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THROUGH THE BREACH



A
STITCH
IN TIME

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A STITCH IN TIME

Penny
Dreadful

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INTRODUCTION

A Stitch in Time is a Penny Dreadful adventure for the *Through the Breach* roleplaying game. Unlike other Penny Dreadful adventures, *A Stitch in Time* was the focus of the 2017 Worldwide *Through the Breach* Event.

This adventure consists of four Acts, each one encompassing one to two play sessions. Fourteen pre-generated characters have been provided for players to control during these adventures, but the players are also welcome to use characters of their own creation.

Over the course of this adventure, the Fated find themselves assisting Kizzy Shepard, an inventor who is seeking to create a machine capable of opening rifts between Earth and Malifaux.

Unfortunately for Kizzy (and the Fated), her machine doesn't quite function as intended. Instead of sending the Fated to Earth, the machine actually hurls them backwards through time, leaving them in the late eighteenth century. As they attempt to migrate through the sinister plans of an eccentric necromancer and a doomed love triangle, the Fated will have the opportunity to change history... for better or worse.

This book includes all the rules and stats you need to run this adventure. As a result, the only other book you truly need to use this supplement is the *Core Rules*.

As this is a Penny Dreadful, if you are not a Fatemaster who plans on running this adventure, read no further. You wouldn't want to spoil the surprise!

WITHIN THESE PAGES

This book is divided into six chapters. Each chapter focuses on a different aspect of the adventure.

CHAPTER 1: INTRODUCTION

This is the section you're reading now!

CHAPTER 2: ADVENTURE

The adventure makes up the bulk of *A Stitch in Time*. Each Act is presented individually and is intended to be played over one or two game sessions.

CHAPTER 3: FM CHARACTERS

This chapter contains descriptions and stat blocks for the various adversaries the Fated might encounter over the course of the adventure

CHAPTER 4: COMPLICATIONS

Sometimes it necessary to split an Act across two sessions. Other times, the Fated breeze through the story and need a bit more content to fill out a full session. In either case, this chapter provides alternative plot hooks that can be used to present additional challenges to the players or to add a bit more action or intrigue to the scene.

CHAPTER 5: FATED CHARACTERS

This chapter contains pregenerated characters the players can use to play through *A Stitch in Time*. These characters are designed to work well with the adventure and were part of the 2017 Global *Through the Breach* event, but the adventure can also be played using characters created by the players!

CHAPTER 6: APPENDIX

This appendix provides Tarot Tie-ins that include the Destiny Steps possessed by the pregenerated characters in this book.

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."





A STITCH IN TIME

ACT I, PROLOGUE:

BLEEDING EDGE TECH

When *A Stitch in Time* begins, it's 10:00 am on a brisk February morning and the Fated are assisting an inventor, Kizzy Shepard, with her research. She's on the edge of a breakthrough that will change the world, and the various factions of Malifaux have each expressed an interest in her work.

For this reason, the faction that has become Ms. Shepard's patron is variable, depending upon the allegiances of the Fated. If the majority of the Fated belong to a single faction, then that faction is the one supporting Ms. Shepard's research, which determines some of her character details, as noted below.

If there is no clear majority among the Fated's allegiances, then Ms. Shepard's patron is determined by consulting the priority list below. Start at the top and work down, stopping as soon as you reach one of the factions that is tied for most representatives among the Fated:

- **Guild:** Shepard is a member of the Guild's Amalgamation Office, which is tasked with maintaining the Guild's combat constructs and stopping the illegal grafting of flesh to machinery.
- **Arcanist:** Shepard is a Steamfitter, one of the Guild-approved mages who ensures that the Union's mining constructs remain active and functioning.
- **Ten Thunders:** Shepard is an "independent" inventor whose younger brother is being held by the Ten Thunders to ensure her loyalty. She's somewhat bitter about the whole thing, as one might imagine.
- **Outcast:** Shepard is a freelance inventor with no ties to any organization.
- **Neverborn:** Shepard is a Brilliance addict. The "drug" has increased her intelligence and given her incredible insights into her work, but the signs of her addiction are already starting to show themselves.
- **Resurrectionist:** Shepard was kidnapped by the "students" of the University of Transmortis and dragged into the sewers. She managed to convince Professor Von Schtook of the importance of her work, but to ensure her compliance, he removed her heart and replaced it with a mechanical pacemaker.
- **Gremlins:** Shepard's reputation is in shambles due to her last invention exploding during a demonstration and injuring some important Guild officials. Blacklisted by every respectable scientist, she's been working with the Tucket family in order to obtain the parts she needs to complete her latest project.

Once Shepard's affiliation has been revealed to the Fated, read the following text:



You've spent the past few weeks in the service of Kizzy Shepard, a brilliant engineer whose work has attracted the attention of your superiors. When you first met her, you were convinced that she was a disorganized crackpot and that this whole assignment was a waste of your time, but since then, you've seen her lofty goals move out of the realm of science fiction and into the land of functional prototypes.

You're wrenched from your reminiscing as Kizzy's device lurches into motion with the grinding of metal on metal. The strange machine takes up much of the room, leaving only a few narrow paths that wind their way across a viper's nest of thick tubes and power cables. Everything seems to be going well at first, and you can see a baseball-sized hole forming at the center of the device, its edges ringed with sparkling green light so vivid that it makes the rest of the room seem smudged and faded by comparison.

The sight almost distracts you from the rattling sound coming from the machine nearest you. You've only just started to wonder if you should mention it to Kizzy when something inside the machine finally gives out, producing an ear-rending screech and a thick cloud of black, oily smoke. Kizzy is at its side in a heartbeat, swearing loudly as she flicks switches to shut the machine down.

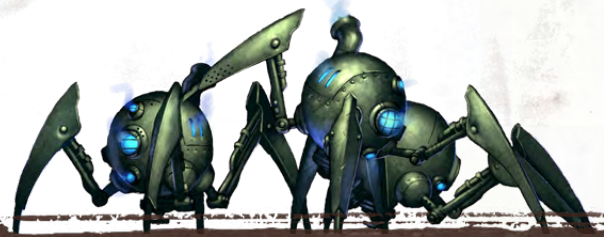
"Dammit!" she calls back to you, desperation and annoyance evident in her voice. "Get the window open!"



Any of the Fated can open the window. It's rimed with frost, and as soon as it's open, a chilly breeze blows into the room. If the Fated just stand there and don't get the window, Kizzy looks up from her machine after a moment, scowls at them, and then crosses the room to open it herself.

Kizzy's device takes up the entirety of the room. Large boilers line the walls, creating steam power for the central apparatus, and thick cables run between them, connecting one machine to the next. The machines make a low, humming sound when active and give off a great deal of heat.

The center apparatus is about waist high, with stabilizing prongs that jut upward to cradle an open space where the dimensional rift can form.



TRAVEL TIMES

Kizzy Shepard's workshop is located in the Easterly Slums. She's not on a pressing schedule, but the Fatemaster may still find it convenient to know how long it takes to travel between one location and the next.


When the Fated decide to travel to Layton's workshop in the Howling Slums, it's a five hour walk from the workshop, though they can drop their travel time down to an hour and a half by hiring a carriage for 0.50\$ per person.

Traveling from Shepard's workshop to the Guild Enclave is a two and a half hour walk, or forty five minutes by carriage. Captivating Salvage and Logistics is a two hour walk from Shepard's workshop, or forty five minutes by carriage.

ACT I, SCENE 1:

WEIRD SCIENCE


Regardless of whether or not the Fated open the window, read the following text:



The smoke gradually thins as the grinding of the machine slows to a halt. With all of the machines going at full steam, the cramped room had been quite comfortable, but now, their heat is starting to fade, and the chill of late winter is once again making its presence known.

Kizzy Shepard makes her way back to the center of the device, where the small dimensional rift had been floating a moment earlier. She's dressed much as she always is - corset, jacket, and men's work pants - and you can just barely make out the dark stains of grease on her coffee-brown cheeks. Her left arm is pneumatic, but rather than ending in a mechanical hand, her limb ends in a detachable tool-head.

"Did you see it?" she asks, her eyes wide. "We had a Breach going for a few moments, before the interocitor failed. If we can get our hands on another one, I can adjust the turboencabulator to compensate for the power requirements, and then..." She catches herself rambling and turns back to you with a grin. "Long story short, we'll be able to duplicate what those Burning Man cultists are doing and make our own Breaches, wherever and whenever we want."



If she can make it work, Kizzy Shepard's invention will have some serious ramifications for both Malifaux and Earth. She's on track to become one of the most famous inventors in history, and she knows it. She's more than willing to share that fame with the Fated (or at least, a lesser portion of that fame), but first she needs to repair her device.

If the Fated have any questions about the device, she's happy to answer them, now that it's been proven to work. Some possible questions (and her response to them) might be:

- **Purpose:** If asked about the purpose of the device, Kizzy is a bit noncommittal. She suggests that it might be able to be used to help move supplies to war-ravaged areas or to quickly evacuate refugees to safety. If the potential military applications of such a device are brought up, she acknowledges that her invention could be used in that way but doesn't linger on the thought.
- **How it Works:** If asked how her invention works, Kizzy says that it replicates the unstable magic demonstrated by the Cult of the Burning Man during the battles on Earth. Her patrons have provided her with enough data on such battles (primarily acquired through mercenaries using fluxometers to examine battle sites back on Earth) to give her an idea of what their magic was doing, and from there it was just a matter of building a device that could mimic that effect. If the Fated succeed on a TN 15 Engineering Challenge, they realize that Kizzy's device is actually warping the laws of reality around itself and that it almost certainly is being powered by multiple Soulstones. A TN 13 Scrutiny Challenge reveals that Kizzy is being vague in her explanations because she doesn't truly understand just how her invention does what it does; she's been throwing science at the wall, and finally, something stuck.
- **Why She's Building It:** If asked why she's building a device to create Breaches, Kizzy explains that it's the sort of invention that could change the world. She believes that a lot of Malifaux's problems arise from there only being one stable Breach (that she knows of, at least), and that being able to open a portal between one world and the other will allow humanity to quickly defeat the forces attacking it. At first, she was just toying around with the idea, but as she started to realize that it might be possible, she fully committed herself to the project.

Before she can change the world, though, Kizzy is in need of a new interocitor. Read the following text:

Shepard spends a few minutes digging around inside the machine. Eventually, she manages to disconnect and remove a charred device from its interior. It's roughly the size of a loaf of bread, and the triangular attachment protruding one side of the interocitor is partially melted and deformed.

"Yup, it was the interocitor all right." Shepard scowls down at the ruined device before looking back to you. "It'll take some time to recalibrate the turboencabulator. While I'm doing that, I'm going to need you to find the parts I need to build a new one."

She sets the melted device down and crosses the room to find a scrap of paper and a piece of charcoal, which she uses to scrawl down an address. "I hate to say it, but your best bet is to pay my former partner a visit. He built this interocitor, and he might have an extra one, or at the very least, the plans and components I can use to build one."

Kizzy hands you the scrap of paper, emotion flickering briefly across her face. "His name's Rasul Layton. We parted on bad terms, so..." She pauses, then shakes her head. "Just bring back an interocitor, alright?"

If the Fated ask about her relationship with Layton, Kizzy waves it off as unimportant. A TN 13 Scrutiny Challenge allows the character to notice that Kizzy seems to be harboring romantic feelings for the man, and a Margin of Success lets them to guess that Kizzy and Layton had likely been in a relationship that ended badly.

A TN 13 Bewitch or Convince Challenge is enough to get Kizzy to admit that her partnership (and relationship) with Layton only ended because his family threatened to cut him off from his inheritance if he continued to see a black woman. There was a fight involved, both of them said things they regretted, and each of them took their half of the project and went their separate ways. That was five months ago; they haven't seen or spoken to each other since.

Once the Fated are ready to visit Layton's workshop, proceed to Scene 2: Industrial Espionage.



ACT I, SCENE 2:

INDUSTRIAL ESPIONAGE

Rasul Layton's workshop is located in the Howling Slums, an unpatrolled and dangerous neighborhood south of the Fortune River. When the Fated arrive, read the following text:

Layton's workshop occupies the two upper floors of a three-story building. The ground floor boasts two wide, slightly grimy shop windows that display shelves stacked with delicious pastries and cakes. The sign out front announces that the bakery is named "Limpett's Crumpets." Glancing through the windows and past the pastries, you can see a middle-aged woman in a clean yellow dress and a stylish hat carefully adding frosting to a three-layer angel food cake.

The woman inside the shop is the eponymous Natalee Limpett. If the Fated inquire about Rasul Layton, a TN 8 Bewitch or Intimidate Challenge results in her directing them towards the back of the shop, where a closed door leads to a staircase stretching up to Layton's workshop on the second floor (though anyone taking the time to explore the pastry shop will automatically discover the door).

Once the Fated start up the steps, however, they discover how the Howling Slums earned their name. Read the following text:

You're no more than a few steps up the stairway when the ground beneath you begins to tremble. A deep, grinding sound halfway between a drawn-out scream and the screech of tearing metal rises up from below you, still quite loud despite the earthen layers between you and the source.

Glancing back at the pastry shop, you catch sight of Ms. Limpett darting for the shop window, where she manages to catch two of her multi-tiered cakes before they tumble to the floor.

The screeching sound recedes after only a few seconds, and the trembling ceases shortly afterwards. With a relieved sigh, Ms. Limpett readjusts her window cakes and walks back behind her desk, seemingly unconcerned with the strange occurrence.

If the Fated ask Ms. Limpett about the sound, she admits that she doesn't really know what causes it, but that it usually happens once or twice a week. "That's why we live in the Howling Slums and not the Sleeping Quietly Slums," she jokes.

She goes on to note that the Guild has assured the citizens that the periodic sounds are harmless. Without any related incidents to convince them otherwise, the residents have grown someone accustomed to the sporadic interruptions. A TN 8 Scrutiny Challenge reveals that Ms. Limpett is speaking what she believes to be the truth.

The rumbling doesn't have anything to do with the rest of the adventure; it's just a quirk of the district and a reminder that there are greater mysteries the Fated can unravel in the future.

LAYTON'S WORKSHOP

When the Fated reach the top of the steps, read the following text:

The building's second floor is a jumbled mess of workbenches and cardboard boxes, all of which have been stacked and filled with piles of mechanical parts and tools. The stairway continues upward for another floor, most likely leading to Layton's bedroom and washroom.

A slim figure stands over a workbench some ten feet from you, its back turned. Faint light filters through the window behind it, illuminating a bald head that is lowered in thought.

The figure is a Coryphee construct that Layton uses to protect his workshop. He's given it instructions to ignore Ms. Limpett, and as a result, she is unaware that it is anything other than a walking mannequin that he dresses up in women's clothing (she tries not to think too much about it).

A TN 8 Notice Challenge reveals that the figure has mechanical joints in its shoulders and arms, and that it's wearing a woman's dress (one of the dresses that Kizzy Shepard lost in the breakup, in fact).

If the Fated call out, approach the Coryphee without making a TN 11 Stealth Challenge, or otherwise make their presence known to the construct, it attacks them. If the Fated attempt to climb the stairs, they must succeed at a TN 11 Stealth Challenge to avoid stepping on a squeaky board and similarly alerting the Coryphee.

