one way and then the other, he steps into a squat little house and heads down into the basement, where there is a small tunnel that passes beneath the barricade before surfacing a few hundred yards away in the Quarantine Zone.

From there, Pensak leads the Fated into the Barrows district proper. Read the following text:



Whatever you might have imagined the Quarantine Zone would look like, it’s not this. As you follow Pensak down a cleared street, you’re surprised to notice that the buildings to either side of you are actually large, sprawling mansions... and more so that they’re inhabited. You can see lights in the windows and even a few zombies here and there, standing in the yards and watching you pass with the eerie stillness of the grave.

Pensak doesn’t seem concerned, however, instead turning down another side street that, amazingly, boasts lit street lamps. “Here we are,” he eventually says, stopping in front of a modest but still sizable manor. “This is my home here, and the haunted one, that’s... well, that’s it there.”

He gestures toward the building across the street, which is a wide, three-story mansion surrounded by an imposing wrought-iron fence. “It’s quiet now,” he notes, almost in annoyance, “but that’s a good thing! That means that the ghosts likely aren’t active yet. Plenty of time to get in and get out before they start up for the night.”



If the Fated decide to wait until morning before investigating the mansion, Pensak is annoyed but understanding. He allows the Fated to stay at his home for the night (he has plenty of extra bedrooms and even goes to the trouble of making the beds for them) if they agree to enter the mansion first thing in the morning. He has a few zombie servants that shuffle around his mansion, but unless the Fated are themselves Resurrectionists, he does his best to keep them out of sight.

During the night, the Fated are repeatedly woken up by screams, loud arguing, and flashing lights from the mansion across the street; it’s easy to see why Pensak wants the ghosts dealt with as quickly as possible. Any Living Fated who spends the night in Pensak’s mansion is considered to be **Dazed** for the remainder of the next day, due to their lack of sleep.

Whenever the Fated attempt to enter the mansion, they find that it’s actually fairly easy to do so. The gate is closed but unlocked, and it creaks in an appropriately creepy manner when opened. When the Fated approach the mansion, read the following text:



The building is an old, three-story Victorian-style mansion. It must have once been a gorgeous building, but it has since fallen into ruin with peeling paint and rotting wood. A rickety set of wooden stairs leads up to the main entrance, and sickly-looking vines have crawled their way up the side of the building, reaching nearly the roof. The whole building looks like it’s just waiting for a strong wind to come along and blow it over, yet somehow, it remains standing.



The mansion wasn’t in the best condition when Harrod moved in, and the intervening years haven’t been kind to it. The front door is closed but unlocked, allowing the Fated to enter the mansion without problem.

SCENE 2:

HARROD'S HOUSE

The interior of the mansion is dark and gloomy. If the Fated are investigating during the day, there's enough light streaming through the windows to let them search without further issue, but if it's night, they'll need torches, a lantern, or some other source of illumination to find their way. If they're not prepared, Pensak has two lanterns he can loan them.

The Fatemaster should refer to the included maps as the house is explored. The ghosts that inhabit the house do their best to get the Fated turned around, however, so it's possible that the layout of the house might actually change as the Fated explore it, with a corridor lengthening in front of them or leading to a room on a completely different floor. This disorientation should be used sparingly, however, as it loses its effect if the Fated never know what's around the next corner.

As the Fated explore the house, they'll encounter a number of ghostly events as the spirits within the house wake up. The Fatemaster can decide the best moments for these events occur, depending upon the mood. Similarly, the Fatemaster should feel free to add her own events to his adventure in order to personalize the experience for the Fated; just about any movie about haunted houses should provide plenty of inspiration for these moments!

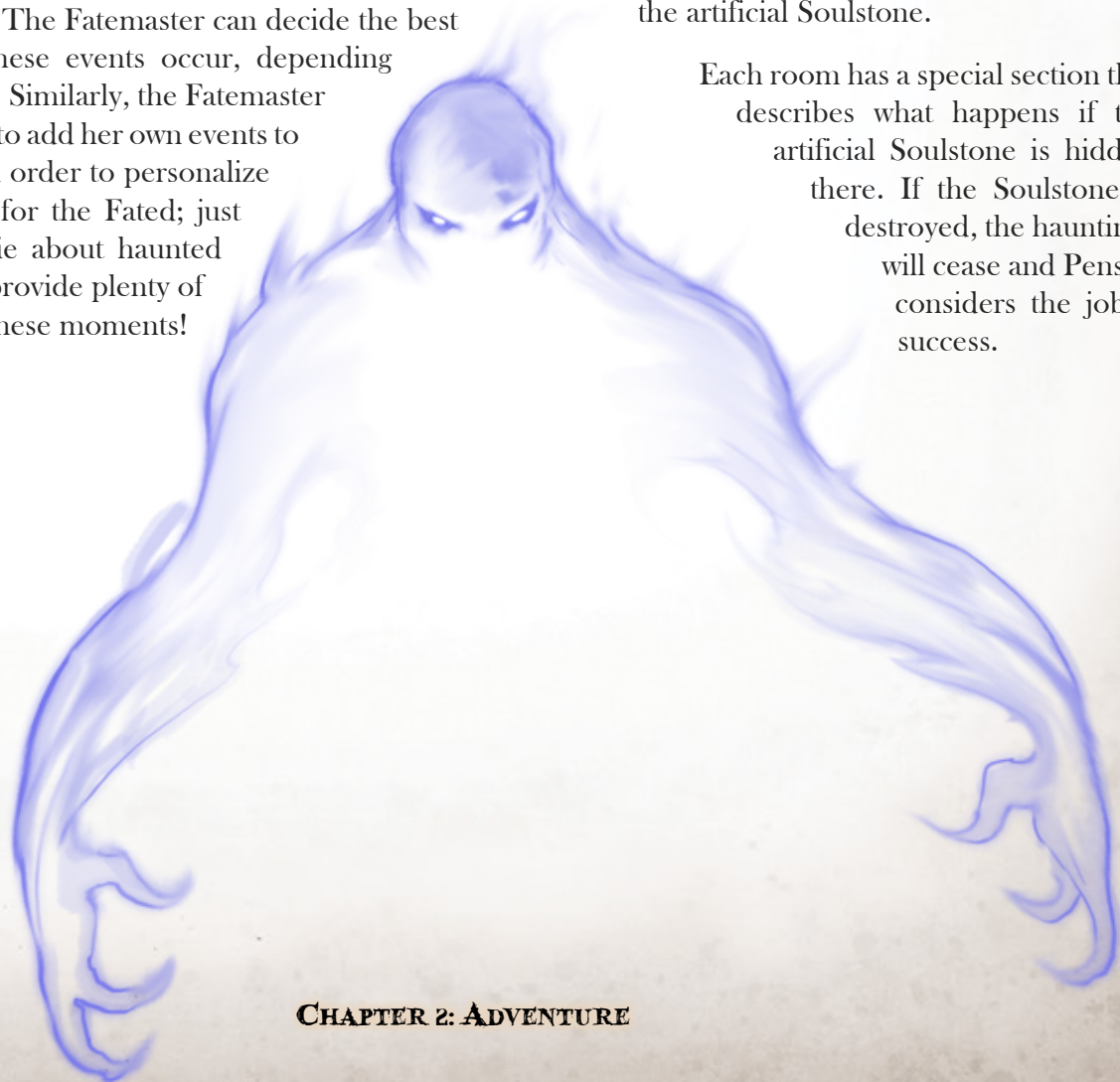
This adventure makes use of the **Haunted** Condition from *Under Quarantine* (pg. 155). Not only will the Fated have to pass TN 10 Counter-Spelling or Necromancy Challenges at the end of each day the Fated spent at least partially inside the mansion to avoid gaining the **Haunted +1** Condition, but it is also possible they might gain the **Haunted** Condition from certain ghostly encounters within the house itself. You can find more information on the **Haunted** Condition on page 23.

Even once the Fated are finished with Harrod's House, the spirits that reside within it may not be finished with them...

