

Wyrd

D Penny Dreadful

ONE SHOT

DIRTY
DEEDS

THROUGH THE BREACH

Through the Breach books:

The Fated Almanac
The Fatemaster's Almanac
Into the Steam
Under Quarantine

Through the Breach adventures:

In Defense of Innocence
Northern Aggression
A Night in Rottenburg



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DPenny
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ONE SHOT

DIRTY
DEEDS



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WHAT IS A PENNY DREADFUL ONE SHOT?

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

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

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

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

Penny Dreadful One Shots, on the other hand, are single-session adventures for a party that are only released as PDFs. They often include pregenerated characters (though this one does not), allowing Fatemasters to choose whether to insert them into an ongoing campaign or to run a quick and dirty standalone session of *Through the Breach*.

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INTRODUCTION

Working in the mines is hard and dangerous. It's no wonder that when there was a collapse in the hastily dug tunnels at Redemption that the Union workers demanded more safety.

Of course, when a mine in Malifaux stops production, it's going to make more than a few people angry. In order to apply pressure to the leader of the strike, Daniel Kasuba, someone has kidnapped his wife and child, and they've given him a message: end the strike or his family dies.

With only a couple of days to try to save his family and no assurances that ending the strike will make a bit of difference, Daniel has reached out to see if anyone can help him.

Luckily, the Fated are ready to help.

This adventure allows the Fated a number of ways to discover hints about where Daniel's family may have been taken as they search Malifaux's seedier districts. There are a number of untrustworthy contacts who have been on the wrong end of the law who might know something about Daniel's missing family.

With the clock ticking down, the Fated are pressed for time in their investigation. Once they've discovered the culprit and where Daniel's family is hidden, they'll need to act quickly to secure their freedom. This search will drive players into the Quarantine Zone, where they will confront the (not so) notorious Red Kettral's secret hideout.

This adventure strikes a balance between investigation, roleplaying, and fighting as the players try to help out a man just looking to save his family.

WITHIN THESE PAGES

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

CHAPTER I: INTRODUCTION

This is the section you're reading now!

CHAPTER 2: ADVENTURE

The adventure starts with the Fated meeting their contact, **Daniel Kasuba**, whose family has been kidnapped.

After exploring Redemption, the Fated will head back to Malifaux City to try to find where Daniel's family is located.

With a variety of avenues to discover clues or approach the hired goons' hideout, players will be able to approach this adventure in a number of different ways.

And, if they're lucky, they'll find Daniel's family before time runs out.

CHAPTER 3: FM CHARACTERS

This section 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 Fatemasters.

FATED NAME

CURRENT PURSUIT **STATION**

PLAYER NAME **GUILD SCRIPT**

DESTINY STEPS FULFILLED **EXP.**

○ ○ ○ ○ ○

PHYSICAL ASPECTS **MENTAL**

MIGHT **INTELLECT**

GRACE **CHARM**

SPEED **CUNNING**

RESILIENCE **TENACITY**

DERIVED ASPECTS

DEFENSE **WILLPOWER**

WALK **CHARGE**

WOUNDS **HEIGHT**

ATTACKS

NAME **AV** **DAMAGE** **RANGE**

SPECIAL **RELOAD CAPACITY** **TN**

SKILLS

SKILL **AV** **RATING** **ASPECT**

"Yeah, I was there." The drifter sighs, his shoulders slumping at the admission. "It

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."



DIRTY DEEDS

This adventure begins with the Fated getting a job to help a Union miner named Daniel Kasuba. It quickly turns into an investigation into Daniel's missing family, and the Fated only have approximately 12 hours from the time they talk to Daniel to save them.

Because of this, Dirty Deeds is a race against time. There is a hard clock on the adventure, and if the Fated drag their feet, Daniel's family is doomed. In order to keep tension high through the adventure, make sure the players are aware that each passing hour puts Daniel's family in greater risk.

The Fated know that they only have until that night, but you can help spread the tension to the players by keeping close track of time spent throughout the adventure, occasionally letting players know how much time has passed.

TRAVEL TIMES

It is possible that the Fated will be traveling between a few different areas of Malifaux City in this adventure. For ease of tracking this time, each area is located close to one of the three main stations: Malifaux Station, Industry Station, or Southgate Station.

These Stations are all located on a direct line, so a traveler must go through Industry Station to get to Malifaux Station or Southgate Station.

Each of these travel times takes into account the different impediments that might slow down a traveler, such as waiting for a train or maneuvering a horse through a crowd of people.

TRAVEL TIMES BETWEEN STATIONS

- *By train:* 30 minutes (0.5 scrip)
- *By horse or carriage:* 3 hours (2 scrip)
- *On foot:* 5 hours

PROLOGUE: INCURSION

As the adventure begins, the Fated receive an urgent message from Daniel Kasuba, an M&SU supervisor at the Redemption mine south of Ridley. He's currently leading a Union strike, but someone (presumably the Guild) has kidnapped his family and is using them to pressure Kasuba to bring the strike to an end.

If the Fated are allied with the Union, then they will be approached by one of their Union contacts who are worried about Daniel and the Redemption mine. Daniel contacted them via Aethervox (a sort of radio) last night, telling them that he had a big, urgent problem and needed some help. He didn't elaborate, but now the Union is concerned enough that they're sending people – the Fated – in to assess the problem and offer whatever assistance they can.

If the Fated are mercenaries, then this same hook works; instead of turning to their own people, the Union hires the Fated in order to have “plausible deniability” in the event that whatever Kasuba needs help with involves killing Guild members.

Alternatively, Daniel might contact one of his friends in Malifaux City who has worked with the Fated in the past. Wanting to help, that friend goes to the Fated and asks them to travel to Redemption to help.

If the Fated are affiliated with the Guild, then getting them involved in the adventure is a bit trickier. The best approach might have the Guild send the Fated to Redemption to pose as mercenaries that have been hired by the Union while other agents detain the actual mercenaries. If the Fated can gain Kasuba's trust, then they can earn his loyalty and convince him to bring the strike to a quiet end. In this case, it's best to have the people who kidnapped his family working for the Arcanists, rather than the Guild; they're testing Kasuba's loyalty to the Union while simultaneously laying the foundation to radicalize the miners and Redemption for future Arcanist recruitment once Daniel's family turns up dead, murdered by the “Guild.” In this case, when the Fated question Red in Scene 5: The Mercenary, he claims that he was hired by someone working for the Union, rather than a Guild Guard.

Getting to Redemption isn't difficult; the Fated can board a train in Malifaux City and ride it all the way north to Redemption's small train station. The entire trip takes about an hour and costs one scrip per character, but the only train heading that way departs at first light.

The only other passengers on the final leg of the trip are two Guild Guard and a dozen nervous workers in overalls and dark shirts, who are traveling to Redemption to work in the mines in place of the striking miners.

When the Fated arrive at Redemption, read the following text:



The hard-packed dirt road leading from the station climbs its way up the hill toward the metal gates of the mining complex. Dozens of miners have gathered at the top of the hill, blocking anyone who would seek to pass through the gates of the fence that encircles the hilltop.

As you take this all in, a young miner who doesn't even look old enough to be shaving peels off from the group and comes running down the hill toward you. He skids to a stop a few feet in front of you, his face red as he holds a hand to his chest and fights to regain his breath. “You're the...” He pauses, drawing one more deep breath before continuing. “Sorry 'bout that. Y'all are the ones the boss sent for, right? He told me to be on the lookout for anyone that didn't look like strikebreakers. Come on, I'll bring y'all up through the picket line.”



The miner's name is Tommy Forcina, which he shares with the Fated as he walks them up the hill. He's only seventeen years old, but he's mature for his age. He's excited about the strike and seems anxious to get the Fated to Kasuba, who has been expecting them.



The miners on the picket line begin to threaten and shout names at the Fated as they approach, but Tommy waves them off, informing them that the Fated aren't strikebreakers and that they're just here to see "Danny." The revelation takes a bit of steam out of the miners, who step aside and let the Fated pass without further incident.

Behind the fence gates, a large canvas tent has been set up beside the mine's entrance, which is currently barred by a large, humanoid construct with drills for hands. It turns its head, watching the Fated as they approach, but Tommy ignores the mining machine and leads the Fated to the large tent.

Read the following text to the Fated:

Once the other miners have left the tent, their leader comes around the table, introduces himself as Daniel Kasuba, and offers them his hand. His grip is firm, his hand calloused and scarred from hard work, and he looks the Fated directly in the eyes as they introduce themselves.