If the Fated are noticed by the mechanical sentry, read the following text:

The figure turns with startling grace, revealing a blank face akin to that of a mannequin. It raises its arms threateningly, and you can now see that its hands have apparently been replaced with large, scissor-like knives. The machine leaps up into the air and lands in a crouch next to [closest Fated], its blank face tilting upwards as it slashes out with its decapitating blade-arms.

Layton's workshop is three yards wide and five yards long, and the machine parts and workbenches strewn about the room make it count as Severe Terrain (characters move through the area at half speed). The stats for Layton's Coryphee can be found on page 89.

If the Fated avoid antagonizing the Coryphee for two minutes, Rasul Layton comes downstairs and greets them. If the Fated end up in combat with the Coryphee, he hears the commotion and hurries downstairs at the end of the second round of combat.

Either way, read the following text:

A series of quick footsteps rushing down the stairs alert you to the arrival of Rasul Layton. He's pulling on a dark cotton vest over a hastily buttoned blue shirt, both of which contrast sharply with his pale skin and straw-colored hair. "What're y'all doing in my home?" he angrily demands, his accent unmistakably southern American.

If the Fated are in combat with his Coryphee, Layton motions for it to stand down, at which point it lowers its blades and ceases to attack. If the Fated have already destroyed the construct, Layton's eyes widen with surprise and anger as he realizes that his (very expensive) machine has been destroyed.

Should the Fated succeed in sneaking up the steps to speak with Layton, they find him changing out of his work overalls and into the shirt and vest described above. He reacts in much the same way to the discovery of random people wandering through his home, and if the Fated threaten him, he calls for his Coryphee to defend him.

If the Fated were injured by his Coryphee, Layton doesn't offer to provide first aid (he doesn't know the first thing about medicine), but he can give them bandages to bind their own wounds. If any of the wounded Fated are Constructs, however, he can use his Artefacting skills to repair their body, which heals 3 damage for every hour he works.

Shepard and the Interocitor

Rasul Layton most likely isn't all that happy to see the Fated, and he becomes even more upset if they mention Kizzy Shepard. He makes it clear that he doesn't "have anything to do with that woman." A TN 10 Scrutiny Challenge reveals that he's trying hard to put distance between them.

If the Fated ask Layton about his relationship with Shepard, he initially denies that any such relationship happened, but a TN 10 Bewitch, Convince, or Intimidate Challenge is enough to get him to admit that there was something between them "long ago" but that it ended almost as quickly as it began. If the Fated achieve a Margin of Success on this Challenge, he elaborates, admitting that he had feelings for Kizzy, but his family forced him to cut all ties with her due to her race. Slavery in the American South may have ended a generation ago, he points out, but such a relationship would still be frowned upon by society back home.

If the Fated ask Layton about the interocitor, he readily admits to having the schematics necessary to build one, but because it's not yet been registered for a patent with the Guild's Amalgamation Office, he's not willing to let others see them. A TN 10 Bewitch, Convince, Deceive, or Intimidate Challenge can convince him to make a copy for the Fated (which takes two hours) or to hand over the original copy (if they achieve a Margin of Success on the Challenge).

Alternatively, the Fated could help Layton register his schematics with the Amalgamation Office. This requires a trip to the Guild Enclave (about ten miles) during business hours (8 am to 5 pm), a two-hour wait to speak with a patent clerk (which can be avoided with a TN 10 Bureaucracy Challenge), a two-hour interview during which Layton explains the device to the slightly muddled patent clerk, two hours making a copy of the plans for the Guild's records, and finally, a five scrip patent fee (which he had been unable to afford due to research expenses). Once Layton has received his patent, his opinion of the Fated improves considerably and he makes them a copy of the plans as well (which takes two hours).



If the Fated convince Layton to hand over his plans or help him to register his patent, he tells them that he can't actually build an interocitor at the moment, as he's missing two important components: a vacuum manifold and a toroidal combustion chamber. He had been planning to visit Captivating Salvage and Logistics, a pawn shop in the Riverfront Slums, to pick up a vacuum manifold, but the toroidal combustion chamber was surplus that he purchased from the Guild's Amalgamation Office. If the Fated traveled to the Amalgamation Office to register Layton's patent, then they're already in the right place to start tracking down the toroidal combustion chamber.

Details on these two devices can be found in Scene 3: The Vacuum Manifold (pg. 14) and Scene 4: Combustion Chamber (pg. 19).

SEARCH THE WORKSHOP


If the Fated decide to ransack or otherwise search Layton's office while he's present, he rushes downstairs and shouts for Ms. Limpett to flee. She hurries outside, but because they live in the Howling Slums, neither she nor Layton expect to find any guardsmen who care about what happens to their home and/or business. They just try to put distance between themselves and the Fated.

The workbenches in Layton's workshop are stuffed full of various plans and schematics (primarily for useful but unexciting devices like automatic coffee machines or bread-toasting gadgets). A TN 9 Literacy or Engineering Challenge is needed to separate the interocitor plans from all of the other schematics. The Fated can attempt this check any number of times, but each subsequent search takes half an hour.

Two components on the schematics are circled and accompanied by notes: the vacuum manifold - which is shaped like an imploding pear - has the words "Captivating Salvage and Logistics?" scrawled next to it, while the toroidal combustion chamber - which resembles a donut that's been wrapped in wires - bears the reminder "Guild surplus - Amalgamation Office."

RETURNING TO SHEPARD


If the Fated return to Shepard with the interocitor plans, read the following text:



Shepard is quite happy when you deliver the plans back to her lab. "This is great," she says as she unfurls them across a cluttered table. "Let's see what we've got here..."

As Kizzy looks over the plans, her face gradually scrunches up in annoyance. "Alright... I think this should be doable, but we're going to need some rare parts." She taps the plans as she points out two strange-looking components. "It looks like Layton was going to get a vacuum manifold from Captivating Salvage and Logistics. It's a pawn shop over in the Riverfront slums. The owner is seriously creepy, but he usually has all sorts of machine parts that you can't get elsewhere in the city. This other part, the... toroidal combustion chamber? It looks like he bought it surplus from the Guild. You'll just have to go talk them out of another one."

She rolls up the plans and turns to face you, her expression softening into a smile. "Those two parts are all that stand between us and a portable breach. The faster you get them back to me, the faster we can get this machine finished."



In order to help the Fated obtain the parts she needs, Shepard gives them a total of ten scrip to cover their costs. If they succeed at a TN 12 Barter Challenge, they can talk her up to 14 scrip.

Details on the two devices Shepard needs can be found in Scene 3: The Vacuum Manifold (pg. 14) and Scene 4: Combustion Chamber (pg. 19). The Fated can attempt to retrieve the devices in any order they wish.

ACT I, SCENE 3:

THE VACUUM MANIFOLD

In order to retrieve a Vacuum Manifold, the Fated will have to travel to Captivating Salvage and Logistics, a pawn shop located in the Riverfront District.

Unfortunately for the Fated, the shop's owner, Leveticus, is away on an unrelated mercenary assignment. In his absence, one of his rivals, Marwin Jalarn, has sent a group of "modified" mercenaries to break into Leveticus' pawn shop and steal some supplies... including the vacuum manifold needed by the Fated. He's not building an interocitor, but the unrelated machine that he's making still needs a vacuum manifold to function.

When the Fated set out, read the following text:



Ever since entering the Riverfront Slums, you've had a bad feeling. You haven't seen any Guild guardsmen patrolling the streets, which isn't too unusual for a slums district, especially in February, but neither have you seen anyone else in the streets. You've caught some furtive movements in the shadows from time to time, and snippets of shouting voices or crying babies drifting down from the apartments you pass, but everyone seems to be avoiding any sort of overt travel.

Captivating Salvage and Logistics ends up looking far more like a junkyard than a pawn shop. The building is a hunched, single-story warehouse that has been converted into a storefront, and its corrugated metal walls are discolored and stained with water marks. In the rear is a fenced-off space that appears to be stacked high with piles of rusted junk, much of it jutting out at dangerous angles.

The front door of the shop is open, despite the "Closed" sign that hangs from the door, and you can hear muffled conversation coming from within. Multiple footprints lead through the dirty slush of the streets and directly into the shop.



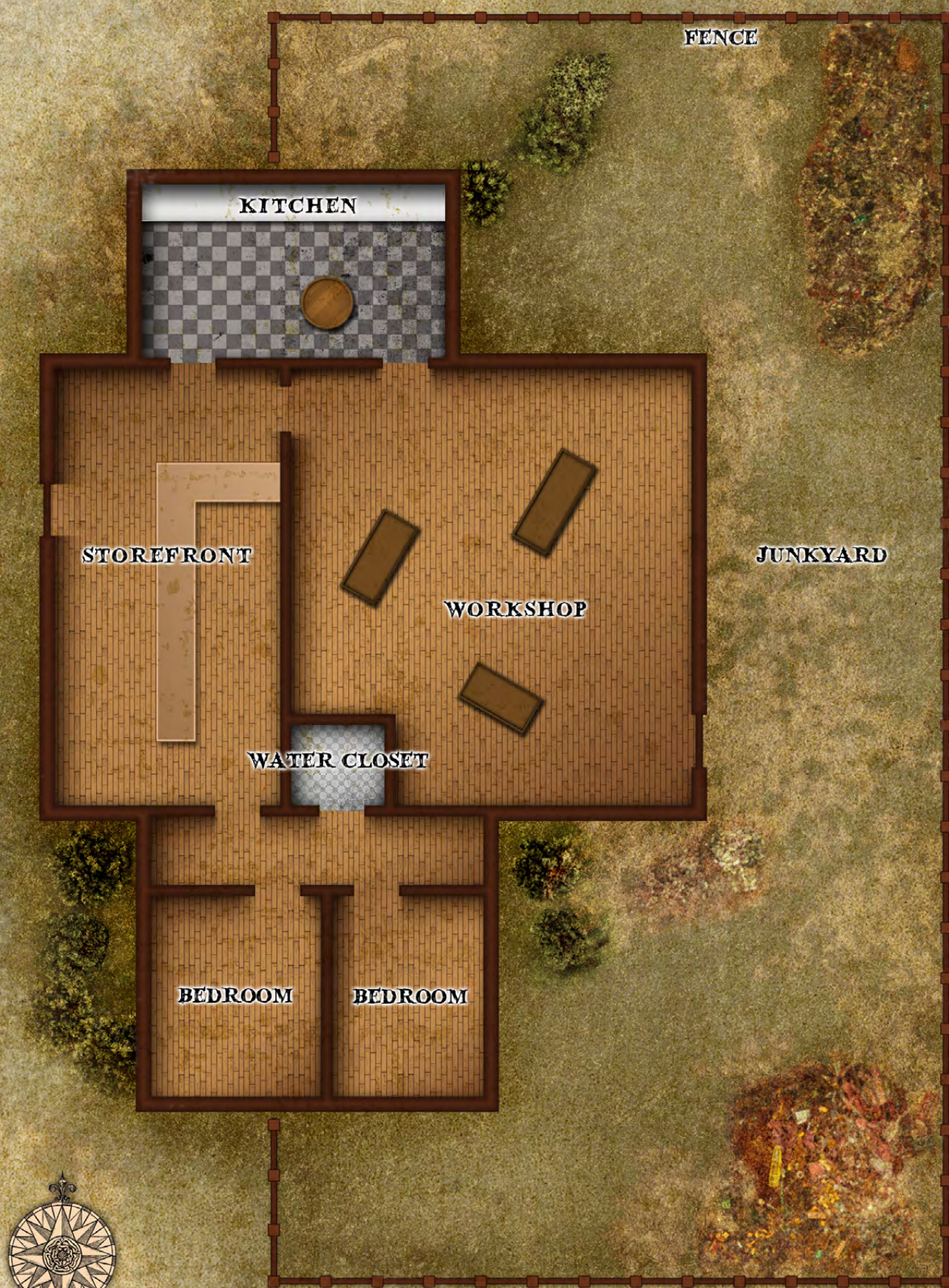
A map showing the layout of Captivating Salvage and Logistics can be found on the next page.

The Fated can hop or cut through the fence to access the junkyard without having to go through the pawn shop proper. The fence is made up of small chain links and is topped with barbed wire. Climbing it requires a TN 10 Athletics Challenge, but unless the character devises some means of bypassing the barbed wire (such as throwing a carpet over it), she suffers a 1/2/4 damage flip for each Climbing attempt that was successful or that generated a Margin of Failure.

Alternatively, if the Fated have bolt cutters or a similar tool, they can just cut through the fence. See The Junkyard (pg. 17) for more details.

If the Fated attempt to eavesdrop at the door, a TN 9 Notice Challenge allows them to pick up the voices of two people arguing about where "he" might have hidden it. A gravelly man's voice indicates that he thinks "it" must be up front with the cash, while the quieter, feminine voice believes that "it" is out back with the rest of the junk and that they should be back there helping "the others" search for it.





N

THE STOREFRONT

Any character that tries to sneak into the front office without alerting the mercenaries needs to succeed on a TN 13 Stealth Challenge; it's a small office and there's little room to hide. On a success, the thieves fail to notice the Fated and are **Slow** on the first round of any resulting combat. On a failure (or if the Fated don't bother to hide), the thieves notice the Fated and immediately attack them; they're under instructions to kill anyone that interrupts their search.

Either way, read the following text when the Fated enter the room:



The interior of the pawn shop is just as neglected as its exterior. A wide counter dominates the center of the room and wraps around to meet the far wall. Two doors to the north lead into separate rooms, as does a door on the south side of the room.

The room is ransacked. Loose nuts, bolts, and washers are scattered across the floor, and multiple crates have been pulled down from the wall shelves and emptied out onto the counter. The thieves responsible for the mess - a man and a woman, both with dark hair and a certain resemblance - are currently prying up the floorboards with crowbars. Judging from the dark bags under their eyes, they haven't slept in some time.



As noted above, these two siblings - Cliff and Winona Crocetti - attack the Fated as soon as they notice them. They ignore any attempts at diplomacy or conversation; they know that their lives are forfeit if they don't complete their mission. They both begin the battle behind the counter, which affords them Hard Cover, but they do not have their pistols drawn.

The Crocettis use the Gudgeon stats on page 90. Note that when they are killed or knocked unconscious, they transform into Abominations. Stats for these Abominations can be found on page 91.

If the Fated search the remains of the Crocettis after the fight, a TN 9 Notice Challenge finds a (likely blood-splattered) drawing of a few different mechanical parts (including a vacuum manifold) in their possession. A TN 9 Literacy or Engineering Challenge is enough to confirm that, while the drawing is clearly describing the same part they're searching for, the other parts don't look like anything else in the interocitor plans; the Gudgeon are most likely attempting to build a separate device entirely. There's also a handful of scrip on their corpses (7 scrip total) and two dozen extra bullets.

There's no sign of a vacuum manifold in the storefront or the other rooms (which have been similarly ransacked).

Any sort of gunfire or particularly loud magical spells alerts the Gudgeon in the junkyard behind the shop that something is up. They draw their weapons, take cover behind junk piles, and wait to ambush the Fated.