THE PERFECT HIDING PLACE

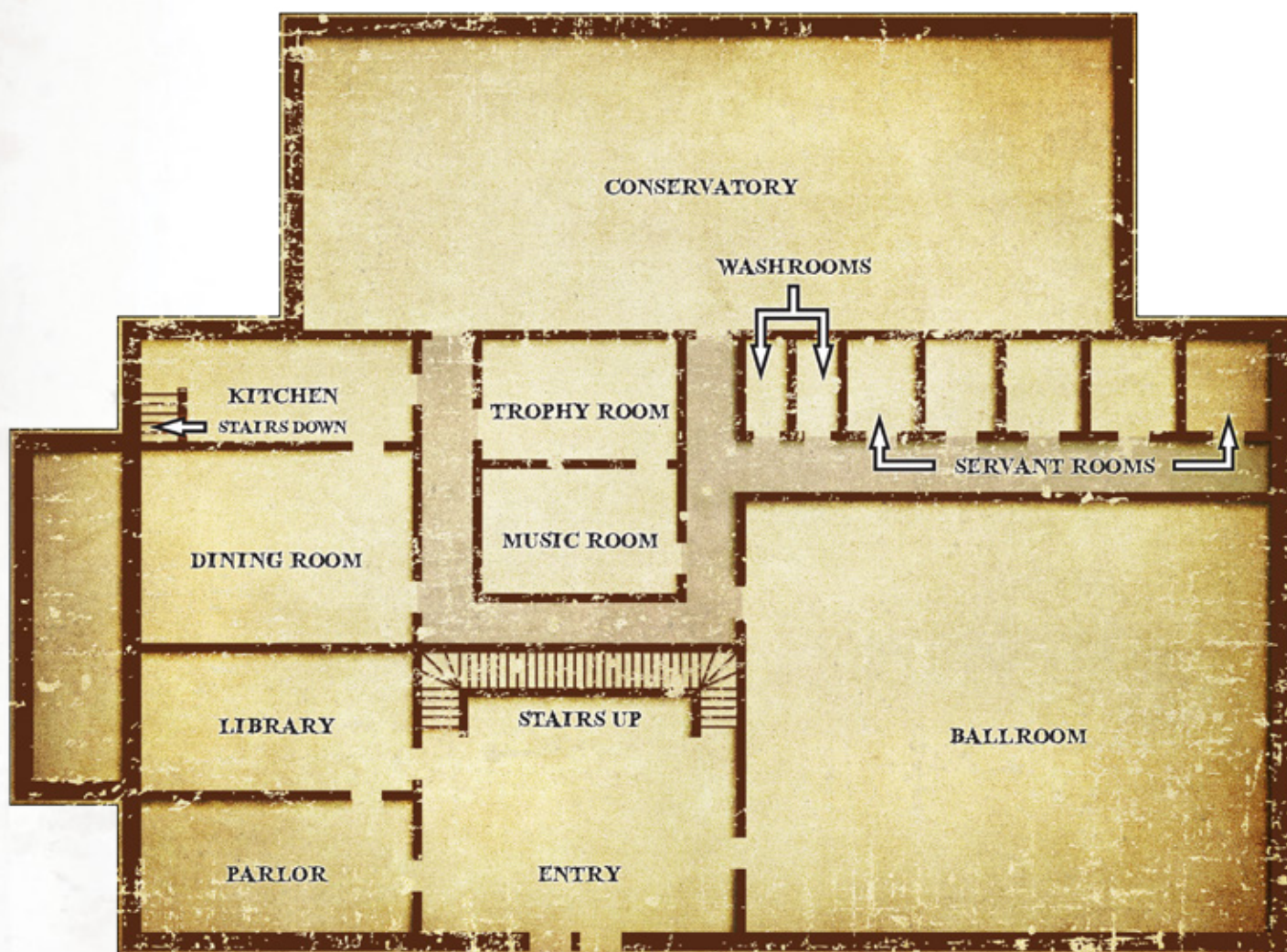
The artificial Soulstone that the Fated are attempting to find can be in one of three places, as determined by the Fatemaster at the start of the adventure: in the attic, in the basement, or in the ballroom. It's far more likely that the Fated will explore the ballroom before they visit the basement or attic, so keep that in mind when determining where Harrod has hidden the artificial Soulstone.

Each room has a special section that describes what happens if the artificial Soulstone is hidden there. If the Soulstone is destroyed, the hauntings will cease and Pensak considers the job a success.



MAIN FLOOR

The main entry has a sweeping staircase that leads up to the second floor. As one enters, the parlor and library are found together on the left, while a large ballroom is found to the right. Further back are the kitchen and dining room to the left, the music room and trophy room straight ahead through the doors beneath the stairway, and the washrooms and servant quarters are to the right. A conservatory can be found at the far rear of the main floor.



FIRST FLOOR

LIBRARY

As the Fated enter this room, read the following text:



Shelves filled with books line the walls of this room. A pair of padded chairs and a circular coffee table sit in front of a small fireplace. The books are covered in dust but have otherwise survived remarkably well.



When the Fated first enter this room, a ghostly vision of Harrod walks past (and possibly through) them from the hallway. He's a stern, heavy-set, dark-haired man in an expensive suit, and he moves to the bookshelf and pulls out a book, which actually slides off of the shelf.

Harrod's ghost ignores the Fated as it makes some notes on a piece of spectral paper and then slides the book back onto the shelf. It does this four more times before vanishing; the ghost only appears the first time this room is visited.

If any of the books Harrod looked at are inspected, it's revealed that many of the letters on their pages have been circled or underlined. Arrows have also been drawn, connecting each circled letter with an underlined letter. These books make up the key Harrod created and used to encrypt his notes. If the Fated have access to these books, they lower the TN to decrypt Harrod's code by -2 per book.

If the Fated take hostile action against Harrod, all of the books in the library fly off of the shelves at high speed, battering everyone in the room except for Harrod, who fights the Fated viciously. The books continue to fly through the air as the fight progresses, providing Hard Cover to everyone in the room while also dealing 1/2/3 damage to them at the start of their turn. If Harrod is defeated, all of the books fall to the ground as his spirit disappears (temporarily, at least). Harrod's stats can be found on page 27.

Attempting to find the books that Harrod was looking at after they have flown around the room is next to impossible, requiring an Ongoing Challenge:

FINDING THE MARKED BOOKS

- **SKILLS ALLOWED:** Literacy, Notice
- **TARGET NUMBER:** 15
- **DURATION:** 3 hours
- **SUCCESS REQUIREMENT:** 4
- **FAILURE REQUIREMENT:** 2

After each success, the Fated find one of the cipher books. On a Catastrophic Failure, Harrod's ghost reappears, animating the books as listed above as he attacks the Fated.



MUSIC ROOM

As the Fated enter this room, read the following text:



The centerpiece of this room is a large grand piano that has seen better days. One leg has broken, and the piano now lies tilted onto its side. The pulped remains of sheet music cover the floor.



In life, Harrod would often come here to relax or think over his problems as he played his piano. After his death, he gave up the habit, and the piano now lies in ruin on the floor.

The characters can occasionally hear faint notes coming from the piano, but they're sparse and don't resemble anything like a song. If the Fated inspect the piano, a TN 8 Notice Challenge reveals the musicians to be a family of mice that now live within the piano's casing.

BALLROOM

As the Fated enter this room, read the following text:



The largest room in the mansion is this huge ballroom. Half of the room is filled with small tables and fold-up chairs, while the other half is open, presumably to allow plenty of space for dancing. A stage, still covered in musical instruments, has been constructed opposite the tables. The tattered and dusty remains of party decorations hang from the ceiling and walls, hinting at a celebration that was held here right before the mansion was abandoned. There's no sign of what might have happened to the guests, however, and more alarmingly, no sign of their corpses.



This is the room where the majority of Harrod's guests had their souls ripped out by his device. Their bodies, like the bodies of all those who died in the house, have since been moved down into the furnace in the basement.

Every now and then, Fated who spend time in this room will hear a whispered voice or catch movement out of the corner of their eye. After they've explored this room, the Fated will sometimes hear music coming from the Ballroom as they explore other parts of the mansion, though it ends before they return. Some personal belongings – the personal effects of those who died on the night of the Event – are scattered throughout the ballroom, mostly around the tables. If the Fated succeed at a TN 8 Search Challenge, they can come up with a total of 13 scrip and whatever minor objects or concealed weapons the Fatemaster feels like adding to the adventure.

After the first time a Fated character explores this room, the ghosts prepare a trap. The next time a character wanders through the Ballroom on their own – perhaps drawn toward the stage by movement

from behind an instrument or music that doesn't fade when the character reaches the ballroom – they must attempt a TN 12 Evade Challenge. On a success, the character manages to leap aside as part of the floor gives way beneath her weight. On a failure, the character plummets into the Furnace Room of the basement (pg. 23) and suffers 2/4/6 falling damage as they crash through the floor.

THE PERFECT HIDING PLACE: BALLROOM

If the artificial Soulstone is hidden in the ballroom, then it's located under some loose floorboards. If the Fated search this room, a TN 10 Notice Challenge reveals some floorboards that haven't been nailed down properly. As they pull the floorboards up, however, ghostly dancers materialize all throughout the room, spinning and gliding to music only they can hear.

Ghosts without partners swing past the Fated, beckoning to them with open hands, and any character that fails a TN 12 Willpower duel finds themselves compelled to reach out and join the ghosts in their dance. The Fated can attempt this Willpower duel again each round, but each time they fail, they suffer 2 damage and gain the **Haunted +1** Condition as the ghosts slowly leech the character's health away. Any character that gains **Haunted +3** or higher in this manner is subjected to hallucinations that make them believe the flesh is rotting off their bones as they dance, leaving them nothing more than a capering skeleton in the arms of their ghost dancer.