Once introductions have been made, Daniel steps around the Fated to the front of the tent, looking around briefly before closing and tying the tent flaps. When he turns to face them again, his stoic expression is gone and there is desperation in his eyes. "I'll come straight at this," he says. "My wife and daughter have been taken and I need your help getting 'em back."



Tommy ducks under the edge of the canvas tent's open flap and motions for you to follow him. Inside, you see four men gathered around a scarred wooden table, each of them listening intently to a fifth man dressed in worn blue jeans and a dust-covered white shirt. His height, combined with his dusky skin, broad shoulders, and angular features make it seem as if he could have been carved from the same rocks as the mine; never has the phrase "a mountain of a man" been more accurate.

He leans forward, fists planted on the table as he continues his speech. "If those Guild scabs want to work in our mines, then they're going to have to get through us. Like I said, we're not going to be the aggressors in this, but if they try to push through the picket line, that's in their own hands." The other men all nod their heads in understanding as they glance around at each other.

"Good, real good," the tall man continues. "Alright, that's it for now. Y'all get started on that while I talk to these folk about something else I've got in store for those Guild bastards."

The miners all turn from the table, nodding to you as they walk past. One of them puts an arm around Tommy's shoulders and pulls him along with them. "C'mon, son, the boss has business to take care of and I got a job for 'ya."



SCENE 1:

REDEMPTION

Daniel will motion for the Fated to seat themselves around the table. The miners are using wooden crates as serviceable (but uncomfortable) chairs.



Once the Fated have seated themselves, read the following text:



Daniel returns to the head of the table where he curls his hands into fists and presses them down against the scarred table. “I’m pretty sure my wife and daughter were taken on account of the business here at the mine. Last week, we had a major collapse down the hole; one of the new tunnels we were working gave way right under us. It was a disaster. We lost two men, and more than a dozen others got some serious hurt.” He swallows hard. “My brother Dom, he was... he was one of the two that died.”

His knuckles press down on the table so hard that they start turning white. “We’d been warning the foreman for months now that we were digging too fast. The ground just wasn’t stable, but it didn’t make any difference to that woman. Just like the rest of the Guild, all she cared about were the damned ‘stones, and she didn’t care none who got hurt or killed in the process.”

“After the collapse, she must have expected a strike, cause she was on the train headed back to the city before the dust had even settled. Probably spinning some bullshit story to her superiors about us trying to dig too quickly and ignoring her pleas for safety.” He grinds his teeth.

“I’ve seen this happen at other mines. The next thing the Guild does is bring in strikebreakers to work the mines in our place. They’ll say it’s just for a few days while we negotiate terms, but once they’re in the mines and the ‘stones are rolling out on the train again, we’ll lose whatever leverage we have, and then we’ve lost Redemption. We’ve been standing on the line ever since, sleeping in shifts, waiting for them to show up. We haven’t even had a chance to get the dead out of the mine yet!”



A TN 10 Scrutiny Challenge will reveal that Daniel is being sincere about what happened at the mine; he truly believes it was an accident and that the Guild is using it as an excuse to take Redemption from them.

As he finishes his story, Daniel reaches into his back pocket, pulls out a folded envelope, and passes it over to the Fated. Inside the envelope is a black and white photograph of an attractive woman and a young girl of perhaps five. They've been chained to an old wood stove, and though the woman is trying to put on a brave face, it's clear that both are terrified. Scrawled on the back of the photograph are the words "The strike ends by tomorrow night or you'll never see them again." Daniel confirms that they're his wife and daughter. He allows the Fated to keep the photograph; it breaks his heart to look at his family in such a state, and he reasons that it might help the Fated in their search.

Read the following text as the Fated look the photograph over:



"That's my wife, Sara, and my little girl Lily," Daniel explains, his eyes pleading with you. "Tommy brought me this letter yesterday, said that some courier gave it to him. They must have grabbed 'em up yesterday morning after I came up here. I didn't even... I should have been there to protect..." His voice breaks, and he takes a moment to recover. "Please, you've gotta help me. I can't just sit here and do nothing, but if I leave or end the strike, then the Guild will sweep in and take Redemption from us. And there's no way to know if those bastards will even give my family back afterwards!"

He presses a hand to his forehead, as if trying to force his thoughts back into order. "I'm told that you're good at what you do, so please, help me with this. I've got some scrip squirreled away, and if that's not enough, I can smuggle some Soulstone dust out of the mine. Anything, just please, help me get my girls back."



As soon as he learned that his family had been kidnapped, Daniel used the Aethervox in the foreman's office to contact the Union and ask for help. As far as he's concerned, the Fated are his last hope. He can offer them a total of 22 scrip (his entire life's savings) for the safe return of his family. It's more than he can afford, but he knows that the other miners will help his family out until they're back on their feet.

Once the Fated agree to help, Daniel thanks them and shakes their hands again. He notes that they had best get going before people start to wonder what they're up to, but he also asks that if they ask around town about his family, that they try to keep it low-key. There are plenty of miners who would walk away from the strike at the drop of a hat if they knew that his family was in danger, but if the strike just ends, then he can't guarantee that he'll ever see his family again. The strike is the only thing that's currently ensuring their safety.

THE PHOTOGRAPH

If the Fated take the time to examine the photograph of Daniel's family, a TN 12 Notice Challenge reveals that there's a broken window behind his wife that looks out onto the street below. It's not only deserted but strewn with rubble, and the visible buildings are soot stained and almost falling down. Despite being dark - the photograph was likely taken shortly after sunset - there's no sign of any streetlamps in the distance, and the visible buildings seem to all be leaning at weird angles that grow more extreme the further they get from the camera. Taken together, the clues all suggest that they are being held somewhere in the Quarantine Zone in Malifaux City.

The Quarantine Zone is a big place, but the angle of the buildings in the background of the photograph provides a further clue to the Fated to help them narrow their search. If the Fated are aware of the broken window in the photograph (either because they noticed it themselves or because it was pointed out to them by a companion), then they can attempt a TN 11 Geography Challenge to realize that the photograph was taken in the Quarantine Zone district called The Sink. Fated who have actually been to the Sink automatically pass this Challenge; the tilted buildings are quite distinct and unforgettable.

THE STRIKEBREAKERS ARRIVE

As the Fated leave the tent, the miners at the fence gates begin making a commotion, though this time it's not directed at them. Investigating the matter further, the Fated see a dozen men and women in overalls and dark shirts coming up the road, flanked by two members of the Guild Guard; this is the same group that arrived with the Fated on the train. The Guild Guard have their weapons drawn but lowered, a clear threat, and someone mutters that they're not moving no matter how many Guardsmen the Guild throws at them.

Read the following text:



There's a palpable tension in the air as the group of strikebreakers comes to a stop some ten feet away from the striking miners. "We don't want any trouble," one of the Guild Guard says, his voice deliberately calm, "but we're going through that gate with these workers."

"Like hell you are!" someone shouts from the back of the miners. Others take up the cry and soon the whole group is shouting – insults, taunts, they're all lost in the roar of the mob.

The Guard steps forward again, raising his hands – including the one holding his gun – in the air in a placating gesture. "Look, we don't want anyone to get hurt. Just step back and let us through."



If the Fated wish to intervene before the scene turns violent, they can attempt TN 14 Leadership Challenges to either get the striking miners or the Guild to back down.

If they convince the miners to back down, then they grumble and step aside, believing the Fated are acting under Daniel's direction. The strikebreakers are pushed and jostled as they're forced to walk uncomfortably close to the striking miners to get through the gate, but no one is seriously hurt. The Guild Guard catch the Fated's eyes once they're through, nod in appreciation for the assistance, and then continue onward to the mine with the uncomfortable strikebreakers. Daniel appears once they're gone, learns what happened, and tries to rally the spirits of his miners. "Just because they got in this time doesn't mean the strike is over!"

For the rest of the adventure, the Fated suffer a  penalty to all Social Skill Challenges they make as part of the Questioning the Townsfolk Ongoing Challenge (pg. 14); word of the Fated being "in the Guild's pocket" spreads quickly through the small town as the miners realize that Daniel didn't ask the Fated to let the strikebreakers through.

If they convince the Guild Guard to back down, then the two men take a moment to reconsider the current situation, glance back at the ranks of the resolute striking miners, and then order the strikebreakers to return to town while they contact their superiors in Malifaux City. The miners cheer as the Guard escort the strikebreakers back down the hill, and the Fated gain a  to any Social Skill Challenges they make as part of the Questioning the Townsfolk Ongoing Challenge (pg. 14).



If the Fated fail to convince either group, then read the following text:



The two Guild Guard step forward, the strikebreakers on their heels as they push into the group of miners. Despite some initial resistance, the striking miners give ground amid a flurry of shouts and threats, but then there's a flash of movement from the back of the mob and suddenly one of the strikebreakers cries out in pain and falls to one knee, blood pouring from a wound over his eyes.