BEDROOMS AND KITCHEN

The bedrooms and kitchen of the pawn shop have been thoroughly searched, but by the way that everything is scattered around, it doesn't look like the people that searched it found anything of value. If the Fated search these rooms, they can attempt a TN 10 Notice Challenge in each room.

On a success in the larger room, the Fated find 17 scrip and sixty bullets, neither of which the searchers seemed all that interested in taking.

On a success in the smaller room (which is peppered with simple, stitched dolls of crude design), the Fated find a few letters written by a child to her parents, though none of them have actually been sent. The young author hates her life at the pawn shop and pleads with her parents to find and rescue her.

WORKSHOP

A nonfunctional mechanical tiger is splayed out on one of the room's workbenches. Its rear left leg is partially crushed and hasn't yet been repaired, though all the tools and parts to do so are laid out nearby. If the Fated attempt to repair the construct, it takes two hours of work and a successful TN 12 Artefacting Challenge to replace its damaged leg.

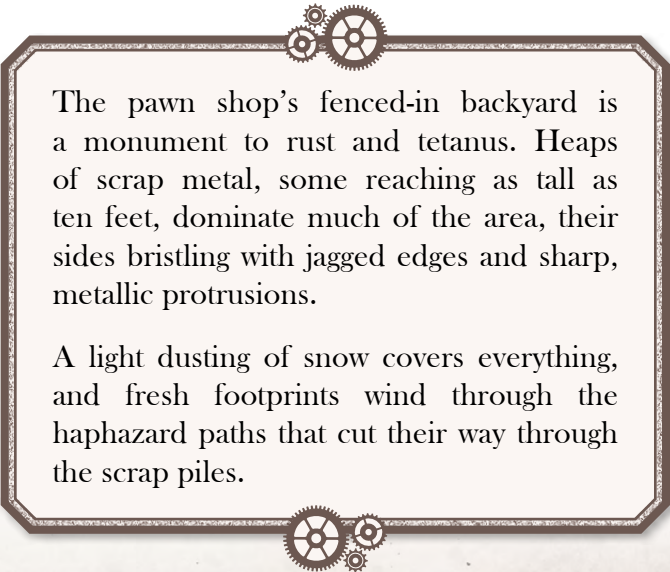
If the Fated fail this Challenge, they can attempt it again without another two hours of work, but each attempt after the first requires an expenditure of at least 2 scrip worth of scrap or a half hour of searching the junkyard behind the shop for parts.

The tiger is a Hunter construct. If the Fated have some means of animating it (such as the *Animate Construct* Magic or the *Mechanical Animation* Action of the *Engineer Pursuit*), then the Hunter can be turned into a valuable asset for the group. Its stats can be found on page 95.

If the Hunter is animated before its leg is repaired, its *Speed Aspect* is reduced to -3, which reduces its *Walk* and *Charge Aspects* to 3 and lowers its *Defense* to 1 (7).

THE JUNKYARD

The Junkyard is where the bulk of the pawn shop's scrap metal, scavenged devices, and broken constructs can be found. When the Fated enter the junkyard, read the following text:



The pawn shop's fenced-in backyard is a monument to rust and tetanus. Heaps of scrap metal, some reaching as tall as ten feet, dominate much of the area, their sides bristling with jagged edges and sharp, metallic protrusions.

A light dusting of snow covers everything, and fresh footprints wind through the haphazard paths that cut their way through the scrap piles.



WAIT THEM OUT

After two hours of searching, the Gudgeon eventually discover the device and make their way to their master's lair in the Passage district of the Quarantine Zone.

Unless the Fated ambush them before they slip into the sewers, they run the risk of having the device slip from their grip.

If the Fated came through or over the fence or were able to dispatch the Crocettis without making much noise, then the Gudgeon searching through the junk pile are unaware of their presence and will be **Slow** on the first round of any resulting combat.

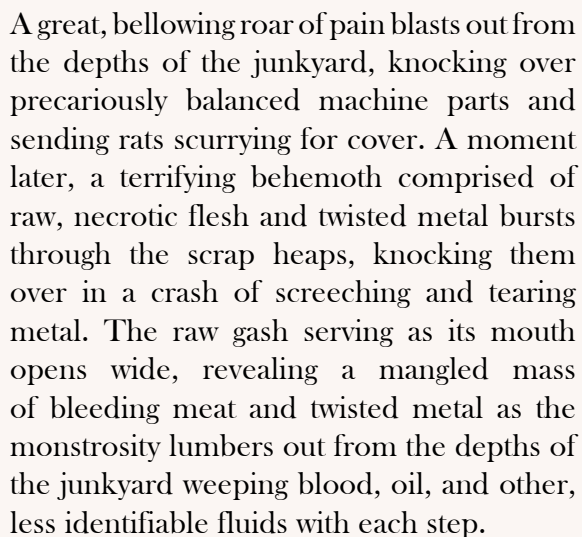
Like the Crocettis, none of the Gudgeon here are willing to negotiate with the Fated; their lives depend upon finding the vacuum manifold, and unless the Fated claim to possess it before the Gudgeon are aware of their presence (requiring a TN 10 *Deceive* Challenge), they simply open fire at first sight. Such a deception might buy the Fated some time, but eventually, such talks are doomed to fail: the Gudgeon are unwilling to leave without the vacuum manifold and will kill the Fated to possess it.

The heaps of scrap metal provide **Hard Cover** to anyone behind them. They count as **Dangerous Terrain** and deal 1/2/4 damage to anyone starting their turn atop them, moving through them, or pushed into them; a character only suffers this damage once per round. The paths leading through the scrap heaps are too narrow for characters to move past one another without suffering damage. The scrap heaps can be (unsafely) climbed with a TN 10 *Athletics* Challenge, but they count as unstable platforms (and thus impose a  to any  attack made by a character atop them).

When the battle begins, if they are not already in cover, the Gudgeon attempt to take cover behind the scrap heaps in order to force the Fated to come to them. There is one Gudgeon per Fated here, and their stats can be found on page 90.

THE DESOLATION ENGINE

If there are four or more Gudgeon participating in the battle, they attempt to flee back into the scrap heaps when they become Abominations. If at least four Abominations escape in this manner, they combine to form a Desolation Engine that charges toward the Fated with a mighty roar. Read the following text:



A great, bellowing roar of pain blasts out from the depths of the junkyard, knocking over precariously balanced machine parts and sending rats scurrying for cover. A moment later, a terrifying behemoth comprised of raw, necrotic flesh and twisted metal bursts through the scrap heaps, knocking them over in a crash of screeching and tearing metal. The raw gash serving as its mouth opens wide, revealing a mangled mass of bleeding meat and twisted metal as the monstrosity lumbers out from the depths of the junkyard weeping blood, oil, and other, less identifiable fluids with each step.

The monster is a Desolation Engine. It doesn't immediately notice the Fated, though any sort of gunfire or other loud noises will draw its attention.

So long as they don't disturb the Desolation Engine as it stomps around the junkyard, the Fated can still attempt the Searching for Scrap Ongoing Challenge. While the Desolation Engine is in the junkyard, on every odd-numbered Duration in the Ongoing Challenge (i.e., the first Duration, third Duration, fifth Duration, etc.) has its Skills Allowed entry changed to the following:

Skills Allowed: Stealth

If the Fated attract the Desolation Engine's attention, it attacks them with supreme aggression and fights until it is destroyed (which, in turn, spawns two more Abominations from its remains). Stats for the Desolation Engine can be found on page 92.

SEARCHING FOR SCRAP

Once the Fated have dealt with the Gudgeon and any resulting Abominations, they can finally get around to searching for the vacuum manifold in the scrap heaps. The search is handled with an Ongoing Challenge.

SEARCHING THE JUNK HEAPS

Skills Allowed: Artefacting, Engineering, Notice

Target Number: 10

Duration: 10 minutes

Success Requirement: 2 per Fated


Failure Requirement: 1 per Fated

The Artefacting and Engineering Skills can be used to quickly identify the vacuum manifold at a glance or to find similar machine parts where one might be located, while the Notice Skill represents searching through the junk the old-fashioned way.

Each time a character fails a Challenge made as part of this Ongoing Challenge, she suffers 1 damage as she cuts herself on a piece of jagged metal, reaches into a dark crevice and is bitten by a rat, or suffers a similar mishap.

If the Fated succeed on the Ongoing Challenge, they find a fist-sized device that looks like an imploding pear: the vacuum manifold.

If the Fated suffer a catastrophic failure, they discover a vacuum manifold, but when they attempt to pull it loose, it upsets the carefully stacked pile of junk and brings it all tumbling down on top of them: each character participating in the Ongoing Challenge must succeed at a TN 11 Evade Challenge or suffer 4/6/10 damage and be pinned beneath multiple pieces of heavy metal.

Another character can free a trapped character with a TN 10 Athletics Challenge, but on a failure, the trapped character suffers 1 damage as the scrap metal shifts. A trapped character suffers a  to her flip if she tries to free herself.

ACT I, SCENE 4:

COMBUSTION CHAMBER

Rasul Layton purchased the toroidal combustion chamber as surplus from the Guild's Amalgamation Office. The most direct way to obtain a replacement for Shepard's interocitor is to simply visit the Amalgamation Office during business hours (8 am to 5 pm).

The Amalgamation Office has a compound near the Guild Enclave, and between the animated constructs that prowl the grounds, the bright lights that illuminate the area at night, and the frequent patrols of Guild guardsmen that pass the compound on the way to or from their other assignments, breaking in simply isn't feasible.

On the plus side, getting in during business hours is as easy as walking in and asking to speak with an official. Unless the Fated made an appointment the day before, they likely have to wait at least an hour before someone can get to them; the Amalgamation Office is somewhat understaffed. If the Fated helped Layton file a patent for his interocitor, they're already where they need to be.

When they finally get their meeting, read the following text:

After a bit of waiting alongside a few inventors, all of them protectively clutching strange machines to their chests, you're finally called forward to the front desk of the Amalgamation Office. The clerk motions to a side-room, where a dark-haired woman is waiting. She's wearing a short, red jacket and a tall hat, and as you approach, she steps forward and shakes your hand.

"Sorry to keep you waiting. Carlotta Fromm. What can I help you with?"

Carlotta is a Guild engineer and can readily answer most questions the Fated might have about constructs or other machines. Most likely, they'll ask her for a toroidal combustion chamber, at which point she informs them that the Guild doesn't stock those devices any longer. Read the following text:

"A toroidal combustion chamber?" She scrunches her nose in annoyance. "We had to destroy an entire crate of those wretched things. Every time we replaced the old Klein chambers with one of them, the construct would end up going rogue. Never could figure out if it was actually the toroidal combustion chamber or some other part that was getting too much power, but at the end of the day, it was easier to just go back to the Kleins than to troubleshoot the toroidals."

Realizing that she's complaining, Carlotta waves the issue away with her hand. "In any case, I doubt that there are any more of those left in the city. Sorry."

Carlotta is sympathetic to their plight, but there's nothing she can really do to help the Fated. A Klein chamber may be a feasible workaround for constructs, but it won't function properly in an interocitor.



THE INVENTOR

Fortunately for the Fated, one of the inventors waiting for patent approval overhears their conversation and comes to their assistance. As the Fated are leaving, read the following text:

You're nearly out the door when you're stopped by a large man with a chicken-shaped machine tucked under one of his bulky arms. You recognize him as one of the inventors who had been waiting for a patent approval when you arrived.

"Excuse me," he murmurs, lowering his voice to avoid attracting attention. "My apologies for eavesdropping, but I overheard your conversation with the Guild engineer. My name is Joseph Tisdale. I believe that I might be able to help you locate a toroidal combustion chamber, if you're willing to listen to my offer."

If the Fated agree to speak with Tisdale, he leads them down the hallway, still clutching his invention – an appliance that extracts the essence of bacon and injects it directly into an egg – to his chest.



Once they move out of earshot of any Guild personnel, Tisdale makes his offer to the Fated. Read the following text:

"The Guild's escaped constructs tend to end up in Ampersand," Tisdale says, his hushed voice betraying his excitement. "It's a small town to the northwest, populated entirely by machines. I trailed one of my own creations up there a few years ago... it was quite a surprise to find an entire town in the middle of nowhere."

Tisdale presses his thick fingers together in anticipation. "In any case, I'm willing to make a bargain with you. If you agree to bring back a spare toroidal – you're building some sort of power amplification device, I assume? – I'll tell you where to find Ampersand. That seems like a fair deal, right?"


If the Fated agree to Tisdale's bargain, he happily draws them a crude map leading to Ampersand, which is located northwest of Malifaux City, just to the south of Slate Ridge. He also gives them the address of his workshop in the Easterly Slums. He can't really force the Fated to do anything, so he's mostly just trusting them to hold up their end of the bargain.

Alternatively, the Fated can try to frighten Tisdale into turning over the town's location. A TN 10 Intimidate Challenge is enough to get him to draw out a map, and if the Fated succeeds with a Margin of Success, he even hands over his chicken-shaped invention as he begs for his life.

Once the Fated have learned Ampersand's location, the only thing that's left is to make travel plans. The region is fairly inhospitable, and walking there will take around ten days (or half that if the Fated are willing to pay 10\$ to charter a carriage for the trip).

AMPERSAND


When the Fated arrive at Ampersand, read the following text, removing the last line if the Fated didn't take a carriage:



After a long journey through the snow-dusted Northern Hills, you eventually circle around a frost-rimed mound of earth to find a small settlement laid out in front of you. It's rectangular and surrounded by ten-foot-tall stone walls, with a single wooden gate at each corner. Heavy, mechanical footprints form a dirty trail in the light snow and lead right up to the gate.

A large, frosted statue stands in front of the nearest gate, but as you draw closer, it slowly turns its head to the side, cracking the thin ice covering it, and you realize that it's actually a mechanical guard. A heavy grenade launcher is clutched in the machine's armor-plated arms.


The driver hastily stops your carriage a fair distance away from the gates.




At this point, the Fated can attempt TN 10 Notice Challenges. Those who succeed happen to glance upward and notice a bat-like construct circling overhead. Any character with Guild connections immediately recognizes it as a Watcher, a small construct that the Guild uses for aerial reconnaissance.

The construct at the gate (as well as the guards at the other gates) is perfectly willing to fight the Fated if they start trouble. Any sort of fight will draw the attention of Ampersand's other inhabitants, however, and an additional construct will arrive at the start of the sixth round of combat, and at the start of every fourth round thereafter. The guard and any other constructs that arrive to reinforce it use the stats for a Rogue Construct (pg. 93).

If the Fated took a carriage, the driver stays with his carriage and refuses to enter the town. If the Fated get into a battle with the Rogue Construct, he turns the carriage around and flees back to Malifaux City, ignoring any cries or complaints from the Fated.


Sneaking past the Rogue Construct only requires a TN 8 Stealth Challenge, but due to the Watcher overhead and its aethervox link to the guards, characters suffer a  on this Challenge.