If the artificial Soulstone is destroyed, the ghosts trapped within it are freed and all the dancers vanish as the device ceases to function.

PARLOR

As the Fated enter this room, read the following text:



This room looks like it was once a warm and comfortable place to relax with a stiff drink in front of a warm fire. Now, however, the room is cold and dark. Everything is covered in a thick layer of dust and ancient cobwebs. A small bookshelf fills one wall, though it looks a bit barren, with only about a third of the books it would normally take to fill it.

Over the fireplace is a large portrait of a stern-looking, dark-haired man in an expensive suit. A small brass plaque at the bottom of the painting reads “Harrod Vertigan.”



Soon after the Fated enter the room, the portrait of Harrod begins to change. At first he appears healthy and normal, but then he begins to decay until the painting shows a rotting corpse. One way to convey this is to have the Fated all make TN 6 Notice Challenges, with each success revealing a somewhat interesting but ultimately meaningless trinket in the room: a matchbook with a scrawled message on the inside cover, a book written by someone sharing the last name as one of the Fated, or the corpse of a dead bat that’s wedged between two books on the shelf.

More importantly, each time a character attempts the Challenge, work in a description of the painting, mentioning Harrod’s healthy complexion, then his sunken cheeks, the way his flesh seems to be turning a disturbing purple color, the way that his eyes have rotted away, etc. The portrait should never change when the Fated are looking at it, though; it’s a subtle change that only happens between glances. The artist’s signature in the painting’s corner is an illegible scrawl.

KITCHENS

As the Fated enter this room, read the following text:



This room contains pretty much everything you’d expect to find in a kitchen: a stove and oven, an icebox, a pantry, a counter with sink, and a table with numerous pots and pans hanging above it. An open doorway shows a set of stairs leading down into the basement.

A variety of cooking implements lay scattered across the table, counter, and floor, and all of them look alarmingly sharp, as if someone has kept them in good condition through the years.



The stairs lead down to the Laboratory (pg. 22).

The pantry is empty, the food having been either stolen by animals or rotted away. When the device went off, the cooks that Harrod had hired to help cater his party – two inexperienced Resurrectionists who were desperate for money – were hard at work cleaning up in here. They dropped dead, but their ghosts still haunt the room.

The first time the Fated enter the room, the cooking instruments rattle ominously on the table.

The second time the Fated enter the kitchen, two Ghostly Cooks appear. Both are women, one tall and lanky, with short, dark hair, and the other a bit shorter with her pale hair tied up in a bun. In hollow, echoing voices, they murmur “You don’t belong here” and attack the Fated with the rusty ghost-knives in their hands.

The stats for the Ghostly Cooks can be found on page 28. When defeated, the ghosts fade away in nothingness.

DINING HALL

As the Fated enter this room, read the following text:



A long table stretches down the center of this room. Ornate glass cabinets filled with broken pieces of china and glassware stand against the walls. Plates and bowls of foul, rotted food cover the table, so shriveled and desiccated that it no longer even carries a smell.



The second time a character enters this room, the rotting food has been replaced with a full banquet. The candles are lit, shedding light, and an assortment of eccentrically dressed men and women are seated at the table. There are just enough open chairs to accommodate the Fated, and the other guests welcome the Fated to the banquet with casual politeness. If the Fated refuse, there are murmurs about their rudeness from the others guests (“Better manners in most of my zombies”), but nothing else happens; the guests enjoy their feast unless attacked, at which point they express their indignation and fade away, returning the room to how it once was.

If the Fated accept the invitation and seat themselves at the table, they are immediately pulled into conversations regarding the best ways to attach decaying flesh to bone, the latest aethervox broadcast of Professor Von Schtook (most of them consider him to be a dangerous madman who is tempting fate by brazenly antagonizing the Guild), and speculation about whether “the undertaker” will be joining them for the evening.

Any Fated who participates in the conversation will have to succeed at a TN 9 Necromancy or Stitching Challenge, or a TN 11 Bewitch Challenge, to avoid coming across as completely awkward and out of place with the unusual discussion. If a character scores a Margin of Success on this Challenge, the ghosts are thoroughly impressed by her knowledge and demeanor, and one of them – Beshadu Aguda, a middle-aged Abyssinian woman with a pneumatic arm – writes her address down on a piece of paper and invites the Fated to visit her after the celebration so that they can “discuss a joint project.”

Aguda’s workshop has been abandoned for years – she died at the celebration – but her undead protectors are still intact. After fighting their way through a few undead Minions of the Fatemaster’s choice, any Fated following up on this lead are able to find her Grimoire, a metallic device about the size of a basketball that, when held in one’s hands, imparts knowledge of the Elemental Strike and Raise Undead Magic, as well as the Decay, Increased Damage, and Increased Duration Immuto.

Living Fated who eat the food served to them find it to be quite delicious, but ultimately not very filling. Halfway through their meal, the food reverts to its rotted form, no doubt causing the character’s stomach to churn. Such characters also gain the **Haunted +1 Condition**; the ghosts haunting her focus on making her meals change appearance to rotten food or making inedible things (such as razorblades or light bulbs) appear to be edible (like cashews or apples).

SERVANT QUARTERS

As the Fated enter this room, read the following text:



A narrow, simple corridor runs between a dozen or so tiny servant rooms. Each room contains a small bed, a wardrobe, and a bedside table, but only two of them appear to be recently occupied. The rest have been abandoned to mice, decay, and mildew.

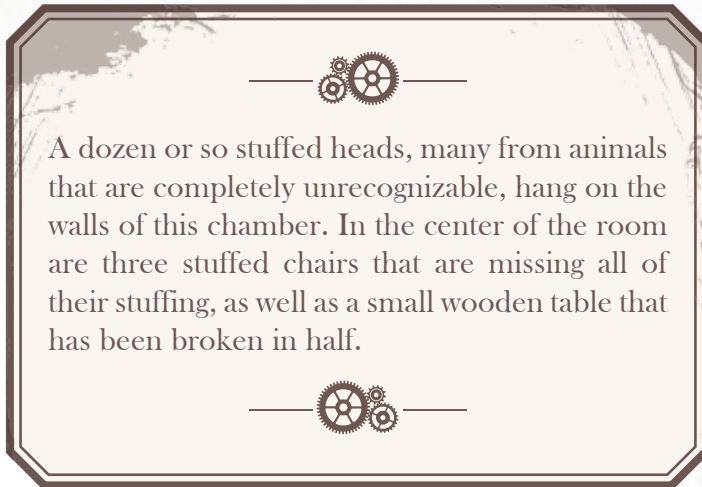


If the Fated search the recently occupied rooms, a TN 8 Notice Challenge turns up a stack of letters tucked under one of the mattresses. The letters are half of the correspondence between one of Harrod’s servants and his friend. They make frequent mention of how the servant didn’t like helping Harrod with his “ghastly experiments,” but the money was apparently too good to simply leave. The latest letter involves the servant’s friend warning him about the “upcoming celebration” and suggesting that he “get out of there before they decide it’s cheaper to make you into a zombie than pay you off.”

If the Fated follow up on the letters, they discover that the servant’s friend moved to the Northern Hills a year ago and was, unfortunately, eaten by hoarcats shortly after arriving.

SMOKING ROOM

As the Fated enter this room, read the following text:



This room was never really used when Harrod was living in the mansion. The heads were already on the walls when he moved in. The Fated can attempt a TN 9 Notice Challenge to search the room; on a success, they find a recessed cabinet that holds a monster of a rifle and a dozen rounds of ammunition. Each Margin of Success on this Challenge turned up another half dozen rounds.

WASHROOM

As the Fated enter either of these rooms, read the following text:



These washrooms were used by servants and guests.

If a character wipes away the dust, they catch a glimpse of a ghostly man in a top hat standing behind them. He reaches out toward the character's neck with his hands, which is considered an attack against the character's Defense with an Acting Value of 5 (10). If the character dodges the attack, the ghosts isn't there when she turns around to confront it.

If the character fails to dodge, however, the ghost begins strangling her, giving her the **Suffocating +1** Condition. Each round, the character can attempt a TN 10 Athletics Challenge to shake the ghost off. On a success, they do so and the ghost disappears. On a failure, however, the character's **Suffocating** Condition increases by +1 and the character must attempt the Athletics Challenge again. Even after the character fights off the ghost, so long as its initial attack succeeded, the character gains the **Haunted +1** Condition. This often manifests in the form of the ghost appearing in reflections behind the Fated, or in cold, clammy hands wrapping around her neck and squeezing (though not enough to suffocate her).