There's a crack of gunfire as one of the Guild Guards panics and fires his pistol, and then the miners are surging forward with a roar of anger. They hammer against the Guild Guard and strikebreakers with fists and crude clubs, until their fighting is interrupted by a loud "STEP BACK!"

Daniel Kasuba comes rushing out of his tent, waving his arm toward the group. "All you Union folk, step back! Let them through!"

The groups begin to disentangle as one of the miners jabs a finger at the shaken Guild Guard. "Boss, hang up, they start—"

Daniel's punch comes out of nowhere, laying the man on the ground. "I don't care who started it," he says, hurrying over to the side of a miner with a gunshot wound in his side. "Get the first aid kit. And you!" He glares back over his shoulder at the Guild. "If you're going to start shooting people, you're going to need a hell of a lot more men to finish the job."



The Guild Guard exchange concerned looks and tell the strikebreakers that they're returning to town to contact their superiors. The group heads back down the hill, the strikebreakers helping to support their wounded comrades. The striking miners, meanwhile, bandage up the injured; there was only a single gunshot victim and it's not serious, but if the Fated want to help, a TN 10 Doctor Challenge (which requires doctor tools) does a sufficient job of patching the miner up.

The striking miners have earned a victory, but it's not one that anyone feels like celebrating.

INVESTIGATING REDEMPTION

The Fated have a few leads they can pursue before leaving town. Daniel mentioned that he got the letter from Tommy, who might be able to identify the courier that delivered it. Particularly suspicious Fated might even suspect that Tommy is involved in the kidnapping! If the Fated wish to investigate this lead, see the Talking to Tommy section on the following page.

It's also possible that someone in town might have noticed something when Daniel's family was kidnapped. The Fated can pursue this lead in the Talking to Townsfolk section on page 14.

Finally, the Fated have a photograph of Sara and Lily that suggests they're being kept somewhere inside the Quarantine Zone. If the Fated decide to head right to Malifaux City to chase this lead, proceed directly to Scene 2: A Thousand Words (pg. 16).



TALKING TO TOMMY

Finding Tommy isn't particularly difficult; he's with the other striking miners at the top of the hill. After the confrontation with the Guild Guard, he tries to calm his nerves by pacing back and forth. He's all hopped up on adrenaline and his hands are shaking, either due to almost being in his first fight (if the Fated talked one of the sides down) or from nearly being shot (if they failed to talk one of the sides down).

If the Fated ask about the courier or the letter that he gave to Daniel, Tommy tells them that a messenger came up to the gates with the letter yesterday afternoon and handed it to Tommy just as he was heading home from his shift at the line. The courier said that it was for Daniel, and Tommy ran back up the hill to deliver it, thinking that it was a letter from the Guild about the strike. A TN 8 Scrutiny Challenge reveals that he's telling the truth.

Tommy doesn't know about Daniel's missing family, and if the Fated mention that they've been kidnapped or show him the photograph of Daniel's wife and daughter, Tommy becomes upset and angry on his behalf. A TN 8 Scrutiny Challenge reveals that his anger is genuine. He mentions that he has a friend in Malifaux City who might be able to help him. He doesn't mention exactly what it is that his friend does (he's a smuggler), but points them toward a man named Alley who does his business out of a saloon called Pick's Place in

the Southern Slums of Malifaux City. Tommy says that Alley owes him a favor and that they should tell Alley that helping them find Daniel's family is how he wants to spend it. Finding Alley is handled in Scene 3: The Smuggler (pg. 18).

If the Fated ask him about the courier, Tommy reveals that he looked like a rat – pointy nose, teeny little eyes, looking around like he was afraid of his own shadow. The man handed over the letter and then hurried back down to the train, probably hoping to get back on it before it pulled out of the station. Tommy notes that the station keeps a record of everyone that buys a ticket leaving town, and that it might have his name.

If the Fated follow up on this lead, see the Train Station on page 15.



TALKING TO TOWNSFOLK

Since the miners have gathered at the top of the hill after the tunnel collapse, the only people left in town are their families and a few assorted residents who aren't actually employed by the Union, such as the people who manage the saloon and general store. Additionally, if the strikebreakers were chased away from the mine, they're setting up canvas tents at the edge of town.

Questioning the townsfolk is handled with an Ongoing Challenge.

QUESTIONING THE TOWNSFOLK

- **SKILLS ALLOWED:** Bewitch, Deceive, Intimidate
- **TARGET NUMBER:** 10
- **DURATION:** 10 minutes
- **SUCCESS REQUIREMENT:** 6
- **FAILURE REQUIREMENT:** 2

The Fated speak with a different townsfolk during each Duration of this Ongoing Challenge. Most are the husbands or wives of the miners up on the hill, but a few might be people working at the saloon, general store, or elsewhere in the small town. Depending upon whether or not the Fated talked the Guild or Union down from fighting at the mine, the Fated may have bonuses or penalties to any Social Skill Challenge made during this Ongoing Challenge.

If the Fated reach the 40 minute mark of this Ongoing Challenge, the train outside the station sounds its whistle, indicating that it will soon be departing. They will still have enough time to reach the train without too much of a rush, but if they continue questioning townsfolk (i.e., progress through another duration), then they lose their only ticket out of town. See the Conclusion (pg. 27) for more information.

If the Fated succeed at this Ongoing Challenge, they speak with Kaela Ellison, the wife of one of the miners, who saw Sara Kasuba and her daughter leave their home with two men yesterday morning. Kaela's never seen the men before, but one of them had long red hair and was wearing a wide cummerbund. Both mother and daughter looked distraught, but Kaela assumed that they were family that had come to take them down to the train; more than a few of the miners have sent their families away since the mine collapsed and everyone started talking about a strike.

If the Fated achieve a catastrophic failure, then they instead come across Lucille Keifer, a woman with whom Sara Kasuba has been having a low-key feud for a few months. Lucille tells the Fated more or less the same story, that she and Lily left for the train station with two men, but she paints it up as Sara leaving Daniel for another man. "I always knew she was a hussy," Lucille says, nodding at her own words. "That poor man deserved better than the strumpet he married."



THE TRAIN STATION

The train that the Fated rode into town is still sitting outside the station, which is little more than a single building just large enough to house its ticket taker, an elderly black woman named Clara Jones. Clara is an employee of Condor Rails, and doesn't mind spending some time chatting.

A TN 9 Bewitch Challenge (if the Fated impress upon her the seriousness of the situation, they gain a  to this Challenge) is enough to befriend her and get her gossiping about what an exciting couple of days she's had. Clara will go into detail about how busy the past few days have been. Normally, a train only comes through Redemption every three days to drop off supplies and pick up Soulstones quarried from the mine. In the past two days, however, there have been three trains that have come into town, which Clara considers to be an entirely unreasonable number; she's hardly had any time to catch up on her latest book.

Yesterday morning, the first train arrived like usual, though there weren't any Soulstones to pick up, on account of the strike. Clara remembers two men getting off the train, one of them with long, red hair. Just as the train was getting ready to pull out of the station, they returned with Sara Kasuba and her little girl, bought some tickets to the Southgate Station in Malifaux City, and rode the train out of town. If the Fated ask about Sara, Clara mentions that she looked upset and was crying, but that she didn't think anything of it, "on account of her brother-in-law getting killed in the cave-in."

The second train that arrived was only an engine with no attached passenger cars. Other than the engineer, there was only a single other person on board, a "thin man with beady eyes, like a weasel." The man told the engineer to wait for him and ran off toward the mine, and when he came back about ten minutes later, the engineer asked "Are you ready to depart, Mr. Granite?" The man snapped at him, saying that his name was "Graniss, with an S!" The engineer gave her a wink while the man's back was turned, so she's certain that the engineer was deliberately mispronouncing the man's name to annoy him.

The third train arrived this morning; it's the one that the Fated rode into town, and it's still sitting outside the station. Clara kept quiet as the Guild Guard and strikebreakers filed off the train and headed up to the mine; she knows better than to stick her nose where it doesn't belong.

Regardless of which clues the Fated managed to find in Redemption, it should become clear that the trail leads back to Malifaux City. The Fated can purchase train tickets at the Redemption station for one scrip each, which gets them back to Malifaux Station by noon. They can disembark at one of three stations: Malifaux Station (just north of the city), Industry Station (in the Industrial Zone, in the northern part of the city), or Southgate Station (at the southern gates of the city).

The choice of which station the Fated disembark at mostly affects their travel times across the city, but the Fated can still travel between stations by purchasing a ticket for half a scrip.