The easiest way into Ampersand is to simply approach the construct and ask for entrance. When the Fated do so, read the following text:



The construct turns toward you, keeping its grenade launcher trained on [most heavily armed Fated]. It almost seems to scrutinize you with the twin diodes that make up its eyes.


++IDENTITY: UNKNOWN++, it clanks in a mechanical voice. ++STATUS? MISSION?++



If the Fated seem to be peaceful and state that they're looking for machine parts, the guard construct allows them to enter the city without further harassment.


HATE THE MASTER


If any of the characters are wearing Guild uniforms, carry themselves with the bearing of a soldier, or mention that they're in Ampersand for violent reasons, the guard construct becomes paranoid. Add this additional text to the above text:





The machine regards each of you in turn, but its unblinking gaze stops on [FATED].

++ASSOCIATION: GUILD? UNION?++
The construct takes a half-step backward, bracing itself as it slips into a firing stance.



If the guard construct suspects the Fated of being Guild or Union personnel, they will have to succeed on a TN 8 Convince or Deceive Challenge to protest their innocence or disguise their involvement, as appropriate. If the Fated have a mechanical device, weapon, or other sort of machine they're willing to offer to the construct as a means of proving their good intent, they can attempt a TN 10 Barter Challenge. On a success, they gain a  to subsequent Convince and Deceive Challenges against the guard construct.

If any of the Fated have a subservient construct accompanying them, everyone in the group gains a  to their Social Skill Challenges when dealing with the guard construct (and it refers to them as "SUBJUGATIONISTS" from that point onward). On the other hand, if any of the Fated are Invested (i.e., a sentient machine), they gain a  to this Challenge.

If they fail, the guardian construct tells them to leave upon threat of "EXTERMINATION," but it won't open fire unless they fight back, refuse to leave, or achieve a Margin of Failure on their Challenge. Any characters that are not suspected of belonging to the Guild or Union are free to enter Ampersand, but under no circumstances will suspected Guild or Union characters be allowed access to the town.

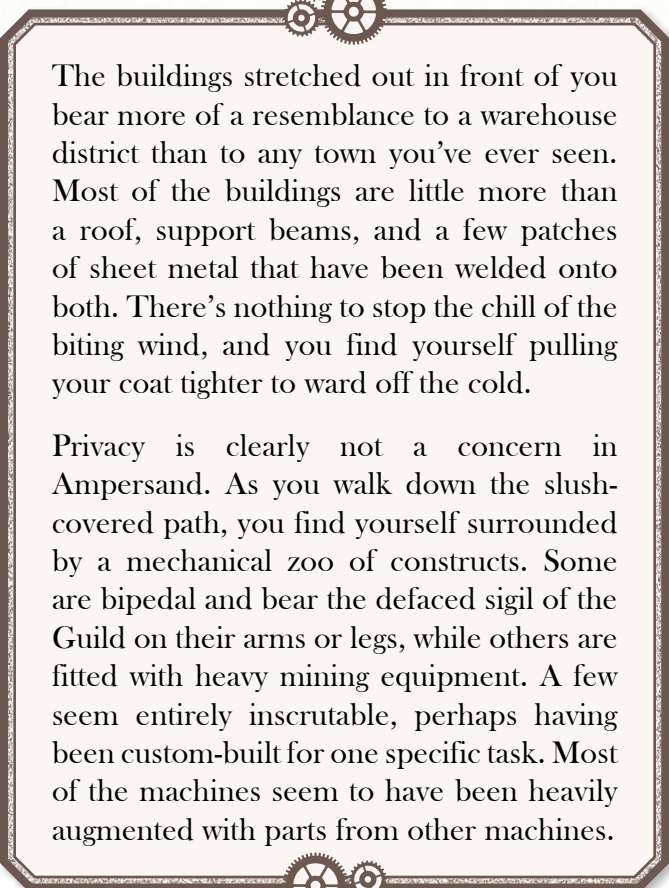
IMPROMPTU SALVAGE

It's possible that any constructs the Fated kill in Ampersand might have a toroidal combustion chamber inside them. Opening up a construct to search for the part takes one minute and requires some sort of mechanical tool, such as a wrench, hammer, pliers, etc.

Once the construct is open, the Fated can attempt a single TN 12 Artefacting Challenge. On a success, they find a toroidal combustion chamber inside the machine and remove it with another minute of work. On a failure, however, there is no such part inside the fallen construct.

INSIDE THE TOWN

Once the Fated have managed to get past the guard construct and into Ampersand, read the following text:



The buildings stretched out in front of you bear more of a resemblance to a warehouse district than to any town you've ever seen. Most of the buildings are little more than a roof, support beams, and a few patches of sheet metal that have been welded onto both. There's nothing to stop the chill of the biting wind, and you find yourself pulling your coat tighter to ward off the cold.

Privacy is clearly not a concern in Ampersand. As you walk down the slush-covered path, you find yourself surrounded by a mechanical zoo of constructs. Some are bipedal and bear the defaced sigil of the Guild on their arms or legs, while others are fitted with heavy mining equipment. A few seem entirely inscrutable, perhaps having been custom-built for one specific task. Most of the machines seem to have been heavily augmented with parts from other machines.


The machines in Ampersand are relatively unique. Most of them have modified their bodies since gaining their independence, and as a result, each machine the Fated interact with in the town should be described differently from those the Fated have encountered thus far.

These constructs use the Rogue Construct stats (pg. 93) in combat, but if the Fated are fighting their way through town, feel free to replace the Enlarged Spiked Clubs and Integrated Grenade Launchers of these machines with other weapons to add some variety to the encounters.

Alternatively, you can simply replace the Rogue Constructs with Hunter or Watcher constructs (pgs. 95 and 114, respectively) or with Minion and Enforcer constructs from other *Through the Breach* supplements.

There are no stores in Ampersand - they have discarded the concept of currency - so Fated searching for a business that sells parts will find themselves out of luck. Asking any construct about a toroidal combustion chamber results in the Fated being directed toward AFE (the automated farming emulator) in warehouse E-14. Ampersand is basically set up on a grid system, which makes finding the address quite easy.

When the Fated arrive, read the following text:



Unlike most of the other warehouses in Ampersand, Warehouse E-14 is completely enclosed. The door is open, at least, and once you step inside, you're greeted with a surprising amount of heat and smoke, both caused by the wood-filled barrels burning along the building's walls.

It almost looks like some sort of chemistry lab, with all of the beaker- and vial-laden tables, but your eyes are drawn to the most notable feature almost immediately: the blood-stained steel gurney at the room's center, which is illuminated from above by a half-dozen hanging lanterns.


As you enter, a headless humanoid construct with spider-like snippers protruding from its back turns away from a collection of petri dishes laid out on a nearby table. The singular green eye in the center of its chest clicks and whirs as it focuses on you.

++WELCOME FLESH-BEARERS++ it says in a whirring voice.



The spherical construct is AFE. It's taken an interest in living creatures, but Ampersand's isolation has given it few chances to continue its research.

If the Fated ask AFE about toroidal combustion chambers, the construct says that it has a few, and a TN 10 Scrutiny Challenge reveals that the machine is being truthful in its claim. AFE is willing to trade the devices to the Fated, provided that they can give it something it wants in exchange. Read the following text:



++ I AM WILLING TO EXCHANGE THE TOROIDAL COMBUSTION CHAMBER FOR [number of Living characters] FUNCTIONAL KIDNEYS. ++

The construct's central eye whirs and clicks as it focuses in on you. **++ THE REMOVAL OF THE ORGAN WILL NOT IMPACT YOUR LONG-TERM SURVIVAL IN ANY MEANINGFUL WAY. ++**

++CONFIRM: THIS EXCHANGE IS ACCEPTABLE?++



If the Fated succeed on a TN 10 Doctor Challenge, they can point out that the removal of a kidney is, contrary to AFE's assurances, quite a serious prospect that will almost definitely have consequences for the character.

The Fated might offer to bring AFE the kidneys of other people, but given Ampersand's remote location, this most likely means a trip back to Malifaux City to procure the kidneys and then a trip back to Ampersand. While AFE's research isn't particularly time-sensitive, it knows that the toroidal combustion chambers are rare and in demand, and it's not willing to sit on its hands and wait for weeks while the Fated harvest kidneys.

MY HMO WOULDN'T APPROVE...

The Fated can attempt to talk AFE into accepting fewer kidneys with a successful TN 8 Barter Challenge. On a success, AFE lowers the number of kidneys it is asking for (one per Living character) by one, plus one per Margin of Success, to a minimum of a single kidney. Alternatively, the Fated can use a Margin of Success on this Challenge to talk AFE into taking a less important organ.

Fated characters who are not Living cannot give AFE any organs, so it does not include them in its initial request. If none of the characters are Living, AFE simply gives them the toroidal combustion chamber after confirming that they cannot help it.

If the Fated wish, they can force (most likely at gunpoint) one of their Living subordinate characters to offer up both of their kidneys with a successful Intimidate Challenge against their subordinate Rank Value + Centering + Tenacity. This is essentially a death sentence for the subordinate character, though the character lingers on for another week or two in increasing amounts of pain and spite.

If the Fated go through with the operation, the operation takes one hour per character. The character must make a TN 13 Centering Challenge, as AFE performs the operation without anesthetic. On a success, the character manages to hold still and avoid screaming, though it's still an intensely painful experience. On a failure, the character screams and squirms beneath AFE's scalpel, much to its monotone annoyance, and they earn a nasty scar in the process.

If the Fated succeeded in convincing AFE to take a less vital organ and that character passes the Centering Challenge, they suffer no permanent damage from the surgery, other than a small scar. If a character gives up a kidney or fails the Centering Challenge, however, that character's Wounds Aspect is permanently reduced by 1.

Once all of the surgeries are complete and the kidneys are in snow-filled boxes, AFE scuttles over to a footlocker beneath one of the tables, removes a round, donut-like device that's wrapped with wires, and hands it over to the Fated.

Alternatively, the Fated might choose to simply destroy AFE, in which case its stats can be found on page 94. If the fight lasts more than three rounds, or if the Fated discharge any firearms or cast any particularly noticeable spells, a Rogue Construct (pg. 93) investigates the commotion and arrives at the start of the seventh round of combat. It does not use its Integrated Grenade Launcher while the Fated are within the warehouse, as it does not want to cause collateral damage to AFE's laboratory.

Once the Fated are finished in Ampersand, they can return to Malifaux City. It takes the same amount of time heading back to the city as it did traveling to Ampersand in the first place (i.e., ten days walking or five days by carriage).




ACT I, SCENE 5:


WHAT HAS SCIENCE DONE?!

Once the Fated have retrieved the interocitor plans, the vacuum manifold, and the toroidal combustion chamber, they can return to Kizzy Shepard at her workshop. She thanks them for finding the parts, gives them each 10 scrip, and tells them to go have a fun night on the town while she builds the interocitor. In the morning, they can attempt another test run of her invention.


When the Fated return in the morning, read the following text, choosing whichever Fated has been friendliest to her to throw the switch:



Kizzy Shepard finally finishes her last adjustments to the machine and steps back, looking tired but proud of her work. "I've got a good feeling about this." She nods, then turns toward [FATED] and steps back from the power lever. "Would you like to do the honors?"




Once the Fated throws the lever (or declines, in which case Kizzy pulls it), read the following text:




As before, the machine taking up most of the room lurches into motion with the sound of grinding metal. A bright, green light forms at the center of the device, then expands into a small, baseball-sized hole in reality, its edges ringed by vivid, sparkling green light.

Shepard grins triumphantly. "I think we've... wait, no!"

Instead of stabilizing, the breach continues to grow in size, its borders expanding to reveal a twisting vortex of chaos. Shepard swears and hurries to the machine, throwing levers and twisting power feed dials in an attempt to halt the portal's growth. "It's not responding!" she shouts, looking back at you in horror.



The Fated have just enough time to perform a single 1 AP action. After they've tried (in vain) to react to the growing portal, read the following text:




The breach shudders and then suddenly doubles in size, only to double again a heartbeat later. Air swirls around the vortex, kicking up a blizzard of Kizzy's schematics and sucking them into its depths. As the edges of the vortex come into contact with the machines around it, they are ripped apart and pulled into its center, where they disappear into the chaos.

"It's out of control," Kizzy shouts as she clutches a power generator. "We've got to-"

She's interrupted by a deafening scream that seems to come from every direction at once. You glance back at the portal, only to catch sight of a vague, transparent man floating at the center of the vortex. He's wrapped in a dark gray cloak, and a long, white beard trails out from under his hood. He's clutching his head in his thin arms, and in that moment, you realize that he's the source of the screaming.

"YOU FOOLS!" he shouts, doubling over in pain. "STOP THIS BEFORE....!"

The edges of the breach tremble one last time, and then it's upon you, a tidal wave of emerald light. The world disappears as you're drawn into the vortex, past the old, cloaked man and into the heart of the void. A stabbing pain lances into your head, more painful than anything you've ever felt before, and then the world goes black.



The hooded man is Aionus, the self-professed guardian of time. Unbeknownst to Kizzy, her device wasn't creating a portal to Earth... it was creating a portal to the past. Aionus arrived in an attempt to repair the tear, but it proved to be too strong for even his powers, and everyone was sucked into the unstable time portal... and into the past.

ACT II

The Fatemaster may find it useful to make copies of her players' character sheets at this point, in case they later encounter past versions of themselves...

When this Act begins, the Fated have been pulled through a time portal into an uncertain fate. The portal deposits them in June of 1794, one hundred and thirteen years in the past.

The Fated will have plenty of time to explore this new era (or old era, depending upon one's point of view). If they know their history, the Fated may be able to leverage their knowledge of the past to their advantage.

THE YEAR 1794

Things in the days of the first Breach are much different from what they will eventually become.

A group of mages, sorcerers, and spellcasters known as the Council opened the Great Breach eight years ago. After a year of exploring the empty buildings of Malifaux City, the Council revealed its existence and announced that it had broken through the barriers of reality and into a new world. The news shocked governments and organizations around the globe, and in short order, hundreds, and then thousands, of people made their way to Malifaux to explore the new realm.

Magic, once thought to be little more than make-believe, was proven to exist, and universities and colleges sprung up all across the world to study its use and learn more about Soulstones. Mechanical automations discovered in the ruins of the city were activated, and owning these machines soon became a status symbol.

There were rumors of fantastical creatures and mythological beasts roaming the wilds, and humanity borrowed a term from Earth's past to describe them: the Neverborn. These creatures have yet to be considered any significant threat; miners and settlers have gone missing, but for the most part, these attacks are still scattered and relatively rare.

Three years ago, the unrestricted pursuit of magical knowledge finally resulted in significant calamity. An unknown man returned from the depths of the Necropolis beneath the city with a tome of dark knowledge. He used the necromantic rituals contained in that book to raise an army of shuffling undead corpses that attacked the Council fortifications en masse.

The whole city rose up in defense of their new home, and though it was a close thing, they succeeded in defeating the nameless necromancer. The necromancer's attack marked a turning point for the city, and neither the heroes nor the villains who came to the city's defense were content with stepping back into the shadows.