The ghost is invisible to everyone other than the character it attacks and cannot be affected by them in any way, save for one exception. If the mirror - which the ghost is haunting - is shattered, then the ghost immediately vanishes, freeing its victim from its cold, clammy grip.

| WEAPON (LONG ARMS) | CAPACITY | RANGE | DAMAGE |
|---|----------|-------|--------|
| Elephant Gun | 1 | 12 | 5/6/7 |
| Special: Reload 5. Heavy, Powerful, Shoddy | | | |

After the Fated have been in the room for a few minutes (perhaps as a result of attempting to search the room), the door quietly locks behind them. There is no key, but the Fated can either pick the lock with a TN 10 Lockpicking Challenge or force it down with a TN 12 Athletics Challenge.

Once the Fated realize that they've been locked into the room, the stuffed animal heads on the wall come to life, detach from the wall, and begin floating around the room, roaring and bleating at the Fated as they lunge forward in an attempt to bite or gore them.

The Stuffed Heads fight as a single swarm, and their stats can be found on page 29.

CONSERVATORY

As the Fated enter this room, read the following text:




The ceiling and outside wall of this room are made up of floor to ceiling windows. Miraculously, none of the windows are broken, but they are so covered with grime and mold that it's difficult to see through them. The entire room is an overgrown mess of weeds, vines, and moss. The vegetation all has a sickly green color and thick, foul-smelling gunk drips from the plants and into the fetid soil.




Harrod didn't really care for plants, but his few servants enjoyed spending time here resting and relaxing. In the years since Harrod's death, however, the plants have been corrupted by the ambient magic of Malifaux.

As the Fated explore this room, they must make TN 10 Acrobatics or Evade Challenges. On a failure, the slowly shifting vines beneath their feet manage to wrap around their legs and violently yank them deeper into the conservatory, toward a massive pit that opens in the ground and releases a blast of rotting, green-tinted mist. The Fated are 12 yards away from the pit when it opens.

At the same time, vines and weeds shoot up from the ground, forming a wall of vegetation between those who were snared and their unaffected companions as the scene shifts into Dramatic Time. At the start of each snared character's turn, they are pulled a number of yards toward the pit equal to 6 yards minus the character's Height. The character can prevent this movement by grabbing onto something sturdy (requiring a TN 12 Athletics Challenge), but doing so inflicts 1 damage on the character as the vines pull brutally on their legs. Alternatively, a character can attempt to slash at the vines with a bladed weapon (which may require drawing said weapon, if it was not readied) or shoot them with a firearm. Doing so requires an attack against a TN of 12, but the

attack suffers a  do to the character being prone and dragged across the floor. On a successful hit, the vines release the character.

If the character reaches the pit, they are pulled down into its depths, suffering 2/4/6 points of falling damage and then gaining the **Suffocating +1 Condition** as they're pulled underground, into the fetid dirt. Each round, the character can attempt a TN 13 Athletics Challenge to free themselves. On a success, they manage to dig their way back to the pit and end the **Suffocating Condition**. On a failure, the character's **Suffocating Condition** increases by +1 and the character must attempt the Athletics Challenge again.

Characters who were not ensnared can hack through the wall of plants and vegetation to get to their companions, but doing so is difficult, requiring them to deal at least 3 points of damage with some sort of bladed weapon or a firearm that deals  damage. For the purpose of these attacks, the wall of vines is considered to have a Defense of 2 (6). Once they're through the wall, these characters can free an adjacent companion from the vines with a successful attack against TN 12.

Once the vines have ensnared someone and dragged them into the pit, they do not attempt to ensnare any of the characters again.



SECOND FLOOR

The staircase leading up to the second floor opens out to a hallway lined with doors. There are guest bedrooms to the left and right, and ahead is a sitting room that is connected to the master bedroom and master bathroom, as well as a study a washroom, and stairs that lead up to the attic.

HALLWAY

Every so often as the Fated explore the second floor, they'll hear footsteps behind them. There's nothing to be seen when they turn to look, but if they linger in the hallway, they'll eventually hear faint breathing behind them and feel foul, clammy breath on their necks.



SECOND FLOOR

BEDROOMS

Despite never having been used by Harrod, these bedrooms are still fully furnished; he didn't see the point in leaving them barren. Each contains a queen bed with mildewed sheets, a wardrobe, a bedside table, a desk, and a chair.

There are two possible events that can occur in any of the bedrooms: *Linen Tornado* or *Beckoning Spirit*.

Linen Tornado

As the Fated are walking down a hallway, one of them catches a glimpse of movement through the open door of a nearby bedroom. Once any character has entered the room, the door suddenly slams shut and locks itself, cutting that character off from her companions. The door can be opened with a TN 10 Lockpicking Challenge or forced open with a TN 12 Athletics Challenge.

Inside the room, all of the fabric – the bedsheets, the curtains, even the rug – will fly up into the air and begin sweeping around the room like a small tornado. The fabric then attempts to wrap around the any characters in the room, which requires a TN 9 Acrobatics or Evade Challenge each round to avoid.

On a failure, the fabric catches the character and wraps tightly around her, giving her the following Condition: “**Smothered in Cloth**: At the start of this character's turn, she suffers 1/2/3 damage and gains the **Suffocating +1** Condition. As a (2) Action, this character may attempt a TN 10 Athletics Challenge to break free of the cloth and end this Condition and the **Suffocating** Condition.”

Anyone adjacent to a smothered character with a readied bladed weapon may also end the **Smothered in Cloth** and **Suffocating** Conditions by taking a (1) Action.

The tornado of cloth persists for as long as anyone remains in the room. Once everyone has left, the sheets, drapes, and rug fall down to the floor in a tangled mess.

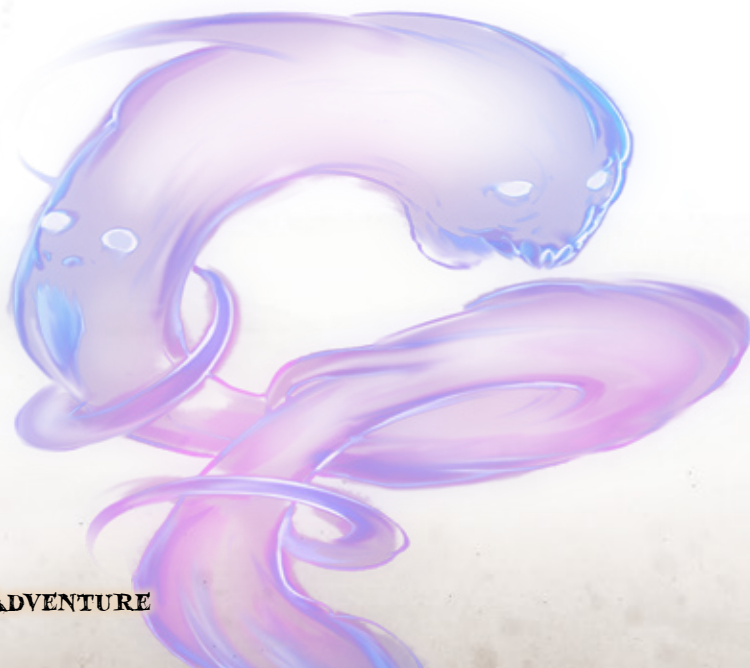
Beckoning Spirit

A living character notices someone lying in one of the beds. Despite being under a sheet, the figure (which may be male or female, according to the character's preferences) is obviously naked, and if anyone enters the room or attempts to converse with the figure, it sits up and beckons them closer. To make matters more complicated, the room is warm and seems to have been kept up, though the decorations still have an old-fashioned feel.

A successful TN 12 Willpower Challenge enables the character to resist the compulsion, but on a failure, the character steps forward to embrace the attractive spirit, gaining the **Haunted +1** Condition. Each round, the character can attempt another TN 12 Willpower Challenge to break free of the compulsion, and each time the character fails, the character gains the **Haunted +1** Condition.

If any characters attempt to stop their companion from stepping into an obvious trap, the door slams shut and locks, requiring a TN 10 Lockpicking Challenge or a TN 12 Athletics Challenge to open. Any characters that were already in the room (or that manage to get the door open) can pull their companion away from the spirit and break the compulsion.

If the compelled character manages to break free, when she pulls away, the spirit vanishes with a few sultry whispers. Any character who gains **Haunted +4** or higher from this encounter has her hair turn white (either completely or just a lock of it) from the shock to her system.



SITTING ROOM

As the Fated enter this room, read the following text:



This room is furnished with four comfortable-looking chairs, a fireplace, and an aethervox that's emitting a faint, indistinguishable voice. Along one wall is a fully stocked bar featuring dozens of decanters of clear and amber-colored liquid.



The sounds coming from the Aethervox are too faint to make out, but if the Fated turn up the volume, they can hear a woman's voice saying "Please... help me. I killed him... please... I don't want to die. Is anyone there...? I don't want to be alone... any more. Please, help... it hurts... it hurts..." The transmission becomes garbled for a moment, and when it resumes, the woman's voice is much louder and more distinct. "It's cold... no one's coming... why didn't you come for me? I've waited... so long... alone in the dark. No matter what happens... I can't... forgive you..." Then there's a burst of static and the Aethervox goes silent. This is primarily a red herring; the Aethervox is picking up transmissions from another lost soul far away, perhaps setting the seeds for a future adventure.