The mercenaries receive the order to kill Daniel's family at 10 pm, which gives the Fated ten hours to rescue them. If the Fated take too long, they might still locate the mercenaries, but it won't matter any more to Daniel's wife or daughter. This deadline should be kept secret from the players; they don't know how long they have, but it's fine to note that you're keeping track of how much time they spend doing things in order to add a bit of urgency to their investigation.

The Fated have four leads they can potentially follow in Malifaux City, depending on what they learned at Redemption:

- If the Fated try to use the photograph to locate Sara and Lily, see Scene 2: A Thousand Words (pg. 16).
- If the Fated decide to speak with Tommy's friend Alley, see Scene 3: The Smuggler (pg. 18).
- If the Fated decide to track down Graniss the courier, see Scene 4: The Courier (pg. 20).
- If the Fated try to find the red-haired man that kidnapped Sara and Lily, see Scene 5: The Mercenary (pg. 22).

SCENE 2:

A THOUSAND WORDS

If the Fated succeeded in identifying that the photograph of Sara and Lily was taken in the Quarantine Zone, they might try to hunt them down on their own. Unfortunately, due to the sheer size of the Quarantine Zone – it makes up around half of Malifaux City – just picking a spot at random to begin investigating is doomed to failure.

If the Fated succeeded on their Geography Challenge when examining the photograph, however, then they were able to identify that it was taken in a district called The Sink, which narrows their options down enough to make a search feasible.

The Sink is a section of the Quarantine Zone located in the southeast portion of Malifaux City, just to the east of Southgate Station. Many years ago, the sewers beneath the district collapsed, creating the massive sinkhole that gives the district its name. As a result, the district is shaped like a wide dish, and as one approaches the eastern edge of the district, the buildings become increasingly tilted toward the center of the sinkhole until they're eventually clinging desperately to the sides of the sloping ground at an almost forty-five degree angle.

THE SINK BARRICADE

Traveling to the barricades surrounding The Sink doesn't take any significant time if the Fated leave from Southgate Station; they're within eyesight as the Fated step off the train.

Once the Fated are at the barricades, characters who are allied with the Guild can approach the Guild Guard, claim they're on a mission, and attempt to get permission to enter the Quarantine Zone with a TN 14 Bureaucracy Challenge. On a failure, the Guard insist that they need the proper paperwork to allow the Fated to enter, which will take days to acquire through the proper channels.

Other Fated can feign Guild Membership and attempt this same tactic, but doing so requires one of them to first succeed at a TN 15 Deceive Challenge. If the character fails, the Guard tell the Fated that they need the proper paperwork, as noted above. If the character achieves a Margin of Failure, however, the Guild Guard see through the ruse and attempt to arrest the Fated for impersonating a Guild officer. There are eight Guild Guard (pg. 33) here, four on the ground and four atop the thirty-foot-tall wall. The Guard atop the wall gain a  on any attack they make on Fated characters on the ground, thanks to their height advantage.

Alternatively, the Fated could attempt to bribe the guards to let them pass, which requires a TN 12 Barter Challenge and 5 scrip per person. If the Fated achieve a Margin of Success on this Challenge, they are able to talk the guards down to 2 scrip per person. If they achieve a Margin of Failure, however, the Guard attempt to arrest the Fated for bribery, which likely leads to a fight as noted above.

The Guild Guard are unable to open the barricade gate (they don't have the clockwork device that serves as a key), but there are ladders leading up to the top of the barricade and rope there that can be used to lower the Fated down into the Quarantine Zone.

Should the Fated choose to bypass the Guard and climb over the wall, they can find an unpatrolled section with fifteen minutes of searching and climb over with TN 10 Athletics Challenges. The wall is thirty feet tall, and each successful Athletics Challenge allows the character to climb a number of yards equal to half their Walk Aspect, plus one yard per Margin of Success. If a Fated achieves a Margin of Failure on this Challenge, she falls to the ground. If she falls at least 3 yards, she suffers 2/4/6 damage, +1 damage for each additional 2 yards fallen above 3.

SEARCHING THE SINK

Using the photograph as their guide, the Fated can use the buildings in the background and the degree at which they're tilted to narrow in on the location where Daniel's family is being kept. This is handled with an Ongoing Challenge.

SEARCHING THE SINK

- **SKILLS ALLOWED:** Geography, Mathematics, Navigate, Notice
- **TARGET NUMBER:** 16
- **DURATION:** 1 hour
- **SUCCESS REQUIREMENT:** 6
- **FAILURE REQUIREMENT:** 2

If the Fated succeed at this Ongoing Challenge, then they come across the building where the kidnappers are keeping Sara and Lily. See Scene 6: Red's Barracks (pg. 26) for more information.

On a critical failure, the Fated become lost and are attacked by three Dead Outlaws (pg. 29) who ambush them from the ruins of a crumbling building.

If the Fated wish to continue searching The Sink, they can attempt this Ongoing Challenge again, but the TN of their Challenge Rolls increases by +2 for each previously failed Ongoing Challenge.



SCENE 3:

THE SMUGGLER

If the Fated follow Tommy's suggestion to speak with his friend Alley, then they need to travel to Pick's Place in the Southern Slums. If the Fated disembark at the Southgate Station, it only takes them half an hour and a few questions to find the saloon.

Once the Fated arrive, read the following text:



Pick's Place is tucked into the back end of a blind alley between a pair of tenement buildings that look like they're only one stiff breeze away from collapsing into the street. Calling it a saloon might be a bit of a stretch; "hole in the wall" would be a more accurate description.

A hush falls over the bar as you enter, every mouth closing and every eye in the room turning your way, weighing and measuring you for just a few seconds before returning to their business. A single inquiry points you toward your target: he's wearing blue trousers with a white shirt and a red vest, and a heavy black greatcoat hangs over the chair next to him. He's rocking back in his chair, but as he's pointed out to you, he puts his feet down and sits up straight, keeping one hand – which is missing three fingers – on the table and the other in his lap.

He doesn't speak. He just waits, watching you intently from across the room.



Alley is used to dealing with some rough people. He keeps a shotgun in a crude harness bolted to the underside of his table. If the Fated succeed at a TN 14 Scrutiny Challenge, they realize that he's on edge, as if expecting a fight to break out at any moment.

Alley isn't initially interested in talking to the Fated, claiming that they've "got the wrong guy," but if they offer him at least five scrip to hear their proposal, he motions for them to take a seat to negotiate

(while still keeping his hand on the shotgun). If the Fated mention that Tommy sent them, he relaxes immediately, pulling hand (and shotgun) out from under the table and ordering a round of drinks.

If the Fated mention that they're cashing in Tommy's favor, Alley groans and rolls his eyes, but agrees to help them. Otherwise, he only agrees to help the Fated if they pay him 20 scrip (though a TN 12 Barter Challenge will talk him down to 15). He says that he can help them find the people they're looking for, but he'll need something to help him narrow down their location; Malifaux City is a big place, and without some clue as to where he should start looking, there's little hope of finding anyone.

If the Fated show him the photograph of Daniel's family, he doesn't comment on it until after he's been paid (or after the Fated have mentioned Tommy's favor). When this happens, read the following text:



Alley takes the photograph between the two fingers left on his hand and holds it up to his face, peering at it for a moment. "Pretty lady. Whoever took her is an idiot, fortunately for you." He sets the photograph down and taps the window behind Sara's head, which shows collapsing buildings. "No street lights, ruined buildings that are tilting to the side like that... I'm betting that they took this in The Sink. It's a desolate patch of the Quarantine Zone just east of here, pretty much the only place in the city that you'll find buildings all tilted at an angle like that."

He stands up, picking up the greatcoat from the other chair and swinging it over his shoulders with a flourish. "I'll need some time to get a few things together for the trip and make sure that you're on the up and up. Meet me 'round the corner of Sanguine and Oak in an hour, and if everything checks out, I'll help you find your girls. I'd buy some extra bullets, just in case."



If the Fated attempt to intimidate or otherwise threaten Alley, he will respond by firing his shotgun at the character across from him (gaining a + to the attack and damage flip if the Fated don't know that he has a shotgun). After his attack, Dramatic Time begins and the Fated can flip for initiative as normal. Alley acts normally on his first turn, while the other patrons dive for cover or run for the door, wanting nothing to do with what will surely end up being a bloody and deadly fight. Alley's stats can be found on page 30.

If things do devolve into a fight, Alley will refuse to assist the Fated afterwards, no matter what they threaten him with, which effectively brings this potential avenue of the investigation to an end.