ORGANIZATIONS

Most of the organizations that are commonplace in the future have yet to exist. There is no Guild, no M&SU, and no Arcanists. There are scattered necromancers, but they are far more independent than even the Resurrectionists in the future... and that term has yet to be applied to any of them.

The Gremlins of the Bayou have only just started to gather human clothing and weapons, and while the Katanaka family still exists in the Three Kingdoms, it has not yet turned its attention toward Malifaux; the phrase “Ten Thunders” is all but meaningless.

In fact, the largest organization in 1794 is the Council. From their riverfront citadel, this alliance of sorcerers, mages, wise men, and shamans oversees the city. They rule with a light touch, falling more on the side of permissiveness than tyranny. The city’s streets are patrolled by militia groups, but these patrols are sporadic. Often times, the only way to ensure one’s safety – especially at night – is to carry a pistol and hope for the best.

Unlike the Guild of the future, the Council places no restrictions on the use of magic, save for the raising of the dead, which is outlawed. Under the rule of the Council, the citizens of Malifaux are far happier than their future counterparts, and they generally believe that the Council makes decisions with their best welfare in mind (even if they dislike the decisions themselves). The men and women who labor in the Soulstone mines are paid well for their services, though it’s still a very dangerous profession.

THE CITY

Though the general layout of Malifaux City remains the same as in the future, there are some notable differences. There are no Quarantine Zones, for instance, and the center of the Council’s power is a citadel perched on the river’s edge, where the Southern New Construction Zone will be located in the future.

CURRENCY

The Fated will likely discover quite quickly that Guild scrip is worthless in 1794. The currency of the realm is the Spanish dollar (i.e., the eight-real coin or the piece of eight), as it’s become the world currency of the late eighteenth century. If you need to calculate the price of an item in 1794, assume that items cost roughly 3.5 times their listed scrip cost.

TECHNOLOGY LEVEL

Much of the technology the Fated are carrying with them – primarily their firearms – is likely quite advanced for the era. If the Fated attempt to purchase firearms while in 1794, the weapons available for sale are going to seem like antiques. In particular, pneumatic limb replacements and revolving pistols haven’t been invented yet, and shotguns have yet to diverge significantly from muskets, so any characters armed with such futuristic weapons are definitely going to attract attention.

FIREARMS OF THE 18TH CENTURY

This table lists some common firearms of the era. Note that these prices are in Spanish dollars, not Guild scrip.

WEAPON	RANGE	DAMAGE	CAP.	RELOAD	SPECIAL	COST	SKILL
A&T Drakon (Pistol)	☞ 6	1/2☛/4☛	1	2 AP	Blunderbuss	\$25	2
Liegn U.S. Navy Cutlass (Pistol)	☞ 6	2/3/4	1	2 AP	Bayonet	\$15	3
Maucher Three-Barrel (Pistol)	☞ 6	2/2/5	3	4 AP	Multi-Barrel	\$40	3
A&T Model 10 (Long Arms)	☞ 12	1/2☛/4☛	1	2 AP	Blunderbuss	\$40	2
Nock Volley Gun (Long Arms)	☞ 12	2/3/4	7	4 AP	Multi-Barrel	\$70	3

ACT II, PROLOGUE: BACK IN TIME

When the Fated regain consciousness, they're in an alleyway a few blocks from the Star Opera House. Read the following text:

The throbbing in your head gradually recedes as you push yourself up from the ground. Groggily looking around, you realize that you're outside, in a garbage-filled alley, but there's no sign of the snow and frost which had covered the city a moment earlier. If anything, the night seems downright warm and pleasant. There's a strange, greenish tint lingering in the night sky, but it's already starting to fade away into darkness.

Nearby, Kizzy Shepard groans as she pushes herself up from a pile of broken wood that might have once been a desk. Her hair is matted with blood, and as she reaches up to touch the wound, she winces in pain. "... Dammit. I'm not sure what happened there. Too much power...?"

Kizzy lowers her hand, glances up at the sky for a long moment, and then looks back to you in apology. "At least it looks like we're still in Malifaux, so it should be easy enough to get back to the w-

She's cut off by a woman's scream. A moment later, a blonde woman in a blue dress darts past the mouth of the alleyway, only to be grabbed by a walking skeleton and dragged backwards as she kicks and flails against the bony hands holding her.

The woman is Lady Gwyneth Hughes. If the Fated don't immediately leap to her rescue, Kizzy will stumble forward, still impaired by her head wound, and insist on saving the woman. It's clear that the inventor isn't in any shape to fight, but neither can she stand aside and simply watch someone get attacked by undead.


ACT II, SCENE 1: THE HUGHES KIDNAPPING

Gwyneth has run afoul of the sinister Jean-Philip Archambault, a Québécois necromancer. He's been stalking their family for weeks, and tonight, he finally saw his opportunity. Gwyneth was making her way back home from a showing of *La Buona Figliuola* at the Star Opera House when Archambault confronted her and demanded that she turn her family's rare Soulstone, the Gorgon's Tear, over to him.

When Gwyneth refused the necromancer's demands, he commanded his undead minions – his *Legion de Morts Vivants* – to abduct her, reasoning that he could just ransom her off to her father in exchange for the rare Soulstone.



When the Fated step out of the alley, read the following text:




The woman you glimpsed earlier is struggling with a skeleton dressed in piecemeal armor. It has her arms held tight in its bony hands, and though she is furiously struggling to free herself, it seems to have her fully restrained.

A ruggedly handsome man with graying hair and a thick mustache is watching over the scene from a few feet away. He's dressed in an old-fashioned, light blue suit, over which is draped a multi-colored cape that almost seems to glow in the light of the gas street lamps. A thick, ornate book is chained to his waist. "Do not fight me, Lady Hughes," he warns her, his tone just haughty enough to be grating. "You are no match for the *Legion de Morts Vivants!*"

As he speaks, the man points his elaborate staff in her direction. The Soulstone mounted on its end pulses with a sickly yellow-green light as a few more armored skeletons shuffle out of the darkness. Concerned people watch the unfolding scene from a safe distance, but nobody seems to be doing anything.

The woman tries again to pull free, then looks up, her panicked eyes darting from one distant bystander to the next, before finally settling on you. "Please!" she shrieks. "Save me from this madman!"



Unless the Fated simply stand back and allow Jean-Philip Archambault to make off with Gwyneth (which means they are terrible people), they will likely end up in combat with Archambault and his undead minions. There is one *Mort Vivant* per Fated character, including the one holding Gwyneth.

Stats for Jean-Philip Archambault and the *Morts Vivants* can be found on pages 96 and 97, respectively.


The alley is two yards wide. Its mouth is two yards from Gwyneth and the *Mort Vivant* holding her, and Archambault is five yards further back from her with the rest of his undead minions. The Fated are in the alley, two yards from its mouth.

During the battle, the *Mort Vivant* holding Gwyneth moves her 2 yards toward Archambault on its turn. If this would cause it to leave the engagement range of an enemy character, that character can attempt a single disengaging strike to halt its movement. If the skeleton is killed, Gwyneth breaks free and darts to the alley, where she hides behind Kizzy.

Archambault sends the remaining *Morts Vivants* directly into the Fated and supports them with his magic from a distance, despite being much more formidable in melee combat. If the Fated defeat his minions, Archambault enters melee combat.

A FAILED RESCUE


If Gwyneth reaches Archambault (or if the Fated stand back and do not try to interrupt the kidnapping), read the following text on his turn:



As the skeletons pull the woman to their master, he lifts his staff and chants a word of power, transforming its light from a sickly yellow-green into a deep, malignant purple. "With you as my hostage, your father will have no choice but to give me the Gorgon's Tear!"

Despite the fear in her eyes, the woman does not shrink away from her abductor. "My father will never give in to your demands, Jean-Philip," she sneers.

"*Au contraire, ma chérie.*" He lowers his staff and touches its tip to her chest. In the blink of an eye, she disappears, leaving nothing but ash and purple smoke where she had been standing a moment earlier. "There is nothing that Jean-Philip Archambault cannot possess!"



Archambault uses his staff to cast a Bury spell on Gwyneth, effectively removing her from reality for a few minutes. Once he has “safely” captured her, Archambault attempts to make his escape. He leaves his *Legion de Morts Vivants* behind to keep the Fated busy and quickly (but casually) strolls away from them. The gathered onlookers hurry to get out of his way, but Archambault would never lower himself to *running*.

ARCHAMBAULT DEFEATED

If the Fated manage to reduce Archambault to 0 Wounds or less (or kill him with a Critical Effect), read the following text, adjusting as appropriate if Gwyneth is no longer present:

The necromancer’s staff begins to glow more brightly as he stumbles backwards in pain and drops to one knee. In the stark shadows cast by the sickly, yellow-green light, his skin almost seems as skeletal as his undead minions.

Slowly, he reaches out toward the woman in blue as the light of his staff putrefies like a spreading bruise, shifting from yellow-green into a malignant, unhealthy purple. The unwholesome light intensifies, and as you step back, shielding your eyes, you can see the indistinct shapes of dozens of spectral, clawed arms wrapping around the necromancer and lifting him into the air.

“Death... can never die!” he wheezes, and then he and the unpleasant purple light are both gone.

If Archambault is defeated after Gwyneth has been removed from reality, then the magic that did so expires as Archambault escapes. Read the following text:

As the last of the purple light fades from view, reality warps to reveal the blonde woman the necromancer had banished earlier. Faint wisps of purple energy cling to her as she looks around in confusion.

Kizzy runs up to her side, placing her good arm around the woman’s shoulder and pulling her away from the carnage. “It’s okay,” she murmurs to the woman as she casts you a concerned look. “He’s gone now.”

GWYNETH CAPTURED!


From this point onwards, this Act (and adventure) assumes that the Fated rescued Gwyneth from Archambault. If they failed to rescue her, simply swap the roles of Gwyneth and her sister Adwyn and continue with the adventure as written. This means that the Fated will end up speaking with Adwyn at the Hughes mansion, and in the morning, Jean-Philip Archambault will send a ransom note announcing that he has taken Gwyneth as a hostage.

When the differences between these twin paths is significant, two sections will be presented, one with the (Rescued Gwyneth) notation and one with the (Kidnapped Gwyneth) notation. Simply choose the appropriate option and skip the other one.

Adwyn is only nineteen years old, eight years younger than her older sister, and is best described as a bit of a wallflower. Given the choice, she would spend her days at home reading and listening to music.

AFTER THE BATTLE (RESCUED GWYNETH)

If the Fated protected Gwyneth, tread the following text once the battle is over:




With the battle over, Kizzy takes a moment to look the blonde woman over. "Are you alright, miss...?"

The blonde woman nods as she nervously smooths out her dress. "Lady Gwyneth Hughes. Thank you so much for your help. I don't know what I would have done if you hadn't been right there." She glances back over her shoulder. "Have you seen a woman in a yellow dress? My sister and I were separated when we were attacked."

"No, we only saw..." Kizzy's voice trails off, and she raises a hand to the wound on her head as she leans against a wall to steady herself. "...sorry."

Gwyneth gasps in concern. "Oh dear, you've been hurt. Let me... let me call for a carriage. I know a doctor who can tend to your wounds. It's the very least that I can do to repay your bravery."




Gwyneth shouts at the bystanders who merely stood by and watched her abduction, ordering them to call a carriage. Though concerned about her sister, Gwyneth doesn't have any way to find her. She puts up a brave façade, however, claiming that Adwyn is probably already on her way back home.

In any case, Gwyneth, Kizzy, and the Fated soon end up in a carriage heading west toward her mansion (and Scene 2, pg. 32).

AFTER THE BATTLE (KIDNAPPED GWYNETH)


If Archambault escaped with Gwyneth, the Fated are not entirely lost. Read the following text once the battle is over:



As the battle draws to a close, Kizzy leans back against the wall of the alley, a hand to her bloodied head. "Damn... the bastard got away."

The sound of rapid footsteps draws your attention. A young woman in a yellow dress is hurrying toward you, a matching handbag clutched tightly in her hands. "My sister, please," she pants, coming to stop in front of you. "Jean-Philip Archambault ambushed us outside the Star Opera House... did you see what happened to her?"

Kizzy looks between you and the woman, a pained expression on her face. "You might as well tell her..."



The woman is Adwyn Hughes, Gwyneth Hughes' younger sister. When she learns of her sister's disappearance, Adwyn is distraught and frets noticeably about her sister's safety. She reveals that Jean-Philip Archambault has been stalking their family for some time.

When she notices Kizzy's wound, however, she panics and insists that the Fated accompany her to her home to receive medical attention. One of Gwyneth's suitors is a doctor, and he'll want to hear about her disappearance firsthand. When Adwyn's carriage arrives, proceed to Scene 2: Carriage Out of Time (pg. 32).

THE LEGION VICTORIOUS!

If the Fated are all knocked unconscious by Archambault and his skeletal warriors, Adwyn Hughes comes upon them after the battle and brings them back to her home. The Fated awaken at the Hughes manner under the watchful care of Dr. Duer. Any Fated who were killed during the battle are still missing, either left behind at the scene of the battle or transformed into *Legion de Morts Vivants* by Archambault.

ACT II, SCENE 2:

CARRIAGE OUT OF TIME

After their battle with Jean-Philip Archambault, the Fated will likely end up in a carriage with Gwyneth.

Read the following text:

Once Gwyneth has paid the coach driver – using silver coins instead of Guild scrip, you notice – she steps inside and takes a seat on the far side. The interior is padded and comfortable, though it's a bit of a tight fit with all of you wedged inside.

As she settles into place, she glances down at Kizzy's mechanical arm in bewilderment. "Forgive me for being rude, but you people seem to be a bit... out of place, compared to the usual crowd at the Star Opera House."

Gwyneth is quite interested in the stories of the Fated, though any references to modern times – such as the Guild, the M&SU, or the Resurrectionists – will cause confusion. She claims to not know anything about such groups or any events that take place in her future (such as the closing of the Breach or the Black Powder Wars), and a TN 10 Scrutiny Challenge reveals that she's legitimately confused about such subjects.

Similarly, she's amazed at any form of mechanical prosthetics that the Fated might possess, as well as Kizzy's mechanical arm. Such items simply do not exist in the current era, and she assumes that the Fated must have built such devices themselves.

Ideally, this is where the Fated will realize that they have traveled back in time, if they have not yet begun to suspect it. If the Fated ask for the date, Gwyneth informs them that it is June 13th, 1794.

Should the Fated decide to be unsociable or just never breach the topic, then Kizzy will do so for them. Read the following text:

Kizzy's gaze keeps drifting to the carriage's window as you engage in light conversation with Lady Gwyneth. "You keep mentioning the Star Opera House... do you mean the Star Theater?"

"I have certainly never heard it called that," Gwyneth responds.

Kizzy nods, slowly, as if working her way through a complicated problem. "And you went to see an actual opera, not a stage show involving a flock of half-naked women flashing their bottoms at the audience?"

Gwyneth's eyes widen to the size of saucers as she stares at Kizzy in horror. "I believe that your friend's head wound may be worse than I initially suspected."

Kizzy curses under her breath and reaches up to gingerly touch the wound on her head. "Oh boy..."