The alcohol in the room hasn't been touched by the ghosts, but when he was alive, Harrod suspected his servants of sneaking drinks from his bar whenever he left the house. In order to "teach them a lesson," he's replaced the contents of two of the bottles with potent acid; whenever a character samples the alcohol, have her flip a card from the top of the Fate Deck.

On anything but a ✕, her chosen drink is strong alcohol that has kept well over the past few years. On a ✕, however, the character samples the acid: if she was being cautious and only taking the smallest of sips or sniffing the alcohol, she only suffers 1 damage as the acid burns her lips or its fumes burn her nasal cavity.

If the character is being less cautious, however, she must make a TN 14 Carouse Challenge or a TN 16 Toughness Challenge. On a success, the character suffers 5/7/9 damage as she swallows a mouthful of acid. On a failure, the character suffers the damage and gains a Severe Critical Effect (in addition to any others that she might suffer) which gives her a ☐☐ to all Physical Challenges until the damage is healed.

MASTER BEDROOM

As the Fated enter this room, read the following text:



This expansive bedroom must be the largest in the mansion. The ruins of a huge, four-poster bed lie against the far wall, and the bunched sheets at the center of it are moving in a strange manner. There's also a wardrobe in the room, as well as an ornate roll top desk and chair, a set of drawers, and a bedside table. The faint odor of old urine lingers in the air.



Characters that spend more than a few moments in this room can make TN 8 Notice Challenges to hear some scratching sounds coming from the roll top desk. The noises continue for as long as the Fated remain in the room, and persist if they leave and then return.

This room has become a nesting ground for Malifaux Rats. There are two groups here; two Malifaux Rats in the roll top desk and a large swarm in the bedsheets and ruined bed. If the roll top is opened, the rats leap out onto the faces of anyone nearby, scratching and biting them as the rats in the bed rise up as a Rat King, tangled in the sheets, and stumble toward the Fated in the rough mockery of a person. If the Fated leave the roll top desk closed, however, the rats inside mind their own business, even if the Fated end up fighting the Rat King in the bedsheets.

Stats for the Malifaux Rats and the Rat King can be found on pages 30 and 31, respectively.

MASTER BATHROOM

As the Fated enter this room, read the following text:



This room bears a sink, bathtub, and toilet. Moldy towels have been pulled down from their hangers and chewed up into a frayed mess, and the faint odor of old urine lingers in the air. The mirror above the sink is spider-webbed with cracks.



This was Harrod's personal bathroom when he was alive. Now that he's dead, the rats get far more use out of it than he does.

WASHROOM

As the Fated enter this room, read the following text:



This washroom is rather spacious. It contains a bathtub, toilet, and a pair of sinks. A large mirror with an ornate pewter frame hangs on the wall above the sinks. It's covered in grime and mold, making your reflections distorted and patchy.



As the Fated turn to leave, they'll hear a strange squeaking sound from the washroom, like a finger being drawn across glass. Looking back, they can see letters being drawn in the grime covering the large mirror. It slowly spells out either "Attic," "Basement," or "Ballroom," depending upon where Harrod has hidden his Mechanical Soulstone (see The Perfect Hiding Place, pg. 9).

Then the mirror breaks into a fine spiderweb of cracks. Fated who witness this must succeed on a TN 7 Centering Challenge or feel a shiver run up their spine as they gain the **Haunted +1** Condition.

STUDY

The doors to this room are locked, and an examination of the locks reveal that they are newer and of higher quality than those elsewhere in the mansion. The key can be found in the cellar, but characters wishing to force their way into the room can either pick the locks with a TN 14 Lockpicking Challenge or bust the doors down with TN 14 Athletics Challenges.

As the Fated enter this room, read the following text:



This stately room is dominated by a large wooden desk that sits right in the middle of the floor. Bookcases stand against the walls on both sides of the desk. A large padded leather chair sits behind the desk. Every available surface in the room – even a good portion of the floor – is covered in opened journals and books, tall stacks of papers, and mechanical schematics for the same round object.



The books in this room all concern Soulstones in some way or another. There are histories of Malifaux (or at least, what humans have been able to piece together about Malifaux's history), theories regarding the magical properties of Soulstones, and even a few books written in the native language of the Neverborn which are so old that the paper is almost transparent. All of the journals and books are filled with handwritten notes in the same handwriting (i.e., that of Harrod). Unfortunately, his notes are all encoded.

Deciphering the code requires a TN 16 Literacy Challenge. For each one of the coded books the Fated retrieved from the Library (pg. 11), this TN is reduced by -2.

If deciphered, Harrod's notes describe his plans for making an artificial Soulstone. They go into the scientific processes involved enough that the Fated could possibly construct one themselves, but doing so would require 100 scrip worth of raw materials, 2 weeks of work, and a character with at least 4 ranks in Artefacting. If the Fated go through the work, however, they are rewarded for their hard work with a Mechanical Soulstone (see the callout box below).

MECHANICAL SOULSTONE

Mechanical Soulstones are a particular type of artificial Soulstone that are capable of holding a single charge at one time. They are roughly the size of a softball but otherwise function as a normal Soulstone.

If the Fated spend more than a few minutes in this room, Harrod materializes to punish them for "stealing his research." Read the following text:



As you exhale a breath of air, you realize that it's fogging up in front of you. A chill runs down your spine as the lights dim and the leather chair pushes away from the desk, revealing a stern, robust man in a suit who hadn't been there a moment earlier.

"Trying to steal my research, are you?" The man's eyes are black pits of emptiness, and as you draw your gaze away from them, you notice that he's transparent; you can see the back of the chair through his body. "This is *my* home, and you are *trespassers*." With a mighty roar, he leaps to his feet and upends the desk, sending it and the books that had been stacked upon it hurtling toward you!



The Fated can attempt TN 9 Evade Challenges to leap aside as Harrod tosses the desk at them; those who succeed manage to leap away in time, while those who fail suffer 2/3/4 damage, are knocked prone (as if they had taken the Drop Prone Action), and are considered to be **Slow** on the first round of combat.

Harrod focuses his attention on any Fated that are still standing, slashing at them with his ghostly scalpel as the trapped spirits of the house swirl around him, moaning and reaching toward the Fated with pleading, grasping hands.

When defeated, Harrod is grabbed by the other spirits and torn into pieces as they all start to fade away. "This isn't the end!" he shouts in defiance. "My Soulstone was too well made! None of us can escape its pull! You'll join us soon enough...!"

Harrod's stats can be found on page 27.



BASEMENT

The basement is divided into three rooms. The largest is Harrod's laboratory, which is the first room the Fated enter when they come down the stairs from the kitchen. To one side of the laboratory is a door that leads to a small office, and on the other is a door that leads to the furnace room.

THE PERFECT HIDING PLACE: BASEMENT

If the artificial Soulstone is hidden in the basement, it's been buried under a flagstone at the back of the laboratory. The flagstone can be found fairly easily – it only takes a TN 8 Notice Challenge to locate if the Fated search the room – but once it's removed, the torture and mechanical equipment comes to life and attacks the Fated. The equipment comes together, forming a hulking creature made from metal syringes, steel bone saws, and dissection tables. Leather straps lash out toward the Fated, attempting to bind them to the tables that make up the creature's composite form.

The stats for the Basement Tables can be found on page 32; if the Mechanical Soulstone is not destroyed, the possessed equipment will gradually begin to pull itself back together, forming a new body in about two to three minutes.

If the artificial Soulstone is destroyed, the souls trapped by it are freed and the animated equipment falls to the ground in an unmoving heap. All it takes in a single, strong blow from a weapon (a 1 AP Action) that deals at least 2 damage to permanently destroy the device.

LABORATORY

As the Fated enter this room, read the following text:

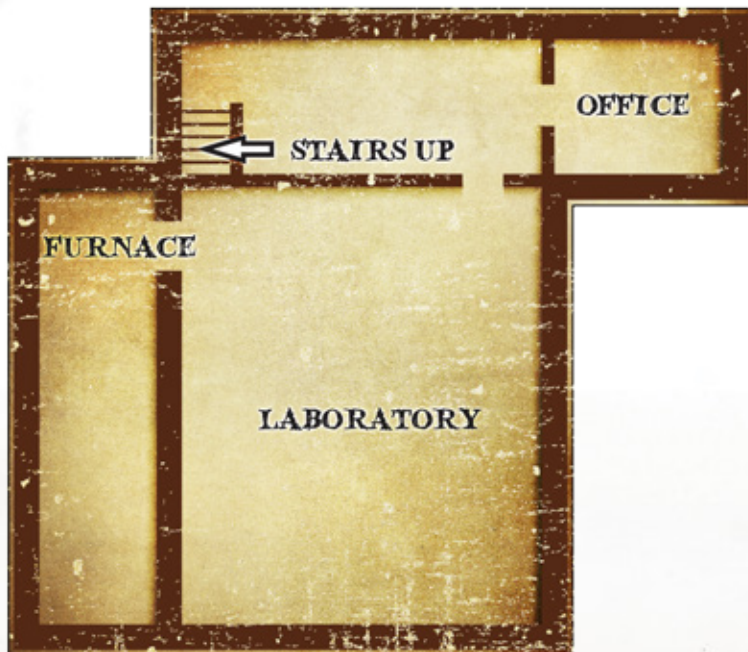


The basement has been converted into what looks to be a cross between a laboratory and a torture chamber. It contains a pair of metal operating tables covered with leather straps, several small metal cages, and a dazzling array of tools with blades, hooks, and spikes. Runes and symbols have been marked onto the floor with now-faded paint.