THE MEETING

Getting to the corner of Sanguine and Oak only takes about fifteen minutes, so the Fated will have some time on their hands if they want to purchase extra supplies. Unless the Fated are Guild agents, Alley shows up an hour later (after checking up on the Fated) with rope and a grappling hook.

If the Fated are Guild agents and don't inform Alley of that fact during their meeting, have them make TN 12 Deceive Challenges; characters with at least one rank in the Infiltrator Pursuit (or currently on it) are considered to automatically pass this Challenge. If any of them fail this Challenge, Alley's inquiries turn up the fact that they're Guild, and he doesn't show up to the meeting out of fear of being set up for something, essentially bringing this avenue of investigation to a close. If the Fated all succeed at this Challenge, then Alley shows up as noted above.

When Alley arrives, read the following text:



"Alright folks, here's the rules." Alley points at the thirty foot tall wall that separates the Southern Slums from the Quarantine Zone with his bad hand. "We're going right over the barricade, but we're going to have to be quick about it so that the Guard don't notice us. Once we're in the QZ, I don't want no unnecessary conversation. We're gonna be traipsing through the territory of some very nasty things, so if you see something in there that ain't one of us or your girls, shoot it and don't stop 'til it does."



Once the Fated are ready, Alley leads them to the barricade, throws the rope up to the top, tests it, and then scurries up to the top. He waits for the Fated to climb up after him, then reattaches the rope and motions for them to climb down the other side. He follows after them, then shakes the rope, unhooking the grappling hook.

Once the Fated are in The Sink, they can search for Daniel's kidnapped family using the rules in the Searching the Sink section (pg. 17). Alley's knowledge of the Quarantine Zone lowers the TN of the Ongoing Challenge down to 12, and he contributes a single success to the Ongoing Challenge with each Duration.

SCENE 4:

THE COURIER

If the Fated decide to hunt down the courier, Graniss, the best place to start is at one of the train stations. This is handled with an Ongoing Challenge:

ASKING ABOUT GRANISS

- **SKILLS ALLOWED:** Barter, Bewitch, Deceive, Intimidate
- **TARGET NUMBER:** 8
- **DURATION:** 10 minutes
- **SUCCESS REQUIREMENT:** 6
- **FAILURE REQUIREMENT:** 2

Each time a character makes a Barter Challenge as part of this Ongoing Challenge, they must also spend one quarter of a scrip as they pay someone for information about Graniss.

As they speak with people at the station, the characters learn that Graniss is a professional courier and he spends a great deal of time riding the rails, carrying packages and letters around the city and to the surrounding Contract Towns.

If the Fated succeed at this Ongoing Challenge, the man working the ticket counter mentions that Graniss has invited him out to get drinks on a couple of occasions, but that he's never accepted. Each time, though, he always mentions the same bar: the Low Man saloon over on Cross Street, a few blocks from Industry Station.

On a critical failure, the Fated still find out that he frequents the Low Man saloon, but word that some people are asking about him gets back to Graniss. In his line of work - one that involves delivering a fair number of questionable packages, no questions asked - people asking about him is almost entirely a bad thing. He skips town and uses a false name to travel south to Edge Point, where he hides out for the next few weeks, effectively bringing an end to this avenue of investigation.

THE LOW MAN

When he's not working, Graniss spends most of his time at the Low Man saloon in the Industrial Zone. It's mostly frequented by factory workers in their off hours, but its proximity to the Industry Station makes it a convenient location for someone who travels on the rails so frequently. Given this proximity, it's advisable that the Fated take the train to Industry Station and then walk two blocks to the bar.

When the Fated arrive at the Low Man, read the following text:



The Low Man saloon is just a few streets away from Industry Station, wedged in between a tailor's shop and a factory that has seen better days. Once you are inside, it becomes clear that the Low Man is aptly named: a smattering of sawdust is spread out over the floor, and the half dozen tables are gouged with the names of former patrons and more than a few lewd carvings.



If the Fated scared Graniss away by catastrophically failing the Asking About Graniss Ongoing Challenge, then asking for him gets a laugh from the bartender, who tells the Fated that he took off as fast as could be once word reached him that some "mean hombres" were asking questions about him at the train station. He says that Graniss paid his tab and everything, which usually means that he's going to ground for a few weeks to avoid an upset customer.

If the Fated didn't scare Graniss away, they can immediately spot him seated at the table closest the bar, chatting with two fellow patrons. When the Fated approach him, however, he glances toward them, his eyes going wide as he panics and tries to leap up. His foot gets caught on his chair and he trips, arms pinwheeling for a second before he falls head over heels into a heap on the ground.

Read the following text:

—  —

“Wait! Wait, wait, wait!” Graniss slips over and scuttles backwards, giving a small and very unmanly squeak as his back hits the bar. “It’s not me you want! I just delivered it! I’m not involved!”

He covers his head, as if expecting a beating. “I’ll tell you whatever you want to know, just please...” He sniffles. “Please don’t hurt me, okay?”

—  —

Graniss is certain that the Fated are here about the letter he delivered to Redemption; he had a bad feeling about that package and tells the Fated as much. He says that he was given the envelope by a man he’s worked for a few times in the past, a mercenary named Red Kettral, or “Red Kettle” as he’s known on the streets.

Graniss knows that Red has a base in The Sink, down in the southeastern part of the Quarantine Zone, but Graniss has never been there; the very thought of entering the Quarantine Zone brings him close to fainting. He does know, however, that Red has a girl that he likes who works out on Van Holden Boulevard, down in the Southern Slums. Graniss has had to hunt Red down more than once to get paid for carrying a letter somewhere, and it’s the most reliable place to find him in the evenings. He describes Red as a man with long red hair with a penchant for wearing a cummerbund. The Fated can use this information to track Red down; see Scene 5: The Mercenary (pg. 22) for more details.

If the Fated succeed on a TN 8 Intimidate Challenge, Graniss mentions that Red carries a peacebringer pistol that he claims to have taken off a Death Marshal who crossed him, as well as several knives that he keeps hidden in his cummerbund.

As soon as the Fated leave, Graniss runs home, throws some clothes into a battered suitcase, and leaves town for Edge Point to lie low for a while.



SCENE 5:

THE MERCENARY

If the Fated decide to hunt down the red-haired man that kidnapped Daniel's wife and daughter, the best place to do so is at the Southgate Station, where he disembarked; unfortunately for Red, his long red hair, the uncooperative Sara, and the crying Lily made them rather conspicuous. The Fated can easily confirm that he disembarked at the Southgate Station; all of the employees saw him yelling at "his wife and little girl" and dragging Sara along by the arm.

Unfortunately, finding someone that knows Red's name or where to find him is more difficult and is handled with an Ongoing Challenge.

ASKING ABOUT RED

- **SKILLS ALLOWED:** Barter, Bewitch, Deceive, Intimidate
- **TARGET NUMBER:** 11
- **DURATION:** 10 minutes
- **SUCCESS REQUIREMENT:** 6
- **FAILURE REQUIREMENT:** 2

Each time a character makes a Barter Challenge as part of this Ongoing Challenge, they must also spend one quarter of a scrip as they pay someone for information about Red.

If the Fated succeed at this Ongoing Challenge, they find a mercenary waiting for a train who can help. She recognizes "Red Kettle" by his description and mentions that he's scum who mostly takes kidnapping and leg-breaking contracts, and that he usually spends his evenings with the whores over on Van Holden Boulevard, down in the Southern Slums.

On a critical failure, the Fated still find out that he spends his evenings on Van Holden Boulevard, but word gets back to Red that some people have been asking around about him. He still goes to see his girl on Van Holden, but he brings four of his lackeys with him, who will be present when the Fated show up to confront him.

The Fated can get directions to Van Holden street by asking just about anyone in the district, though rarely without judgmental looks from the people they're asking. It's about a fifteen minute walk from the Southgate Station.

VAN HOLDEN BOULEVARD

Van Holden Boulevard is a run-down street in the Southern Slums that is only notable for having three saloons and a brothel all on the same two-block stretch of the cramped street. This makes it a popular haunt for a particular breed of mercenary in the Southern Slums, and Red Kettral is no different.

Red Kettral shows up at Van Holden Boulevard at seven o' clock and leaves at nine o' clock.

If the Fated get there before seven o' clock, there's no sign of Red. A TN 8 Bewitch or Intimidate Challenge is enough to get one of the regular patrons to reveal that while Red is a regular presence in the area, he usually doesn't come around until later in the evening, usually around seven or eight. The Fated can follow up on other leads until then, or they can remain at Van Holden Boulevard to enjoy its watered down drinks and other local services.