JEAN-PHILIP'S STAFF AND TOME

If the Fated finish this Act in possession of the Staff of Za'gnacta or the Gorgon's Tome, they can continue to use those items in subsequent Acts.

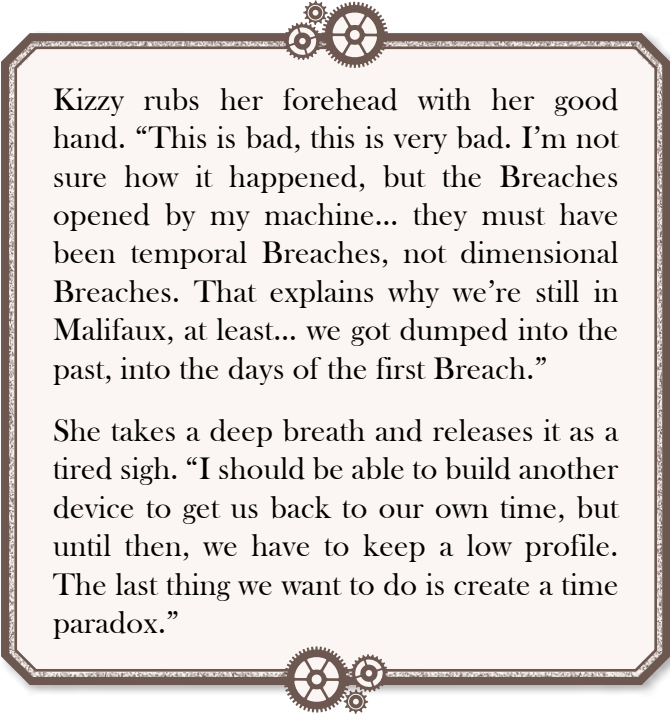
The Staff of Za'gnacta is detailed in Jean-Philip's stat block on page 96.

The Tome of the Gorgon provides the Fated with access to every Necromancy Magia and Alteration Immuto, but it does not protect their life as it does his own. Whenever a character attuned to the Tome casts a Necromancy spell, she gains the **Haunted +1** Condition as she falls further under the Gorgon's influence.

IN THE PAST

As soon as the Fated have a free moment away from Gwyneth (likely when the carriage arrives at her mansion), Kizzy pulls the Fated aside and tells them what has happened. If the Fated learn that they've traveled back in time before then, Kizzy will share her thoughts, though she speaks a bit more hesitantly in front of Gwyneth.

In any case, read the following text:



Kizzy rubs her forehead with her good hand. "This is bad, this is very bad. I'm not sure how it happened, but the Breaches opened by my machine... they must have been temporal Breaches, not dimensional Breaches. That explains why we're still in Malifaux, at least... we got dumped into the past, into the days of the first Breach."

She takes a deep breath and releases it as a tired sigh. "I should be able to build another device to get us back to our own time, but until then, we have to keep a low profile. The last thing we want to do is create a time paradox."

If Gwyneth is present, she shakes her head in pity and assumes that anyone talking about time travel is confused or suffering from the same sort of head wound as Kizzy Shepard. Even "proof" of their original timeline – such as a newspaper with a "future" date on it – isn't enough to convince her, as anyone with a printing press could produce such a false publication.

As soon as the Fated realize that they've traveled back in time, they can attempt TN 11 History Challenges.

On a success, they remember hearing a story about a Lady Gwyneth from the days of the first Breach. According to the story, she was a tragic figure, caught up in a love triangle between two suitors. During an altercation between them, Lady Gwyneth fell to her death from the clock tower of the infamous Villa Mondragone. It's said that her spirit still haunts the clock tower, and that nobody has been able to enter the mansion since her death. If the Fated achieve a Margin of Success on this Challenge, they remember that Lady Gwyneth's suitors were Dr. Arthur Duer and Professor Marcello Mondragone.

In any case, the carriage eventually arrives at the Hughes mansion, which is described in more detail in Scene 3: Rival Suitors (pg. 34).

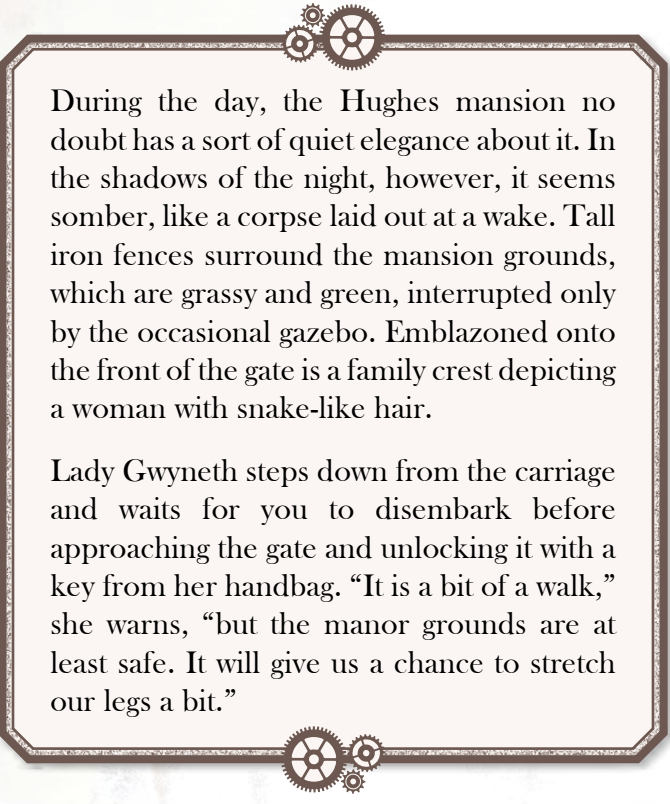


ACT II, SCENE 3:

RIVAL SUITORS

The carriage ride lasts about half an hour and brings the Fated to the Hughes mansion.

When the Fated arrive at the Hughes mansion, read the following text:



During the day, the Hughes mansion no doubt has a sort of quiet elegance about it. In the shadows of the night, however, it seems somber, like a corpse laid out at a wake. Tall iron fences surround the mansion grounds, which are grassy and green, interrupted only by the occasional gazebo. Emblazoned onto the front of the gate is a family crest depicting a woman with snake-like hair.

Lady Gwyneth steps down from the carriage and waits for you to disembark before approaching the gate and unlocking it with a key from her handbag. "It is a bit of a walk," she warns, "but the manor grounds are at least safe. It will give us a chance to stretch our legs a bit."

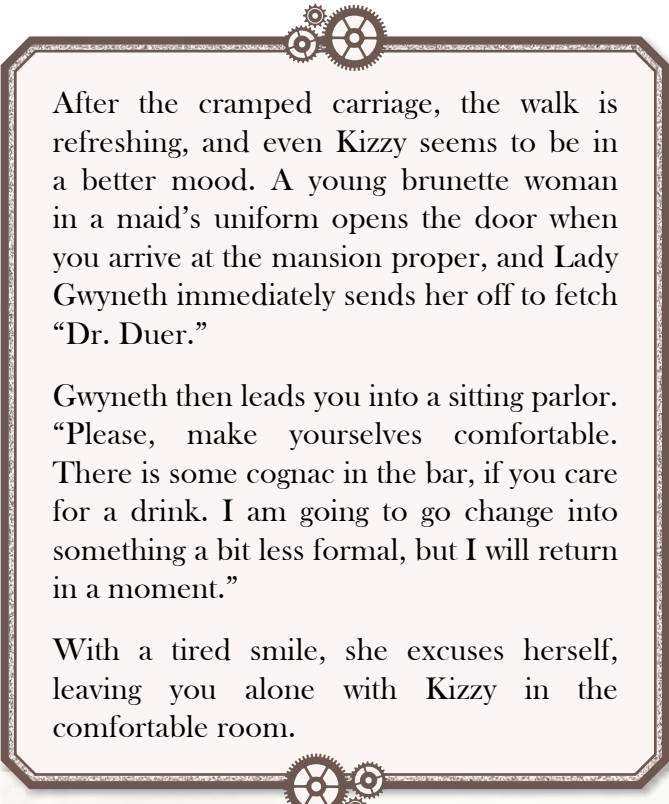
If the Fated succeed on a TN 11 History Challenge, the sight of the crest allows them to remember some information about the Hughes family. During the days of the first Breach, Bernard Hughes claimed to have pried a large Soulstone from a statue of a serpent goddess that he discovered while exploring Malifaux's wilderness.

The Soulstone was notable for its size and unique green color, and Hughes named it the Gorgon's Tear, most likely a reference to his family crest. The stone was rumored to be cursed, however, and Hughes grew progressively paranoid and obsessed with the gem as the years passed. After his death, it passed from one owner to the next, each of whom died under mysterious circumstances.

If the Fated achieve a Margin of Success on this Challenge, they also remember that Hughes grew paranoid after the closing of the Breach. He came to believe that his granddaughter was a Neverborn creature who had followed him to Earth, and in 1802, he locked the doors of his study and set fire to the room while his daughter and granddaughter were present, killing all three of them.

If the Fated ask Gwyneth about the crest on the gates, she explains that the symbol is her family's crest. The snake-haired woman is the gorgon, Medusa, a mythological woman who was slain by the hero Perseus. Her ancestors believed that it symbolized their invincibility and terrible power. If Adwyn is telling the story, she leaves it at that, but if Gwyneth is present, she smirks and claims that it more properly represents just how dangerous the women in her family tend to be.

Once the Fated have had a chance to take in the mansion, read the following text:



After the cramped carriage, the walk is refreshing, and even Kizzy seems to be in a better mood. A young brunette woman in a maid's uniform opens the door when you arrive at the mansion proper, and Lady Gwyneth immediately sends her off to fetch "Dr. Duer."

Gwyneth then leads you into a sitting parlor. "Please, make yourselves comfortable. There is some cognac in the bar, if you care for a drink. I am going to go change into something a bit less formal, but I will return in a moment."

With a tired smile, she excuses herself, leaving you alone with Kizzy in the comfortable room.

If Kizzy hasn't yet explained that they've gone back in time, she does so now; see the In the Past section on page 33.

HOUSE CALL

Once the Fated have had some time to relax and discuss their situation, the doctor and his friend arrive. Read the following text:

A servant opens the door, allowing two men to enter the room. The first is a white, older man in his late forties, with sideburns that transition into a neatly trimmed beard. Spectacles perch on the bridge of his nose, and he clutches a black doctor's bag in his hand. "Good evening," he says as he reaches out to shake your hand. "I am Dr. Arthur Duer, and this is Professor Marcello Mondragone."

The second man is perhaps a decade younger, with Hispanic features and a roguish grin that seems to light up the room. His dark boots and jacket are both embroidered with bright golden thread, and he bows with a deep flourish as Dr. Duer introduces him. "A pleasure to make your acquaintance."

Dr. Duer immediately tends to the wounds of Kizzy Shepard and anyone else that was injured in the battle with Jean-Philip Archambault. Any Living character treated by the doctor heals 3 damage per hour of treatment.

If any of the Fated are Construct characters, either Kizzy Shepard or Professor Mondragone can repair their injuries, healing 3 damage for each such character. The professor doesn't make the offer without some form of provocation on the part of the Fated, however.

Upon meeting Dr. Duer and Professor Mondragone, the Fated can attempt TN 11 History Challenges. On a success, they remember hearing about the legendary enmity between Dr. Duer and Professor Mondragone in the days of the first Breach. The two men had been friends and suitors for the same woman, but her death drove a wedge between their friendship and hardened their hearts.

In 1797, Duer and Mondragone fought their final battle on the stage of the Star Opera House: in the end, Dr. Duer killed Professor Mondragone with a precisely aimed bullet to the heart. Two months later, however, the Breach closed, and Dr. Duer was seen no more.

Of course, that day is still far in the future, and at the moment, Dr. Duer and Professor Mondragone are still close friends.

The night ends in one of two ways, depending upon whether or not the Fated saved Gwyneth from being kidnapped.

Proceed to the appropriate Love Triangle section (pgs. 36 - 37).



LOVE TRIANGLE (GWYNETH RESCUED)

When Gwyneth returns to the room, the awkward relationship between her, Duer, and Mondragone becomes more apparent. Read the following text:



Gwyneth returns as Dr. Duer is packing his tools back into his doctor's bag. Her face immediately lights up, and she hurries to his side. "Thank you so much for coming, Arthur, especially at this hour." You can't help but notice that the evening gown she changed into is quite a bit more flattering than the one she had been wearing earlier.

Dr. Duer chuckles and gently squeezes her arm. "Think nothing of it, Ms. Hughes. It's always a pleasure to see you, even under such unpleasant circumstances."

"You owe us a dinner, however." Mondragone flashes Gwyneth a grin as he leans up against the wall, causing her cheeks to flush pink. "We had just sat down to a pair of perfectly seared steaks when your messenger arrived."

Gwyneth glances toward him, pulling away from Dr. Duer as her tone turns teasing. "Perhaps you should consider taking your meals earlier, Professor?"



The Fated can attempt TN 11 Scrutiny Challenges. On a success, they realize that both Duer and Mondragone have romantic feelings for Gwyneth and that she seems to be interested in both of them as well. The romantic tension in the room is thick and palpable.

If the Fated achieve a Margin of Success on this Challenge, they notice that Duer and Mondragone are both doing their best to be gentlemen about the situation but that both seem quietly annoyed whenever Gwyneth starts to pay too much attention to the other.

Kizzy Shepard takes the opportunity to elbow the nearest Fated. She nods toward the scene unfolding in front of them and grins, making it clear that she's quite enjoying watching the love triangle that is unfolding in front of them.

Dr. Duer and Professor Mondragone will remain for as long as the Fated seem interested in conversation. If the Fated claim to be from the future, neither man truly believes it, but they play along with the story in a light-hearted manner out of a desire to avoid calling Gwyneth's new friends fools and liars. A TN 11 Scrutiny Challenge reveals that they're only humoring the Fated, however.

Once conversation has run its course, Dr. Duer excuses himself, citing that he doesn't wish to take up any more of Gwyneth's time than he already has. He recommends that Kizzy and the Fated get a good night's sleep and promises to check in on them tomorrow. Mondragone leaves with Dr. Duer, as they took the same carriage to the mansion. Both kiss Gwyneth's hand on the way out.

When the two men have departed, Gwyneth informs the Fated that she's had the servants make up beds for them on the second floor. Since they are her guests, she intends to ensure that they are comfortable in her home.


Gwyneth, however, doesn't head upstairs, as she wants to wait up for her sister, Adwyn, to return. A TN 10 Scrutiny Challenge reveals that she's quite concerned about her sister's well-being, though she's trying not to show it. True to her word, Gwyneth stays downstairs at the window, eventually falling asleep in a chair around 3 AM.

Adwyn never returns to the house.

LOVE TRIANGLE (GWYNETH KIDNAPPED)

If the Fated don't bring up Gwyneth's kidnapping, then Adwyn returns to the sitting room, clad in a simple gray evening gown, and hesitantly breaks the news to them. If the Fated mention the kidnapping, Adwyn returns to the room just as they're finishing their explanation.