Near the back of the room, workbenches and metalworking equipment are stacked on thick wooden tables. The smell of mildew in the room betrays the moisture that has rusted and ruined most of the tools left exposed to it.



The Fated can make TN 10 Necromancy + Intellect Challenges. On a success, they recognize the designs painted on the floor as those used by the Guild to monitor and direct the flow of spiritual energy as it leaves a body and enters a Soulstone.



FURNACE

As the Fated enter this room, read the following text:



This tall, narrow room is mostly filled by a massive iron furnace at the far end and stacked coal that lines the walls. Judging from the chill and silence of the room, you're guessing that it's not functional. Chutes high up in the walls allow coal to be dumped down into the room, and as you enter, you can see a few alarmingly large rats scurry up them and dart outside to safety.



Climbing the chutes is not easy, requiring TN 10 Acrobatics Challenge to make it to the top without slipping and falling back down onto the uneven coal below, which deals 2/4/6 damage.

If the Fated poke around inside the furnace, they'll find a fair amount of ash and the skeletal remains of a great many people. The bones are all that's left of Harrod's body and the bodies of his servants and guests, as well as the unfortunates who have died in the house since. Harrod originally carted the bodies down here to be burned in an attempt to tidy up his house, and he's gotten in the habit of doing it with everyone else that has perished inside his mansion since.

When the bones are first discovered, several charred hands reach out and grab at the nearest character, attempting to drag her into the furnace. The hands make a single attack against the character's Defense with an Acting Value of 5 (12). If the hands succeed, they grab the character and drag her, kicking and screaming into the furnace as the iron door slams shut behind her. With a mansion-shaking groan, the furnace stirs to life and begins to rapidly heat up.

Each round, a character outside the furnace can attempt a TN 12 Athletics Challenge as a (2) Action to pry the furnace door back open. Once the furnace door is open, pulling the trapped character back out of the furnace requires either a TN 8 Athletics Challenge (if the character has struggled free of the

hands) or a TN 12 Athletics Challenge (if the hands are still holding the character tight).

Things for the character inside the furnace go bad quickly. At the start of each round, she gains a number of ranks of the **Burning** Condition equal to the current turn number minus one. Thus, at the start of the second round, she gains **Burning +1**, at the start of the third round, she gains **Burning +2**, and so on.

In order to escape the furnace, the character must first break free of the charred skeletal arms holding her. Doing so requires either a TN 12 Athletics Challenge made as a (2) Action or a successful Close Combat attack against a Defense of 3 (10). Once the character is free, she can attempt to push open the door of the furnace as a (2) Action by making a TN 12 Athletics Challenge.

OFFICE

As the Fated enter this room, read the following text:



This room contains a desk, a chair, and a pair of bookcases. The bookcases are mostly empty, as all of the books have been stacked open upon the desk in a mess that must have made sense to their owner. The pages have become moldy with age, and a few toward the bottom of the stack are little more than gelatinous piles of mold in the vague shape of books.



These notes once formed the bulk of Harrod's experimental data, but they've unfortunately been destroyed by the poor environment of the basement. If the Fated search the room, a TN 8 Notice Challenge uncovers the key that unlocks the second floor study in a drawer of the desk.

THE ATTIC

The attic is a single open room filled with old furniture covered in white blankets, boxes filled with broken laboratory equipment, and all manner of odds and ends.

Most of the stuff in the attic is broken, useless junk, but an hour of scrounging and a TN 8 Notice Challenge turns up 10 scrip worth of raw mechanical parts that can either be sold or used as spare parts to create a construct.

THE PERFECT HIDING PLACE: ATTIC

If the artificial Soulstone has been hidden in the attic, it's located behind a secret panel in a box seat under the window that overlooks the front of the house. A thorough search (and a TN 10 Notice Challenge) locates the panel, which easily slides to one side. When the Fated locate the panel, however, a bunch of the junk stored in the attic merges together, rises up like a massive snake, and attacks the Fated. It attempts to toss some of the Fated down the stairs or out the attic window before focusing on smashing the rest.

Stats for the Junk Snake can be found on page 32; if the Mechanical Soulstone is not destroyed, the possessed equipment will gradually begin to pull itself back together, forming a new body in about two to three minutes.

If the artificial Soulstone is destroyed, the souls trapped by it are freed and the animated equipment falls to the ground in an unmoving heap. All it takes in a single, strong blow from a weapon (a 1 AP Action) that deals at least 2 damage to permanently destroy the device.

CONCLUSION

Once the Fated have destroyed the artificial Soulstone, the ghosts that had been haunting the mansion depart. Additionally, if any of the Fated have the **Haunted** Condition due to their adventures in the house, their **Haunted** Condition lowers by 1, to a minimum of 0, as the ghosts haunting them depart as well.

If the Fated return to Fayvel Pensak, he's grateful that they managed to deal with the spirits and rewards the Fated as promised, either giving them whatever item they needed or a particularly rare necromantic Grimoire: *Die Unaussprechliche Kulte*, a thick tome written in German that contains the Raise Undead, Terrifying Aura, and Sleep Magia, as well as the Increased Duration, Increase Resistance, and Undead Immuto.

If the Fated didn't destroy the artificial Soulstone, then Pensak is annoyed that they didn't succeed, but not terribly upset; after all, he doesn't want to go into the mansion and deal with the ghosts. He thanks the Fated for their time and parts with them peacefully, noting that if they ever want to take another shot at destroying the Soulstone, his offer still stands.

If the Fated took the artificial Soulstone with them, they have a very powerful device they can use for their own purposes, as described in the Mechanical Soulstone section on page 21. Unfortunately, this particular artificial Soulstone is haunted by Harrod and a host of other spirits, and if they spend any significant time in any one area (such as the Fated's home...), it's likely to become very haunted very quickly (which will trigger checks to avoid gaining the **Haunted** Condition as normal).

Most likely, the Fated will walk away from this adventure with one or more ranks of the **Haunted** Condition, ensuring that the legacy of Harrod's mansion will endure long after they leave the Quarantine Zone...

THE HAUNTED CONDITION

The idea of ghosts is something of a romantic fantasy back on Earth, but in Malifaux, the restless spirits of the dead are an unfortunate reality. While many of these spirits were decent people in life, their deaths have twisted them into creatures of anger and rage. Like injured animals, they lash out at anyone that crosses their spectral paths.

For the most part, ghosts tend to linger in the places where they are killed. The Guild's Death Marshals make it a point to perform regular exorcisms in the important areas of Malifaux City, but the poorer and less important areas of the city - such as the various slum districts - don't have this luxury. The Quarantine Zone is perhaps the most haunted area in the entire city; the number of haunted buildings beyond the barricades is far greater than those without a spiritual occupant.

Anyone setting foot within a haunted building risks drawing the attention of these malevolent spirits. While few of these spectral entities are capable of manifesting as a creature capable of directly threatening a character, that does not mean that their attention is harmless. These spirits hate the living and will do whatever they can to frighten, torment, and eventually possess the object of their obsession.


At the end of any day in which a character entered a haunted building or otherwise came into contact with hostile spirits (including any Haunted character at the Sinister step or higher), she must pass a TN 10 Counter-Spelling or Necromancy Challenge or gain the **Haunted +1** Condition.

A character with the **Haunted** Condition can be exorcised once per day by someone with at least one rank in the Counter-Spelling Skill. Doing so requires a TN 11 Counter-Spelling Challenge and lowers the value of the **Haunted** Condition by -1, plus -1 per Margin of Success.

If the value of the **Haunted** Condition reaches 0, the character is considered to be completely free of spectral influence and the Condition is removed.

Haunted +1: Every evening at sunset, increase the value of this Condition by 1.