If the Fated arrive after nine o' clock, the prostitutes will mention that they "just missed him." They're not expecting to see Red again until tomorrow night.

If the Fated attempt to pressure the prostitutes into revealing where they can find Red, the women point them toward Lucy, who is one of Red's "regular girls." Lucy is fond of the mercenary but isn't loyal, and with a TN 10 Intimidate Challenge (or a TN 8 Barter Challenge and 3 scrip), she'll reveal that he has a base in The Sink that he keeps trying to talk her into visiting. Lucy insists that she's not stupid enough to go into the Quarantine Zone with anyone, let alone a man who makes his living kidnapping people, but she's overheard him boasting about how they're set up in an "old barracks in the north part of the district." It isn't much of a clue, but it's still enough to give the Fated something to go on. If they decide to enter the Sink to search for the barracks, see Scene 2: A Thousand Words (pg. 16).

If the Fated are present at Van Holden Boulevard between seven and nine o'clock, read the following:



With the setting of the sun, most of the businesses along Van Holden have shut down, giving control of the boulevard over to the saloons and brothel. The street gradually grows more crowded as groups of men and a few women arrive to drown their sorrows in alcohol and perfumed embraces. The prostitutes are out in full force, sashaying back and forth in front of the saloons, tempting patrons to come in for a drink and a good bit more besides.

Leaning up against the low stone wall and chatting with a brunette in a dress with a plunging neckline is the man that can only be Red Kettral. He wears a dingy white shirt, gray trousers, and a wide black cummerbund around his stomach. Long knives are tucked into sheaths sewn into the cummerbund and a heavy pistol rests in a holster on the other side of his waist. His namesake wild mane of red hair hangs loose around his shoulders, blowing gently in the cool wind.



If the Fated catastrophically failed the Asking About Red Ongoing Challenge, then there are four Ruthless Kidnappers here. They're acting casual and chatting with various prostitutes as they keep an eye on their boss, but the Fated can spot them with TN 12 Scrutiny or Notice Challenges.

If the Fated did not catastrophically fail the Asking About Red Ongoing Challenge, then he is alone. He's talking with his favorite girl, Lucy, and after a few minutes of pleasant conversation, he puts his arm around her shoulder and leads her into the saloon for a few drinks and some private time in her room upstairs. If his mercenaries are present, they follow him into the saloon but remain downstairs while their boss spends his scrip.

If the Fated confront Red, he's cocky, confident, and uncooperative until they bring up anything having to do with Redemption, Daniel's family, or Graniss, at which point he attacks them (and shouts to his mercenaries for assistance, if they are present). Red isn't stupid; if he's reduced to two Wounds or less, he attempts to escape or surrenders rather than fight to the bitter end. Stats for Red Kettral and the Ruthless Kidnappers can be found on pages 31 and 32, respectively.

QUESTIONING RED

If the Fated subdue Red, he's stubborn and difficult to question, but a TN 12 Intimidate Challenge gets him to talk; if the Fated augment their threats with actual physical harm, they gain a **+** to this Challenge. Questioning one of the Ruthless Kidnappers is easier (TN 10 Intimidate Challenge) and yields the same information.

If the Fated are successful, Red tells them that he was hired by a Guild Guard to kidnap Kasuba's wife and kid and use them as leverage to get him to end the strike at Redemption. He didn't ask for his employer's name and wasn't given one, which is more or less business as usual for someone in Red's profession. Sara and Lily are both still alive, but if their employer doesn't contact them by ten o'clock to let them know that the strike is over, his men have standing orders to kill them both.

If the Fated ask how many people are back at his hideout, he lies and tells them that it's just him and two other people. If the Fated succeed at a TN 12 Scrutiny Challenge, they realize the lie for what it is, and pressuring Red further gets him to admit that there are eight people back at his hideout (or four, if he brought the four Ruthless Kidnappers with him for protection).

FOLLOWING RED TO HIS HIDEOUT

If the Fated subdued Red (or a Ruthless Kidnapper), they can force him to lead them to his hideout. He only makes a token effort of resisting before agreeing to do so; he's hoping that his lackeys will get the jump on the Fated and free him. In no event will Red simply tell the Fated where to find his hideout. As long as they need him to find the hideout, they have a reason for them to keep him alive, and he has a chance to escape.

Alternatively, the Fated can choose to simply lay low and follow Red back to his hideout once he finishes his visit with Lucy. In this case, following Red is handled with an Ongoing Challenge:

FOLLOWING RED

- **SKILLS ALLOWED:** Stealth, Track
- **TARGET NUMBER:** 10
- **DURATION:** 10 minutes
- **SUCCESS REQUIREMENT:** 6
- **FAILURE REQUIREMENT:** 3

Red is a bit paranoid and sometimes doubles back on his trail or glances behind him, looking for familiar faces, but that's more out of habit than the belief that someone is actually following him. Whenever the Fated achieve a Failure Requirement, Red glances back and catches a good look at one of them or turns a corner and doubles back, nearly running into the Fated.

If the Fated succeed at this Ongoing Challenge, they track Red to an abandoned building and see him climbing down into the sewer with a lit lantern. See The Sewer Path on the following column for more information.

If the Fated catastrophically fail this Ongoing Challenge, Red veers back toward the Southgate Station, then suddenly breaks into a run as he starts shouting about the Fated being Resurrectionists. He even jabs a finger toward the least attractive of their number and accuses the character of being a zombie. This accusation results in six Guild Guard charging toward the Fated and demanding that they surrender.

If the Fated resist, the Guild Guard assume the accusation is true and attack them, but otherwise, they merely stop the Fated for some questioning before releasing them (unless, of course, the Fated are actually Resurrectionists in the company of undead, skulls, or other suggestive items, in which case, the Guard attempt to place the Fated under arrest, which likely leads to a fight).

Either way, the distraction is enough for Red Kettral to slip away in the confusion and return to his hideout.

THE SEWER PATH

Red and his lackeys travel back and forth between the Southern Slums and their hideout by means of a sewer tunnel that runs from an abandoned building in the Slums right up to the basement of their hideout.

If the Fated followed Red to the building, then he hurries through the tunnel and gets to his hideout ahead of them. If the Fated have taken Red (or a Ruthless Kidnapper) prisoner and are forcing him to lead the way, then he takes them to the tunnel and suggests that he stay in the back, hoping that the Fated spitefully put him in front... which is where he wants to be. If a Fated succeeds at a TN 12 Scrutiny Challenge (or a TN 10 Challenge for a Ruthless Kidnapper), they see through this ruse.

Read the following text once the Fated enter the building:



The building is a ruined shell of what was once likely a two story home. Given the thick layer of dust over everything, it has been a long time since anyone lived here. There's a path through the dust, and following it leads you to a trap door leading down into the sewers... and darkness.



If Red is with the group, he tries to cheer the Fated up with a pep talk. “I just want you to know,” he says, “that as soon as we get where we’re going, you’re dead. You hear me? Dead. I’m just gonna stand back and watch as my guys plug you full of holes.”

The Fated will need a source of light to descend into the sewers. If Red is with them, he points them toward a cabinet that he’s stocked with three lanterns and extra oil. If he’s not with them, the Fated can find the cabinet with a TN 8 Notice Challenge; it’s one of the few other things in the room that isn’t covered with dust.

Once the Fated have light, read the following text when they head into the sewers:



The path through the sewer is surprisingly cramped. The ground seems to have shifted at some point in the past, and after about thirty feet you start encountering sections where the ceiling has partially collapsed, revealing corroded iron pipes that slowly leak foul-smelling sludge onto piled stones and collapsed masonry. Fortunately, someone seems to have cleared a path through the devastation, though it’s a narrow fit in places.



As the Fated travel down the tunnel, have the character leading the others make a TN 13 Notice Challenge to notice a mine hidden in the muck. If Red is in the lead, he carefully steps over the mine and then breaks into a sprint, hoping that the Fated will chase after him and step on the mine in the process. Characters chasing after Red suffer a $\square$ to their Notice Challenges to spot the mine.

On a success, the character notices the trap that Red set to help keep the tunnel secure. Read the text in the following column.



A large metal pipe nearly as wide as your torso juts down from the ceiling ahead, forcing you to duck beneath it in order to continue forward. As you do so, you notice a strange bulge in the muck at your feet and a glint of metal. It takes a moment to realize just what the object is, but then everything clicks in a moment of sudden horror: it’s the pressure plate for a mine!



The buried object is a fladdermine, a crude but effective device consisting of a ceramic container filled with glass and metal shards. When the pressure plate is depressed, the detonator ignites the gunpowder in the container, causing it to explode outward, dealing $3/4\clubsuit/7\clubsuit$ damage to the character that stepped on it. A character that suffers Moderate or Severe damage from a fladdermine also suffers a Moderate Critical Effect.