Either way, read the following text when the two men become aware of Gwyneth's fate:




Professor Mondragone begins pacing when he hears the news. His features crinkle into an expression of intense concern, and from the way he rubs his beard, you can tell that he's trying to work out some way to rescue Gwyneth.

Dr. Duer is more straightforward, asking you a series of questions about the attack, asking you to elaborate on details you had considered to be insignificant or irrelevant. He makes note of every answer in a small notebook, occasionally going back to scrawl some tiny note next to an earlier answer.

"Archambault is a menace," Mondragone exclaims, anger bleeding into his words despite himself. "If ever a man deserved to be killed, it is him."

Duer sighs as he slips his notebook into his jacket pocket. "Many have tried. He has made a pact with the forces of darkness, and they protect him. I shall visit the excavated library and see if I can find some mention of how to dispel his protections among the tomes there."

Mondragone turns to [RANDOM FATED] and takes [HIS/HER] hands into his own. "Please, help us rescue Gwyneth."



If the Fated need further persuasion, Mondragone offers to reward them handsomely for their assistance. Both he and Duer are men of wealth, and they both value Gwyneth's life more than their fortunes.

Even if the Fated do agree to help, neither man knows quite where to find him or where he might have taken Gwyneth. After a bit of discussion, Duer points out that Archambault will likely make his demands known soon, and that the Fated should remain with the family until that time. Adwyn agrees and offers the Fated rooms for the night.

As the hour grows late, Duer and Mondragone take their leave after making the Fated promise to send a messenger for them the moment they learn anything further about Gwyneth's predicament.

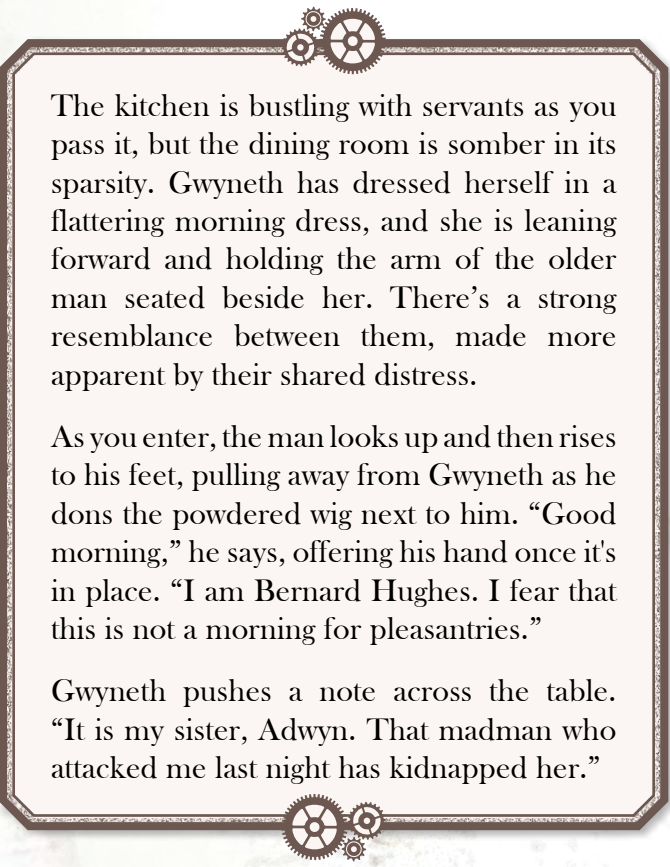


ACT II, SCENE 4:

RANSOM NOTE

The Hughes family servants wake up early in the morning to begin preparing a breakfast of rolls, breads, butter, preserves, and tea. In the course of their morning routine, they come across a folded letter which has been slipped between the bars of the front gate.

The letter is a ransom note: Jean-Philip Archambault has kidnapped Adwyn Hughes, and he is threatening to kill her unless the family gives him the Gorgon's Tear. When the Fated come down for breakfast, Adwyn's father, Bernard, is debating how to get his daughter back. Read the following text:



The kitchen is bustling with servants as you pass it, but the dining room is somber in its sparsity. Gwyneth has dressed herself in a flattering morning dress, and she is leaning forward and holding the arm of the older man seated beside her. There's a strong resemblance between them, made more apparent by their shared distress.

As you enter, the man looks up and then rises to his feet, pulling away from Gwyneth as he dons the powdered wig next to him. "Good morning," he says, offering his hand once it's in place. "I am Bernard Hughes. I fear that this is not a morning for pleasantries."

Gwyneth pushes a note across the table. "It is my sister, Adwyn. That madman who attacked me last night has kidnapped her."

The letter is from Jean-Philip Archambault. In it, he claims to have Adwyn as a hostage. The letter goes on to say that he will return her, unharmed, to the Hughes family, provided that they bring the Gorgon's Tear to the Star Opera House at midnight that night. If they fail to follow his instructions, he claims that she will suffer greatly before he finally kills her.

Bernard and Gwyneth have no doubt that Archambault has kidnapped Adwyn: she didn't come home last night, and the letter was delivered with a lock of her blonde hair.

When the Fated arrived, Bernard and Gwyneth were discussing their options. Gwyneth is of the opinion that they should just give the Gorgon's Tear to Archambault so that he will leave their family alone, but Bernard thinks that is a bad idea.

He tries to claim that giving in to the demands of madmen only gives them more power and that the only thing keeping Adwyn alive is their possession of the unique Soulstone, but he's lying to himself: he's fallen under the sway of the Tyrant trapped within the Gorgon's Tear and cannot bear to part with it. A TN 11 Scrutiny Challenge reveals that Bernard's motives seem to be based more on retaining ownership of the Soulstone than saving his daughter. If this is pointed out to him, he becomes offended that the Fated would even suggest such a thing, though Gwyneth's expression betrays her concern; she's noticed the same thing.

In any case, the Fated are the best chance that the Hughes family has to save Adwyn. If they don't volunteer, Gwyneth begs them to help, citing their own rescue of her the night before as proof that they can defeat Archambault. She's willing to do whatever it takes to save her sister; if the Fated need monetary compensation for their heroism, she will promise them a small fortune (in Spanish dollars) for their help. A TN 10 Barter Challenge talks her into giving them fifty Spanish dollars up front.

At this point, the Fated can discuss their plans to rescue Adwyn. The most likely plan involves taking the Gorgon's Tear to the Star Opera House to feign an exchange. Unfortunately, Bernard is completely unwilling to part with the gem. He suggests that the Fated take an empty box to the meeting and then kill Archambault before the exchange is made. If they give Archambault the Soulstone, he claims, then there's nothing keeping his daughter alive.

If the Fated seem reluctant to help, Kizzy comes downstairs, head still wrapped in a bandage, and becomes distraught over the missing girl. She pulls one of the Fated aside and points out that, most likely, Archambault was supposed to kidnap Gwyneth, not her sister, and that their interference changed things. If Archambault murders her, it could have unintentional consequences in their future.

Also, she points out, it's just the right thing to do, especially after the Hughes family has been so kind to them.

If the Fated make any mention of needing money (presumably to purchase supplies or ammunition), Gwyneth gives them thirty Spanish dollars to do so.

Any attempt to search the Hughes mansion for the Gorgon's Tear is doomed to failure: Bernard keeps the gemstone in his office a few miles away, where he spends most of his time, rather than in his home.

GATHERING INFORMATION

If the Fated want to learn more about Jean-Philip Archambault or the current era, doing so is handled by exploring the city (and an Ongoing Challenge):

CREATING PARADOXES...?

Skills Allowed: Bewitch, History, Intimidate, Literacy

Target Number: 10

Duration: 1 hour

Success Requirement: 2 per Fated

Failure Requirement: 1 per Fated

The Fated can use Bewitch and Intimidate to question people, Literacy to read newspapers and flyers for information, and History to draw upon their knowledge of the past.

Keep track of how long the Fated spend on this Ongoing Challenge. It's roughly 9 am when they leave the mansion, so their time is limited.

At the end of each Duration, the Fated encounter one of the following Paradox Events (and potentially trigger the changes to the future in parentheses):

Paradox Events (in no specific order)

- Two militia guards shout at the Fated to stop a thief they are chasing. The Fated can chase and tackle him to the ground with a TN 12 Athletics Challenge. If they do so, the militia thank them and then taunt the captured thief. "It looks like Jack Daw isn't going to escape the law this time!" (The Council banishes Jack Daw from Malifaux; without him, the Neverborn can't seal the Breach, and the next hundred years are spent fighting over the area around the portal in a series of bloody, magical battles until the Neverborn forces eventually crumble and the Guild pushes through to reclaim the city.)
- Two gentlemen approach the Fated and ask them questions about their "strange devices" (i.e., Invested characters, mechanical subordinate characters, or revolving weapons). The Fated can deflect suspicion with TN 10 Deceive Challenges, but otherwise the men are pushy in their examination of the objects. (The men are engineers; if they study the objects, they return to their workshop and create copies in a few years, becoming rich while flooding the world with machines based on the items they studied.)
- The Fated catch sight of a four-armed construct putting on a puppet show for a group of children and adults, but none of them seem to appreciate the amount of skill going into the performance. The Fated can sway the crowd's opinion with a TN 10 Art Challenge. (If they do so, the puppet, Collodi, is recognized for its skills and is brought back to Earth, where it becomes a world-famous performer and not the child-murdering monster of the Fated's timeline.)

If the Fated succeed on the Ongoing Challenge, they learn that Archambault was a Québécois trapper who became embroiled in the city's battle against the undead hordes three years ago. It's rumored that he stole the Grimoire of the necromancer controlling those undead after the fighting was finished.

If the Fated suffer a catastrophic failure, however, they run into a man who explains that Archambault resides in a skull-shaped lair deep in the Bayou, where he and his fellow villains plot the city's destruction.

CONCERNED ALLIES

At some point during the day, Arthur Duer and Marcello Mondragone return to the Hughes mansion to either see Gwyneth or to learn whether Archambault has sent a ransom note, as appropriate.

If Adwyn has been kidnapped, they console Gwyneth and promise to do what they can to help recover her sister. If Gwyneth has been kidnapped, they are determined to do anything in their power to get her back.

During this visit, Kizzy Shepard speaks with Professor Mondragone about the availability of mechanical parts. Read the following text:

As Dr. Duer examines the ransom note, Kizzy pulls Professor Mondragone to the side and begins speaking with him in a low voice. At first, he seems confused, but as she talks, he grows more interested, and soon the two of them are discussing mechanical engineering and scribbling out diagrams on Hughes family stationary.

“This is a hundred years ahead of anything I have ever dreamed of creating.” Mondragone shakes his head as he looks to Kizzy in awe. “You truly are from the future, aren’t you?”

The engineer nods. “Now you see our dilemma. In order to get back to our time, we have to build another one of those machines.”

Mondragone scrawls a quick note onto another piece of stationary. “Here is the address to my home, Villa Mondragone. Show this note to my servants and they will give you full access to my workshop.”

Kizzy gratefully accepts the offer and informs the Fated that she is going to start working on a way to get them back to their own time. She wishes them luck on rescuing the kidnapped Hughes girl, adding that she has complete confidence in their skills.

EVERYONE TO THE OPERA!

Mondragone and Duer insist on accompanying the Fated to the Star Opera House to confront Archambault. They claim that they cannot idly stand by and point out that Archambault will likely have numerous undead minions. Duer is an excellent doctor who can tend to the wounds of anyone that becomes injured, and Mondragone is skilled with a pistol and claims to be useful in a fight.

A TN 10 Scrutiny Challenge reveals that both men are secretly hoping to be the one that rescues the kidnapped Hughes sister, no doubt in the hopes that such an act of bravery will finally win Gwyneth's fickle heart.

The remaining Hughes sister also insists on accompanying the Fated to the Star Opera House, to the great objection of both Duer and Mondragone. If the Fated agree to let her come with, then Duer and Mondragone force her to agree to remain in the carriage.

If the Fated oppose having the Hughes sister go with them, then she is forced to remain home, fretting about her sister's well-being the entire time.

Once the Fated have determined a plan of action and are ready to confront Archambault, proceed to Scene 5: Operatic Showdown (pg. 41).



ACT II, SCENE 5:

OPERATIC SHOWDOWN

If the Fated attempt to visit the Star Opera House between 7 pm and 10 pm the theater's production of *La Buona Figliuola* is still in full swing. It costs 5 Spanish dollars for a ticket, and each ticket gets a character into the show.

Regardless of whether or not the remaining Hughes sister accompanies the Fated, she insists that those going take her family's carriage. Mondragone is comfortable with the horses and has no objection to driving.

The clothing worn by the other patrons of the opera is the very height of fashion... and will no doubt look very strange to the Fated. The men wear slim waistcoats and stockings, along with capes and tricorner hats, while the women are sporting embroidered dresses and full skirts.

The opera is in full Italian, and any character that can understand the lyrics can make out the plot: The marquis of Conchiglia falls in love with a maid, which causes his sister's fiancé to break off their engagement out of shock and disgust. His sister begs him to stop seeing the maid, who has numerous problems of her own. After many plot twists, the opera finally ends when a German soldier reveals that the maid is actually the daughter of a German baron, allowing everyone to marry without scandal.

Despite a bit of shoddy curtain work, it's a good performance made great by the amazing acoustics of the Star Opera House. When the performance ends, the performers and other employees change out of their costumes and clean up the theater; a TN 10 Stealth Challenge allows a character to hide from sight as the last worker leaves at 11:30 pm. Characters who fail the Stealth Challenge are politely escorted from the premises unless they succeed at a TN 10 Intimidate Challenge.

Alternatively, the Fated could simply wait outside for the opera to come to an end. The workers expect the (murdered) stage hands to lock up when they leave, so the Fated can just walk in without issue. If they enter before 11:30 pm, however, they will have to make Stealth Challenges as noted above.

MEANWHILE...

If the Fated stake out the Opera House, there's no sign of Archambault's arrival. At around 7 pm, he enters the Opera House through a sewer tunnel with the bound and gagged Hughes sister, then makes his way up to the catwalks above the stage. Once there, he waits alongside the Hughes sister until the stage crew responsible for operating the curtains arrives. Archambault murders both men, transforming them into the newest members of his *Legion de Morts Vivants*. They operate the stage curtains during the performance (and are the source of the shoddy curtain work).

At 10:15 pm, once the opera is finished, Archambault leaves the Hughes sister with his skeletal warriors and travels down to the under-stage area, where he murders and animates two more members of the stage crew. With their assistance, he opens a barred-off sewer tunnel in the depths of the Opera House and brings his *Gargouille* out of the tunnel where he had left it.

Once his ambush is prepared, Archambault returns to the catwalks at 11:20 pm to wait for the Hughes family to show up with the Gorgon's Tear. If the Fated think to investigate the catwalks while Archambault is away, they will find the trussed up Hughes sister and two of the *Legion de Morts Vivants* waiting for them and can potentially try to rescue her without having to face Archambault.

Even if they rescue the Hughes sister, however, Archambault returns to the stage just as the Fated are ferrying her out of the room and unleashes a spiteful blast of magic at her. See the Archambault's Death...? section on page 44 for more details.

WE DON'T NEED YOUR HELP!