HAUNTED VALUE & SYMPTOMS

- **1-4: CREEPY.** The spirits haunting the character occasionally move objects around her and sometimes whisper creepy things directly into her ear. The character and everyone else within 3 of her suffer a -1 penalty to their Willpower Aspects.
- **5-8: SINISTER.** The spirits haunting the character become more violent. This generally manifests in the form of the character being shoved into dangerous areas or sharp objects flying through the air towards her, but other minor telekinetic effects (such as locking doors as the character flees from an enemy) are possible. Once per Dramatic Time, or once per day during Narrative Time, the spirits may push the character up to 3 yards in a direction of the Fatemaster's choice. Pushing characters into open flames, off balconies, or in front of oncoming trains are all favorites of the spirits.
- **9-12: MALEVOLENT.** Things start to get weird around the haunted character. Threatening words scratch themselves into the walls, ghostly figures appear behind her in mirrors, and chairs instantly stack themselves atop tables when nobody is watching. These constant manifestations from beyond the grave are as disturbing as they are distracting, and as a result, the character suffers a  to all Willpower duels.
- **13+: POSSESSION.** At the final stage of the haunting, the spirits tormenting the character possess her body. The character loses all control over her actions, and if she is a Fated character, she becomes a Fatemaster character. It is technically possible for a possessed character to recover from this point, but the spirits possessing her generally do everything in their power to prevent this from happening. Mostly they just focus on destroying everything the character holds dear before forcing her to take her own life.

The **Haunted** Condition originally appeared in *Under Quarantine*. It's been reprinted here for ease of use.



FATEMASTER CHARACTERS

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

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

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

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

THE HAUNTED CONDITION

As a character's **Haunted** Condition increases, progressively creepier things happen around her until the spirits haunting her finally possess her body and force her to kill her loved ones and then herself. The **Haunted** Condition is described in detail on page 25 in an excerpt of *Under Quarantine*.

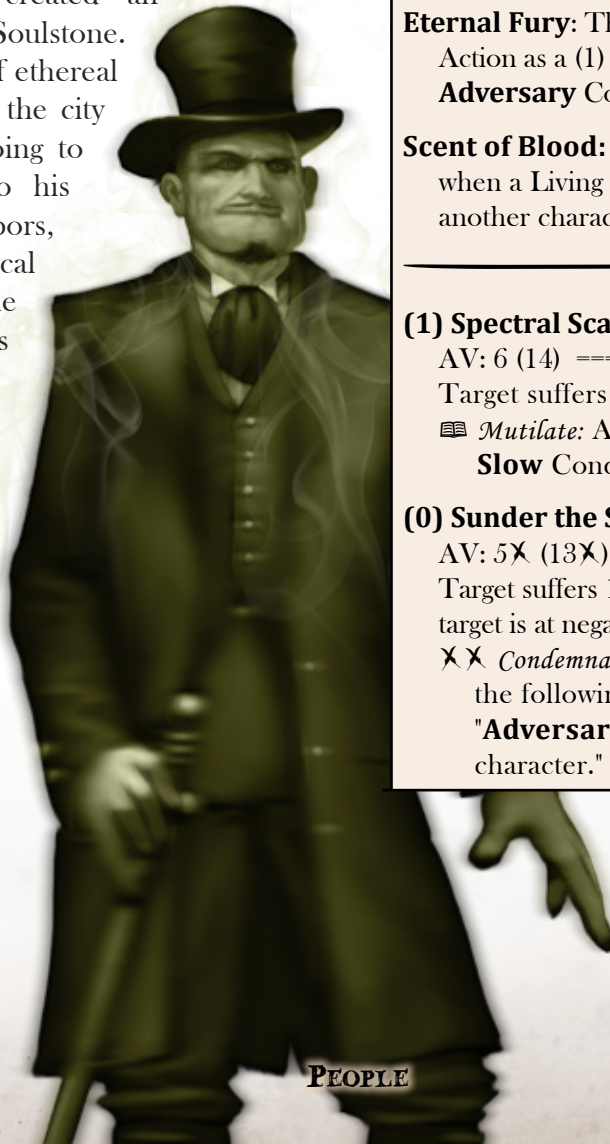
HARROD VERTIGAN

From a young age, Harrod Vertigan was fascinated with Soulstones. When the Breach reopened, he made the crossing under the guise of opening up a branch of his moderately successful import/export business. In actuality, he intended to turn his efforts and wealth toward contacting a member of the Arcanists and purchasing a Soulstone.

His research into the strange properties of the magical stone led him down a dark path, and soon Harrod realized that the only way to truly understand how a Soulstone worked was to watch it absorb a soul, which led to his first murder. Many more followed, and Harrod eventually moved his research away from Guild patrols and into the Quarantine Zone.

For that, he made contact with Alexander Barrows and made arrangements to purchase a large mansion in the Barrows district of the Quarantine Zone. Months passed, until eventually he had a breakthrough and created an artificial copy of the Soulstone. Unfortunately, a wave of ethereal energy washed through the city on the night he was going to unveil his discovery to his Resurrectionist neighbors, overloading the artificial Soulstone and ripping the souls of Harrod and his guests from their bodies.

Harrod's willpower was enough to enslave the other spirits of the manor to his will, and now he exists as a terrible composite spirit who stalks the halls of his former mansion.



HARROD VERTIGAN, GORYO

Enforcer (8), Spirit

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

Skills: Artefacting 4, Engineering 3, Intimidate 2, Melee 3, Necromancy 2✕, Notice 2, Toughness 2.

Incorporeal: This character ignores, and is ignored by, other characters and terrain during any movement. Reduce all damage this character suffers from Ranged and Close Combat attack actions by half.

Eternal Fury: This character may take the (2) Charge Action as a (1) Action when targeting a character with the **Adversary** Condition.

Scent of Blood: This character gains the **Fast** Condition when a Living character within 3 yards is killed by another character.

(1) Spectral Scalpel (Melee)

AV: 6 (14) ===== Rg: 1 ===== Resist: **Df**

Target suffers 2/4/6 damage that ignores Armor.

☞ *Mutilate:* After damaging, the target receives the **Slow** Condition.

(0) Sunder the Soul (Necromancy/Tenacity)

AV: 5✕ (13✕) ===== Rg: 6 ===== Resist: **Wp**

Target suffers 1/3/4 damage that ignores Armor. If the target is at negative Wounds, this attack deals +2 damage.

✕✕ *Condemnation:* After damaging, the target gains the following Condition until the end of the turn:

"Adversary: Spirits gain + to Attacks targeting this character."

GHOSTLY COOKS

Minion (5), Spirit

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

Skills: Culinary 1, Intimidate 2, Necromancy 2✕, Melee 3☞, Notice 2.

Haunt: When this character is killed, the character that killed it gains the following Condition: **"Haunted +1:** Every evening before sunset, increase the value of this Condition by 1."

Incorporeal: This character ignores, and is ignored by, other characters and terrain during any movement. Reduce all damage this character suffers from Ranged and Close Combat attack actions by half.

(1) Cooking Knife (Melee)

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

✕☞ *Cut to Ribbons:* When damaging, gain + to the damage flip.

(1) Vengeful Shriek (Necromancy/Tenacity)

AV: 5✕ (10✕) ===== Rg: 12 ===== Resist: Df
Target suffers 1/2/3☠ damage.

✕ *Infect:* After succeeding, the target gains the **Poison +1** Condition a number of times equal to the number of ✕ in the final duel total.

GHOSTLY COOKS

These aspiring Resurrectionists were hired by Harrod to prepare and serve food during his gathering. Neither of them were particularly pleased at taking the job, but purchasing corpses from gravediggers is expensive and they needed the money.

When the wave of aetherial energy washed through the mansion, the cooks were both in the kitchen, preparing food. Their souls were torn from their bodies and trapped within the mansion, but unlike the other spirits that often wander the mansion aimlessly, the Ghostly Cooks tend to stay in the kitchen. This is mostly due to a combination of the traumatic transition into the afterlife damaging their minds and a general dislike for socializing with others, whether alive or dead. At least in the kitchen, the two of them can be miserable together.



STUFFED HEADS

These stuffed and mounted animal heads are trophies collected by one of the mansion's previous owners in the days of the first Breach. They're a diverse lot, with heads ranging from fearsome maulers and giant snakes to stag-like beasts with impressive antlers.

Before the night of the Event, there wasn't anything particularly special about the stuffed heads. Afterwards, some of the mansion's new spirits gravitated toward the trophy room and its stuffed heads. They linger there still, watching quietly as the years pass and the trophies on the wall gather more and more dust.

If disturbed, the spirits are anything but friendly. They possess the stuffed heads and detach from the walls, floating eerily across the room to circle around their victims. The influence of the spirits animates what remains of the dead animals, drawing snarls and growls out of creatures that haven't had lungs in over a century.



STUFFED HEADS

Peon (Variable Rank Value), Spirit

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

Skills: Acrobatics 4, Evade 2, Notice 3, Pugilism 3, Track 1, Wilderness 1.

Collective Focus: This character has the following Condition: "**Rank Value +7:** Treat this character's Rank Value as equal to the value of this Condition. This character does not add its Rank Value to its Defense."

Flight: This character is immune to falling damage and may ignore any terrain or other characters while moving.