A character that notices the mine can point it out to her companions, allowing the entire group to safely bypass it.

If the mine is undetected, flip a card for the character as she moves over it; on a $\times$, she steps on the mine and it explodes. On any other suit, the character avoids the mine and the next character in line can attempt the TN 13 Notice Challenge to spot the mine, continuing in this fashion until someone has noticed the mine, it detonates, or the group just walks past it without it detonating. If a character flips the Black Joker, she trips and lands on the mine with her chest, giving the mine’s damage flip $\clubsuit\clubsuit$. If the character flips the Red Joker, she steps on the mine, which makes a noticeable click sound but fails to explode, because the muck it’s buried in is seeping in through a small crack in the mine and ruining the gunpowder.

Once the Fated have bypassed the mine, they come to a ladder leading upwards to the basement of Red’s hideout. See Scene 6: Red’s Barracks (pg. 26). Traveling through the tunnel takes half an hour.

SCENE 6:

RED'S BARRACKS

Red Kettral has set up his base in an old, abandoned barracks in The Sink. It's a two-story stone building that's tilted about ten degrees to the southeast. The southern end has collapsed beneath its own weight, leaving the upper floor open and exposed to the street while the lower floor has been partially buried beneath the rubble.

Red and his lackeys have taken residence in the northern end of the building. The Fated can see the flickering of lanterns through the building's windows and, in the deathly quiet of The Sink, hear the footsteps of their steel-toed boots echo on the ground like drum beats.

If the Fated come up through the tunnel into the basement with Red, he makes a break for the stairs and starts screaming for his men, removing any chance the Fated have of surprising them.

If the Fated are with Alley, he agrees to wait for them nearby to help them get back out of the Quarantine Zone, but he doesn't feel the need to engage in any sort of combat on behalf of the Fated. If they offer him 10 scrip and succeed at a TN 12 Barter Challenge, however, he'll grudgingly join them in their attack on the hideout.

THE BARRACKS LAYOUT

The barracks consists of a basement, a ground floor with two rooms, and a single room on the second floor.

The basement is little more than a small room containing the sewer passage and a set of wooden steps leading up to the ground floor. A chest in this room contains extra ammunition for the group's weapons and twenty five scrip (the first half of the payment for kidnapping Kasuba's family).

The ground floor consists of two rooms. The first is a common room filled with threadbare and mismatching furniture that Red and his entourage have salvaged from the various buildings in the district. An Aethervox rests on a low coffee table to one side of the room; this is how Red's employer

intends to contact him to let him know whether or not Kasuba's family will be released. There are seven Ruthless Kidnappers on the first floor, but for each Ruthless Kidnapper the Fated defeated at Van Holden Boulevard (pg. 22), that number is reduced by one. If Red has not been defeated or captured by the Fated, then he is here as well.

The second floor is little more than an empty room with a broken stove, to which Sara and Lily Kasuba have been chained. A single Ruthless Kidnapper watches over them.

APPROACHING THE HIDEOUT

The mercenaries are keeping a casual watch on the surrounding area, but the Fated can sneak up on them with TN 12 Stealth Challenges (or TN 14 Stealth Challenges if Red is present). The mercenaries don't expect anyone to come up through the basement, so if the Fated enter via the tunnel, they gain + to these Challenges. If any of the Fated fail this Challenge, they're spotted by one of the mercenaries, who shouts to the others and begins combat.

If the Fated successfully sneak up on the kidnappers, Red and his lackeys are considered to be Slow on the first round of combat, which means that they spend their first turn doing nothing other than drawing their weapons. Red fights until he's reduced to 2 Wounds or less, at which point he attempts to escape into the Quarantine Zone.

Should the Fated decide to circle around to the collapsed south side of the building, they can climb up the rubble to reach the second floor.

JUST IN TIME

If the Fated arrive before 10 pm, then Sara and Lily are still alive. If the Fated climb up from the south, Sara notices them and starts talking to the Ruthless Kidnapper to distract him; drop the TN of the Fated's Stealth Challenges to 9.

The Kidnapper watching over Sara and Lily has the key to their handcuffs in his pocket. If the Fated don't think to search him, they can open the handcuffs with lockpicks and a TN 12 Lockpicking Challenge.

Once Sara and Lily are free, read the following text:



Mrs. Kasuba drops to her knees and gathers her daughter into her arms, clutching her tightly as she comforts her, whispering softly as the girl shakes and cries.

After a few moments, she stands, holding her daughter's hand, and turns her attention to you. "I don't know who sent you, but thank you, thank you so much. My husband and I, we're not wealthy, but... we'll find some way to repay you, I swear it."



Sara says that she overheard the men talking about how they were waiting for the second half of their payment from the Guild, and how she assumes that they're the ones who had her kidnapped. She's still surprised by that; she knew that the Guild and the Union had their problems, but she never thought that they would resort to kidnapping over "just a mine."

The mercenaries brought her and Lily through the tunnel in their basement, so if the Fated snuck into the Quarantine Zone another way, this gives them an easy route back to civilization. If the Fated didn't deal with the fladder mine in the tunnel, however, then Malifaux might have one last surprising (and explosive) twist to throw the Fated's way.

TOO LATE

If the Fated arrive after 10 pm, then the mercenaries have already received news that the strike hasn't ended, and they follow through on their threats to dispose of their hostages. The Fated can still defeat the bandits, but that will be a small consolation for the recently widowed Daniel Kasuba.

CONCLUSION

If the Fated succeed in rescuing Sara and Lily and returning them to Redemption, Daniel will be overjoyed to see his family and will gladly pay the Fated what he promised (22 scrip and a small bag of Soulstone dust (six charges, Lade 1, Size 0). If the Fated ever need his assistance in the future, Daniel will help them with anything he is able.

With the return of his family, Daniel has no reason to end the strike, which continues for another week before the Guild finally sends a negotiator to meet with him. They make a number of concessions to Redemption in order to get the mine functional again, and when the foreman finally returns to the town, she's little more than a figurehead.

If the Fated fail to rescue Daniel's family, however, then their loss leaves him crushed and broken. Without his leadership, the strike falls apart as the Guild brings in more strikebreakers, shattering the Union's grip on the town and bringing it more firmly under their control. The Union employees either accept contracts allowing them to work for next to nothing or pack up and try their luck at another Contract Town.

If Red survives the adventure, he'll eventually come looking for the Fated to get his revenge.



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.

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

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

For use with the Dead Outlaw

THE CURSED CONDITION

When a character gains the **Cursed** Condition, they also gain a Taboo: a prohibited act that strengthens the curse each time the afflicted character performs the act in question. As the curse progresses, it becomes increasingly dangerous to violate the Taboo, to the point of inflicting actual harm or even killing the afflicted character. The **Cursed** Condition is described in detail on page 154 of *Under Quarantine*. If you're not using *Under Quarantine* in your game, have the Dead Outlaws give out the **Slow** Condition instead.



DEAD OUTLAW

Some people spend their entire lives chasing money, lusting after riches and hoarding whatever wealth they can find. Others take it a step further, putting on a mask and risking their lives in daring heists to steal the money of others, surviving on society like a tick on the underside of a dog.

When an outlaw cares about money more than anything else - more than family, more than friends, more than even life itself - that passion can sometimes become a curse that lingers beyond death, raising the greedy miser up from the grave to protect their possession from those who would rob their graves.

Anyone taking a Dead Outlaw's possessions - its money, weapons, or even a bullet fired from its gun - runs the risk of contracting its curse. As the curse spreads, the victim becomes unwilling to spend money on the necessities of life and eventually succumbs to hunger, thirst, or exposure. Hours later, the cursed person rises from the grave as a new Dead Outlaw.

DEAD OUTLAW

Enforcer (7), Undead, Tormented

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

Skills: Appraise 3, Barter 2, Evade 3, Martial Arts 2, Notice 2, Pistol 3, Scrutiny 2, Toughness 3, Track 1.

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

Bury Me With My Gold: Any character taking this character's possessions after its destruction - whether that might be its weapons, ammunition, or valuables - gains the **Cursed +1** Condition with a Taboo of "part with money" for each item taken from this character.

(1) Sand in the Eyes (Martial Arts)

AV: 4 (11) ==== Rg: fist 1 ===== Resist: **Df**

Target gains the **Blind** Condition until the start of this character's next turn, plus one turn per Margin of Success on this attack.

skull *Extra Gritty:* The target becomes **Slow**.