Floating Heads: This character may move and take Actions without ending the **Clamped On** Condition. Each time this character's **Rank Value** Condition is lowered, it must lower the value of a single **Clamped On** Condition it has given out by 1 (to a minimum of 0).

Multiple Bodies: This character does not have Wounds; when this character would suffer damage, instead reduce its **Rank Value** Condition by 1, unless the attack dealt or (X) damage, in which case its **Rank Value** Condition is reduced by the full amount of damage dealt. When the **Rank Value** Condition reaches 0, this character is killed.

(1) Bite and Gore (Pugilism)

AV: 5 (varies) ===== Rg: 1 ===== Resist: **Df**
Target suffers 2/3/4 damage and gains the following Condition: "**Clamped On +1:** This character has -1 Walk, -2 Charge, and suffers +1 damage at the end of her turn. The character that applied this Condition is carried along if this character moves. If the character that applied this Condition is killed, knocked unconscious, moves, or takes any Actions, end this Condition."

Rake the Eyes: After damaging, the target gains the **Blind** Condition until she receives First Aid from the Doctor Skill (TN 9).

Persistent Possession: After resolving, increase the value of this character's **Rank Value** Condition by +1.

MALIFAUX RATS

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

So prevalent are the rats in Malifaux City that the Guild has offered a bounty on dead rats, which has fueled a booming (but incredibly dangerous and unpleasant) market for rat catchers. At first, it might seem that catching rats would be easier than hunting down escaped convicts or murderous Nephilim, but the city's often cramped and always dangerous sewers claim plenty of would-be rat catchers each year.

A rat catcher's union of sorts has formed within the city as a reaction to the dangers of the profession, which are many. They work in pairs, which is invaluable for escaping the crude traps that the rats often leave for their hunters. These traps usually take the form of few scrip or a shiny object placed in an out of the way location, providing just enough of an incentive to lure a greedy rat catcher into a place where a pack of rats can easily swarm over them.

Those lucky few who survive these attacks rarely emerge entirely whole; in addition to chewing off fingers and ears, the rats often carry a deadly plague that sometimes finishes the grisly job they began.

MALIFAUX RATS

Peon (4), Living, Vermin

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

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

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

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

(1) Yellow Teeth (Martial Arts)

AV: 4✕ (8✕) ===== Rg: 1 ===== Resist: Df
Target suffers 1/1/2 damage and gains the following Condition: "**Blighted +1**: At the end of each day, increase the value of this character's **Blighted** Condition by exactly 1."

✕ *Swarm*: Immediately increase the final duel total of this attack by the number of other Malifaux Rats that are engaged with the target.



THE BLIGHTED CONDITION

As a character's **Blighted** Condition increases, the symptoms of the plague she carries become progressively more and more severe until eventually she succumbs to her illness and dies. Worse yet, the blight can be easily spread to others, making it a significant threat to the infected character's friends and allies. The **Blighted** Condition is described in detail on page 149 of *Under Quarantine*.

If you're not using *Under Quarantine* in your game, have the Malifaux Rat and Rat King give out the **Poison** Condition instead.

RAT KING

Rat Kings are formed when multiple Malifaux Rats swarm together into a great, tangled heap. The resulting swarm often mimics human behaviors, such as wearing clothing, and it grows very upset if anyone stumbles across it during these moments of crude pantomime.

The rats stagger forward, teetering and tilting to each side as they all but throw themselves upon their victim in a swarm of biting teeth. Worse yet, the rats that make up a Rat King are often infected with the plague, which makes them powerful vectors of disease and sickness.



RAT KING

Minion (6), Living, Vermin

| | | | |
|----------------------------|------------------------|---------------------|-----------------------------|
| <i>Might</i> 0 | <i>Grace</i> -1 | <i>Speed</i> 2 | <i>Resilience</i> 3 |
| <i>Charm</i> -5 | <i>Intellect</i> -1 | <i>Cunning</i> 1 | <i>Tenacity</i> 2 |
| <i>Defense</i> 5 (11) | <i>Walk</i> 5 | <i>Height</i> 1 | <i>Initiative</i> 4 (10) |
| <i>Willpower</i> 6 (12) | <i>Charge</i> 6 | <i>Wounds</i> 8 | |

Skills: Centering 4, Evade 3, Martial Arts 3✖, Notice 2, Toughness 2, Wilderness 2.

Drawn to Contagion: This character may take the (2) Charge Action as a (1) Action when targeting a character affected by the **Blighted** Condition.

Into the Swarm: At the start of this character's turn, it may absorb all Malifaux Rats within 3 yards to heal 1 damage for each Malifaux Rat absorbed in this way. The absorbed Malifaux Rats are effectively killed.

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

(1) Swarm of Yellow Teeth (Martial Arts)

AV: 5✖ (11✖) ===== Rg: 1 ===== Resist: **Df**
Target suffers 1/1/2 damage and gains the following Condition: "**Blighted +1:** At the end of each day, increase the value of this character's **Blighted** Condition by exactly 1." If this character has half or more of its Wounds remaining, it gains a + to the attack flip.
 ☞ **Overwhelm:** After damaging, take this Action again against the same target. This attack has -1 AV for each other time this Trigger has been declared this turn.

POSSESSED EQUIPMENT

These pieces of equipment have been possessed by spirits which wish to protect the artificial Soulstone that sustains their spirits from those that might destroy it. Though comprised of little more than discarded junk and abandoned laboratory equipment, when given life by malicious spirits, they can be quite dangerous and deadly.

BASEMENT TABLES

Enforcer (7), Construct, Spirit

| | | | |
|---------------------|-----------------|---------------|----------------------|
| Might 3 | Grace 3 | Speed 2 | Resilience 2 |
| Charm -3 | Intellect -3 | Cunning -3 | Tenacity 3 |
| Defense 2 (9) | Walk 5 | Height 3 | Initiative 4 (11) |
| Willpower 5 (12) | Charge 6 | Wounds 8 | |

Skills: Flexible 2♥, Melee 3, Notice 2, Toughness 3.

Armor +2: Reduce all damage suffered by this character by +2, to a minimum of 1.

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

(1) Blades and Saws (Melee)

AV: 6 (13) ===== Rg: ♣ 2 ===== Resist: Df
Target suffers 3/4/5 damage.

✂ *Knicked an Artery:* After damaging, the target must discard a card or gain the **Bleeding Out** Condition.

(0) Flailing Straps (Flexible)

AV: 5♥ (12♥) ===== Rg: ♠ 5 ===== Resist: Df
Target suffers 1/2/3. This Action can be taken even while engaged.

♥ *Lash to the Table:* After succeeding, the target gains the following Condition until this character is killed or takes this Action again: **"Strapped Down:** This character may not take Walk or Charge Actions and suffers a ☐☐ on any attacks or attempts to cast Spells or Manifested Powers.

Because neither of these masses of equipment have any sort of mechanical components keeping them together - only sheer willpower and hatred - they can be quite difficult to disassemble. Worse yet, the spirits animating the equipment aren't defeated with their physical forms; it's often just a matter of time before they pull together more items and equipment and create a new body for themselves.

JUNK SNAKE

Enforcer (7), Construct

| | | | |
|---------------------|-----------------|---------------|----------------------|
| Might 2 | Grace 2 | Speed 3 | Resilience 2 |
| Charm -3 | Intellect -3 | Cunning -3 | Tenacity 3 |
| Defense 3 (10) | Walk 6 | Height 3 | Initiative 5 (12) |
| Willpower 5 (12) | Charge 7 | Wounds 8 | |

Skills: Notice 2, Pugilism 3, Thrown Weapons 2, Toughness 3.

Armor +2: Reduce all damage suffered by this character by +2, to a minimum of 1.

Constriction: This character gains ♣♣ to disengaging strikes, and its disengaging strikes deal damage.

Slither: If this character takes the Run Action, it may make a free 1 AP Close Combat attack against a legal target at the end of its movement.

(1) Slam Aside (Pugilism)

AV: 4 (10) ===== Rg: ♣ 3 ===== Resist: Df
Target suffers 2/3/6 damage and takes the Drop Prone Action.

♣ *Toss:* After succeeding, push the target up to 10 yards in any direction.

(1) Hurl Junk (Thrown Weapons)

AV: 4 (11) ===== Rg: ♠ 6 ===== Resist: Df
Target suffers 1/3/4 damage. This Action can be taken even while engaged.

THE HAUNTED MANSION AWAITS...

• • •

...characters who are courageous enough to brave its gloomy depths.

The thing about unquiet spirits is that they're rarely very quiet. This is annoyingly clear to a Resurrectionist who lives next door to a haunted mansion that is filled with loud, noisy ghosts that seem determined to keep him up at night. Surely the Fated can put them to rest and help him get a good night's sleep?

• • •

Ghost House is a location-based One Shot adventure for the Through the Breach roleplaying game. It requires the Fated Almanac to play.



WYRD-GAMES.NET