(1) Collier "Rough Rider" (Pistol)

AV: 6 $\times$ (13 $\times$) ==== Rg: gun 10 ===== Resist: **Df**

Target suffers 2/3/4 damage. Capacity 6, Reload 2.

$\times$ *The Curse Spreads:* After damaging, the target gains the **Cursed +1** Condition with a Taboo of "part with money."

book *Piercing Shot:* When damaging, this attack ignores Armor and Hard to Wound.



ALLEY

The smuggler who goes by the name of "Alley" has been in business almost since the second opening of the Breach. He's been nearly everywhere in the city, from the Governor's Mansion to the darkest corners of the Quarantine Zone, and he only rarely came back from those adventures less than fully intact. He's missing three fingers on one hand and half of one foot (which he makes up for with a specially-fitted boot), a constant reminder of just how dangerous the city can be.

Alley takes his work (and his reputation) very seriously, but outside of the work itself, he's much more laid back. Once all of the business arrangements have been taken care of, he's more than willing to throw back a few drinks to celebrate the deal and even joke around with his employers, though his sense of humor tends to be a bit dark.

ALLEY

Enforcer (8), Living, Mercenary

<i>Might</i> -1	<i>Grace</i> 2	<i>Speed</i> 2	<i>Resilience</i> 1
<i>Charm</i> -1	<i>Intellect</i> -1	<i>Cunning</i> 2	<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> 6	<i>Wounds</i> 7	

Skills: Athletics 1, Barter 2, Carouse 1, Centering 3, Deceive 2, Geography 1, Melee 3, Navigation 3, Notice 2, Scrutiny 1, Shotgun 3, Stealth 2, Toughness 2.

Flick of the Wrist: This character uses his Grace instead of Might when making Close Combat attacks.

Unassuming: This character gains **+** to any duel to avoid being noticed in a group or angering someone.

(1) Jack Knife (Melee)

AV: 5 (13) ===== Rg: **///** 1 ===== Resist: **Df**
Target suffers 1/2/4 damage.

(1) Chesterfield Model 1897 (Shotgun)

AV: 5 (13) ===== Rg: **↖** 12 ===== Resist: **Df**
Target suffers 3/4/5 damage. This weapon gains **+** to its damage flip. Capacity 5, Reload 3.

Blown Back: After damaging, if this attack dealt Moderate or Severe damage, the target is pushed 1 yard away and takes the Drop Prone action.

Alley has more than enough money tucked away to set himself up for an early retirement, but deep down, he knows that he'll never stop smuggling. He loves the thrill of the job and never really knowing what's going to be around the next corner. He's more or less come to accept that he'll probably die out in the Quarantine Zone somewhere.

That being said, Alley tries his hardest to keep that day as far in the future as possible. He's careful about who he takes a job with, doesn't mess with the Guild unless necessary, and always brings a shotgun with him to negotiations... just in case.



RED KETTRAL

Red Kettral - or "Red Kettle" as he's known in mercenary circles - is the sort of man who has begun to believe the inflated legend that he's created for himself in his own mind. He's had some success working as a mercenary and has managed to gather some like-minded swords for hire to his banner, and that's led him to believe that he's going to become the next Von Schill. They haven't yet settled on a name for their mercenary group, but after weeks of debate the top three contenders are the Devil's Fingers, the Killers, and the Malifaux Bombers.

Red is arrogant, standoffish, and prone to boasting, but he's not stupid. He's lived as long as he has by knowing when it's time to fight to the bitter end

RED KETTRAL

Enforcer (7), Living, Mercenary

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

Skills: Acrobatics 1, Athletics 2, Centering 3, Evade 2, Intimidate 2, Melee 2, Notice 3☉, Pistol 3, Stealth 1, Thrown Weapons 2, Toughness 3.

Quick Draw: This character gains the following Trigger on any Challenge Flip:

☉ *Quick Draw:* Take a Ready Weapon Action immediately after this Challenge Flip is resolved.

(1) Throwing Knife (Melee)

AV: 4 (11) ===== Rg: ☞ 1 or ☞ 6 === Resist: Df
Target suffers 1/2/3 damage.

(1) Peacebringer (Pistol)

AV: 6☉ (13☉) ===== Rg: ☞ 10 ===== Resist: Df
Target suffers 2/3/5 damage. This character gains a ☞ to Intimidate Challenges. Capacity 6, Reload 1.

and when it's time to flee, and he'd rather live to get revenge another day than go down in a flurry of bullets and be forgotten inside of a week.

The past few jobs he's accepted have all come from the Guild and have mostly involved kidnapping people. He doesn't ask too many questions - it's not a good way to do business in his profession - but he's grown fond of how much the Guild pays for these little tasks. Kidnapping might not pay as well as hunting down Nephilim or chasing undead sea monsters in the city's river, but it's far safer, and that's the important thing in Red's eyes.



RUTHLESS KIDNAPPER

These cold-blooded mercenaries are members of Red Kettral's gang of kidnappers and hired thugs. None of them are particularly great fighters or strategists, so falling into continuing employment as "off the books" thugs for the Guild was a particularly lucky break for the lot of them (and most of them realize this).

They have more or less bought into Red's dream of forming a mercenary group to rival the Freikorps, and that unlikely goal is what has kept their numbers above what is, frankly, sustainable given how much the Guild has been paying them for each job. It's good money, sure, but once Red has taken his cut and the rest has been split eight ways, it doesn't go very far. If they were required to do more than just stand around and watch a prisoner for a few hours at a time, it might have even become a point of contention between them and their leader.

RUTHLESS KIDNAPPER

Minion (5), Living, Mercenary

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

Skills: Athletics 1, Barter 1, Carouse 1, Evade 2, Melee 2, Navigation 2, Notice 2, Pistol 3, Stealth 1, Toughness 2.

Undermine Confidence: This character gains + on all Intimidation duels made during Narrative Time.

(1) Brahk'blade (Melee)

AV: 4 (9) ===== Rg: 2 ===== Resist: Df

Target suffers 2/3/4 damage. This weapon may not declare Triggers.

(1) Collier Navy (Pistol)

AV: 5 (10) ===== Rg: 12 ===== Resist: Df

Target suffers 2/3/4 damage.

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

As is, however, most of the Ruthless Kidnappers are fairly happy with their lot. The Sink is all but abandoned, short of a few wandering undead and the occasional rat, and they've got a safe tunnel they can take back to civilization whenever they want to spend their handfuls of scrip on cheap booze and cheaper whores.

It's unlikely that Red is going to be able to keep the group together for much longer; at the first sign of significant trouble, half of these mercenaries will probably disappear into the night with as much of his money as they're able to safely get away with. They all have their plans about how to do it, but the same lack of ambition and initiative that keeps them from striking out on their own also prevents them from walking away from an easy job.



GUILD GUARD

GUILD GUARD

Minion (5), Living, Guardsman

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

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

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

(1) Refurbished Infantry Sword (Melee)
 AV: 4 (9) ===== Rg: 1 ===== Resist: Df
 Target suffers 1/3/4 damage.
 Critical Strike: When damaging, deal 1 additional damage for each in the final duel total.

(1) Refurbished Collier Army (Pistol)
 AV: 4 (9) ===== Rg: 12 ===== Resist: Df
 Target suffers 1/3/4 damage. Capacity 8 Reload 2.
 Arrest: After succeeding, the target gains the following Condition until the end of its next turn: "Arrest: This character must discard a card to perform a movement action."

The Guild Guard is the division of the Guild that handles general peacekeeping and law enforcement within the city of Malifaux and the surrounding areas. Typically traveling in pairs, they are authorized to make arrests and dispense justice in accordance with the Guild's draconian laws, but in actuality, there is a great deal of discrepancy in just how much justice one can expect to receive from a guardsman. Many of them are corrupt, and it's commonly accepted among many of the city's residents that bribes are a necessity when dealing with the Guard.

Dressed in their distinctive red and gray uniforms, the Guild Guard are easy to spot in a crowd. While the Guild believes that this conspicuousness serves a purpose in deterring criminals from committing crimes, in practice it just encourages residents to practice their activities in areas the Guild doesn't care about (and thus, doesn't patrol).

The guardsmen who are lucky enough to be assigned a job at the train stations are usually those with enough political or family connections to ensure that they have a position that won't put them in any real danger.

MINERS ON STRIKE!

...

Redemption's miners have gone on strike after a tunnel collapse, but someone wants to see if the strike will break.

The leader of the miners has had his family kidnapped, and there's not much time left before they're killed.

Can you save his family before time runs out?

...

Dirty Deeds is a fun One Shot adventure for the Through the Breach roleplaying game. It requires the Fated Almanac to play.



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