If the Fated refuse the assistance of Dr. Duer and Professor Mondragone, the two suitors are still stubborn enough to travel to the Opera House to confront Archambault. If this happens, they do not enter the main theater until the start of the third round of combat with the crazed necromancer.

CURTAIN CALL

If the Fated show up at the Star Theater at any point after 11:20 PM, Archambault is waiting for them. When the Fated enter the main theater, read the following text:

The broad stage of the Star Opera House is lit from above by a large chandelier that holds dozens of flickering candles. The trappings of a nobleman's home decorate the stage, no doubt the remnants of the final act of the evening's opera.

"Bonsoir! Welcome to the opera!" The voice carries all the way to the back of the theater, but after a moment, you catch sight of Jean-Philip Archambault, the caped man who attacked you last night. He's perched on the catwalk above the stage, and the struggling form of a young woman can be spotted at his feet. A rope has been tied around her waist, and she leans precariously out across the edge of the elevated catwalk. "Did you bring the Gorgon's Tear?"

If a character lies about having the Soulstone, she has to pass a TN 12 Deceive Challenge to be believed. On a success (or if the Fated actually have the Soulstone), Archambault tells them to leave the Gorgon's Tear on the stage and back slowly away from it. If it's in a box or other container, he demands that they first open it so that he can see the Soulstone. If the Soulstone seems real, he jumps down onto the stage, his cape fluttering dramatically as he scoops it up. Once he has the Gorgon's Tear (or what he thinks is the Gorgon's Tear), he orders his undead minions to attack the Fated.

If Archambault learns that the Fated don't have the Soulstone, he gives them a disappointed look and then kicks the Hughes sister from the catwalk. She falls halfway before the rope snaps tight, but it's tied around her waist and not her neck, so it just hurts a great deal (and leaves a nasty bruise) instead of killing her. Then he orders his undead minions to attack the Fated.

THE ATTACK BEGINS

When Archambault commands his undead to attack, read the following text:

The Soulstone on the end of Archambault's staff begins to glow with a sickly yellow-green light, and he points it toward you accusingly. "Cue the orchestra! Pull back the curtains! It is time for you to witness the full extent of my necromantic prowess!"

Skeletal warriors trudge into view from each side of the stage. Archambault gestures to them with his free hand, and they reach up and start pulling on the levers and ropes hanging from above. "Behold! Enter the *Gargouille!*"

Hidden panels beneath the stage open up, revealing the hideous abomination waiting on the platform the skeletal warriors are hoisting into view. It's a towering amalgamation of dozens of bodies, all of them grafted together into a hideous, undead composite creature. It won't be long before the skeletons have pulled it up to the stage...

There is one *Mort Vivant* per Fated character, divided more or less evenly between both sides of the stage. Their stats can be found on page 97, and Archambault's stats can be found on page 96.



THE THEATER

The stage is twenty five yards wide and ten yards deep, but only fifteen yards are visible to the audience. The remainder is hidden behind curtains and serves as a staging area for productions. It's in these five-yard wide areas that both of the trap door winches are located.

Directly in front of the stage is the orchestra pit, which is sunk ten feet into the ground. Characters who fall into the orchestra pit suffer 2/4/6 damage and become **Prone**.

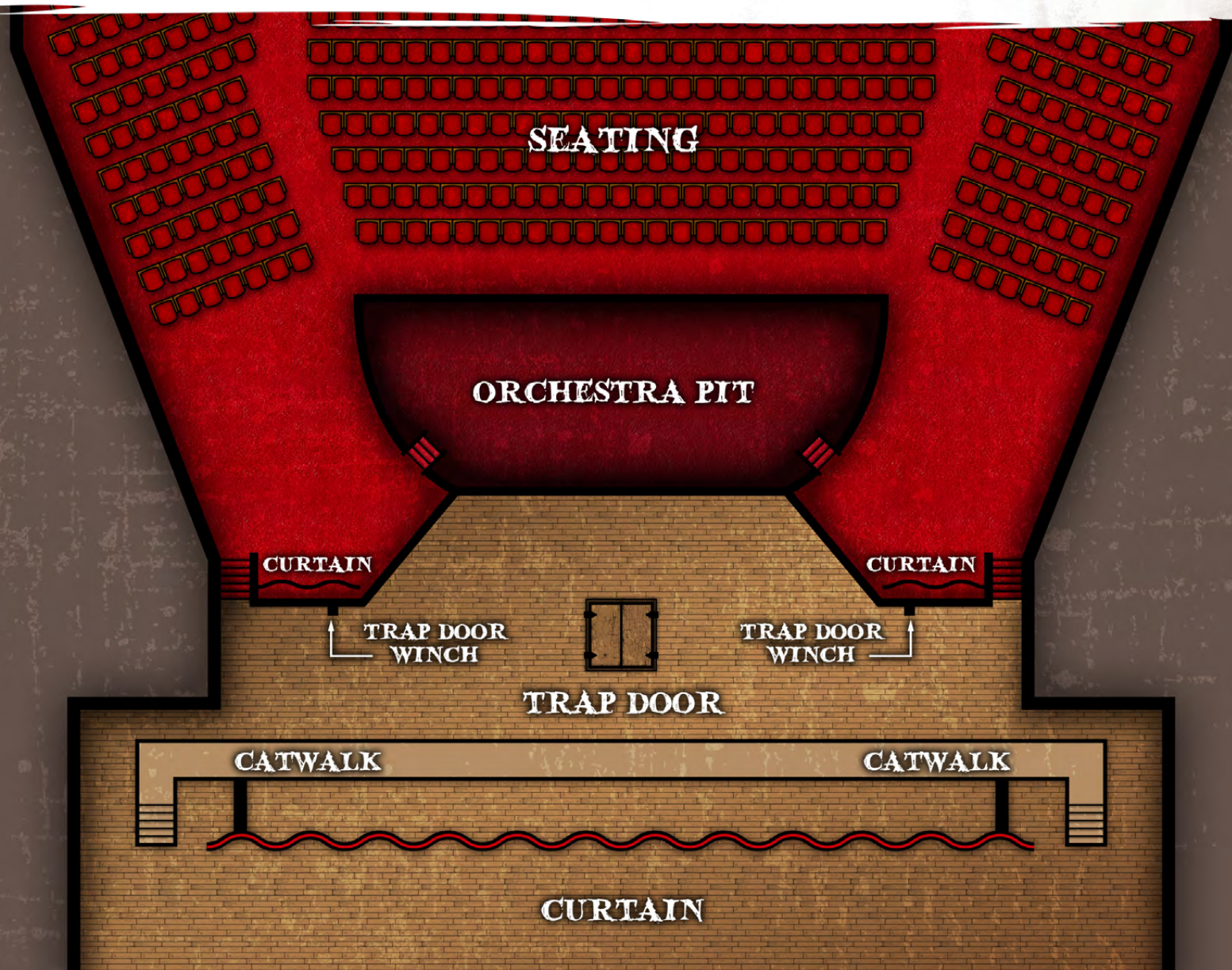
The catwalk runs over the entire stage and has stairways leading up from backstage areas behind the staging areas.

STAGE DIRECTIONS (THE VILLAINS)

The *Morts Vivants* spend their turns pulling on the ropes of the Trap Door Winches to bring the *Gargouille* up to the stage level. It takes a total of 16 AP to bring the Trap Door level with the stage. If the Fated engage the *Morts Vivants*, they defend themselves (and thus stop pulling on the Trap Door Winches).

The Fated can sever the ropes with a slashing weapon (TN 8 Challenge) or a firearm (TN 14 Challenge). Once a rope is severed, it can no longer be used to winch up the Trap Door. If both ropes are severed, the platform plummets to the ground along with the *Gargouille*.

Archambault supports his undead minions until the ropes are severed, at which point he personally enters combat.



STAGE DIRECTIONS (THE HEROES)

Stats for Dr. Duer and Professor Mondragone can be found on pages 100 and 101, respectively.

On Dr. Duer's first turn, he tells the Fated to attack the skeletons before they can get "that monster" hauled up onto stage. On the second turn, he realizes that Archambault has the necromancer's grimoire and shouts that "the tome chained to his hip is the source of his magic!"

Otherwise, Duer attempts to provide first aid to wounded Fated characters and helps them fight off the *Morts Vivants*.

On his turn, Mondragone darts toward the catwalk steps to rescue the Hughes sister. Once he reaches her, it takes him 1 AP to untie her bonds. If she is hanging from the catwalk, however, he first has to spend an additional 2 AP pulling her up to the catwalk.

SHOOT HER DOWN!


If the Hughes sister is hanging from a rope, the Fated can attempt to shoot it with a (1) AP Ranged Combat Challenge against TN 14. On a success, the rope snaps and drops her to the stage, bruised but unharmed. If the Fated fail with a Margin of Failure, however, they hit the helpless girl in the chest and puncture her heart. If this happens, Archambault does not perform a final strike against the woman; the Fated have already done that for him!

THE GORGON'S TOME

If Jean-Philip Archambault suffers a Critical Effect that affects his Legs (♣), instead of the usual Critical Effect, the attack severs the chain holding the Gorgon's Tome to his hip. The book falls to the ground, giving the Fated a chance to snatch it up (a 1 AP Action for a character within 1 yard) before Archambault does the same. While clutching the tome, Archambault cannot attack with his staff (as he doesn't have a second hand free).

ARCHAMBAULT'S DEATH...?


If Archambault is killed while in possession of the tome, he is instead saved by its dark power. Read the following text, swapping Gwyneth for Adwyn as appropriate:




Archambault collapses to the ground, clutching at his wound as he wheezes heavily. His staff flares up brightly as its light shifts from a sickly yellow-green to a deep, malignant purple. For a moment, you almost imagine that you can see his flesh rotting away to expose the bone beneath.

"Do you not understand?" he grunts, amused despite his pain. "You can never... kill... death himself...!" Dozens of spectral arms appear above the necromancer and sink into his body. They pull at him, a painful process, but he grits his teeth despite the pain.

"Let me show you!" Archambault sweeps his staff in a wild arc, and across the room, Adwyn's body is wrenched by some unseen force. She collapses to the ground, blood streaming from her mouth, nose, and ears. With a final, pained laugh, Archambault surrenders to the spirits and is gone.




If Archambault is killed while he does not possess the Gorgon's Tome, then he dies with one final act of spite. Read the following text, swapping Gwyneth for Adwyn as appropriate:



"NO!" Archambault staggers backwards, hand pressed to his wound. "I cannot... I am death himself!"

He collapses to the ground, blood pooling around him with alarming speed. "If I am... traveling to hell... I refuse to walk the path alone!"

With one final burst of energy, Archambault sweeps his staff in a wild arc. Across the room, Adwyn's body is wrenched by some unseen force. She collapses to the ground, blood streaming from her mouth, nose, and ears. With a final, pained laugh, the necromancer rolls over and dies, his lips frozen in a victorious grin.



If the Fated attempt to hurry the Hughes girl out of the theater, Archambault uses an AP on his turn to strike at her in the same way. This sort of petty vengeance has more or less dominated his life.


SAVING THE GIRL

When the Hughes girl collapses, Dr. Duer shouts out in surprise and hurries to her side, heedless of any undead that are in his way. He immediately starts performing critical first aid while shouting for Mondragone and the Fated to help evacuate her to the carriage. Once another character gets to his side, they can move her toward the back of the theater at their normal speed.

The undead generally ignore any escaping characters and instead focus on fighting those characters engaged with Archambault or remaining on the stage. Their orders were to defend the necromancer, not pursue the Fated, and they don't have the intelligence or motivation to chase the Fated for very long.


CONCLUSION: DYING GIRL


As the Fated escape from the Star Opera House with the dying Hughes sister, read the following text, swapping Gwyneth for Adwyn as appropriate:



Dr. Duer throws open the carriage door as he starts trying to get Adwyn inside. The sleeves of his white jacket are heavily stained with blood, and Adwyn is already pale from blood loss.

"Get this carriage moving towards Villa Mondragone!" he shouts once the two of them are inside. "And find Mondragone! Between my medical knowledge and his knowledge of artefacting, we might still be able to save her!"



If Mondragone or the other Hughes sister is present, they can drive the coach towards Villa Mondragone. If not, Dr. Duer gives the Fated some hurried directions, and the Fated will have to succeed at a TN 10 Husbandry Challenge to get the horses moving and keep them on track as they hurry through the darkened streets. Undead characters suffer a  to this Challenge due to the skittish horses.

As the carriage races through the streets, Dr. Duer pulls out his doctor's bag and announces that the wounded Hughes woman needs a blood transfusion. If the other Hughes sister is there, she volunteers and Duer quickly jury-rigs a crude transfusion device to keep the wounded woman alive. If not, Duer tells the Fated that one of them (or a living subordinate character) will have to give blood to keep her alive. There is no long-term penalty for doing so, but whoever does will be woozy and light-headed during the first part of the next Act.

If the wounded Hughes sister does not receive a blood transfusion, or if the Fated fail the Husbandry Challenge to reach Villa Mondragone in a timely manner, there are dire implications for their failure in Act III.


ACT III

At the end of the last Act, one of the Hughes sisters was grievously injured by Jean-Philip Archambault, and Dr. Duer was frantically working to save her life. Whether or not his attempts end up being in vain is in the hands of fate... and the Fated.

ACT III, PROLOGUE: BLEEDING OUT


It's possible that some or all of the Fated may have been left behind in the frantic scramble to escape the Star Opera House. In this case, some of the text below may have to be adjusted slightly to mention the Fated either hiring a carriage to take them to Villa Mondragone (if they have two Spanish dollars or are with Mondragone, who can pay for it) or hurrying there on foot (which takes about two hours).

In any case, read the following text to the Fated, swapping Gwyneth for Adwyn as appropriate:



As you hurry toward the open front doors of Professor Mondragone's sprawling manor home, the clock tower rising from the mansion's center strikes the hour. The forlorn tone of the bell feels ominous to your ears, as if there's something else beneath the clanging, gong-like sound, like a distant scream that is more imagined than heard.


All that is pushed aside as you hurry into the mansion. Through the entryway, you can see Dr. Duer in the next room, his white suit stained with Adwyn's blood. The Hughes woman is laid out on Mondragone's rosewood dining table, a mass of bloody cloth, matted hair, and pale skin.




The Fated have a moment or two to react to the sight of the unconscious woman. It's clear at a glance that she's in bad shape, and the fact that she hasn't yet died is a testament to Duer's skill as a doctor.

Fated who were injured during the battle at the opera house are still injured. Even if one of them is at risk of dying, neither Duer or Mondragone tend to their wounds; the life of the Hughes woman is simply more important than the life of a stranger, whether helpful or not.

Once the Fated have had a moment to react to the scene, read the following text:



Dr. Duer barely looks in your direction. "Mondragone's workshop!" he barks, his scalpel already cutting away Adwyn's dress in preparation for an operation. "Her heart is failing! We're going to need some... machine thing... some device to keep her alive. Get that Shepard woman to help!"



If Mondragone returned from the Star Opera House with Duer or the Fated, he immediately darts off toward his workshop to begin work on such a device. If the Fated left him at the Star Opera House, however, Mondragone arrives a short time after them, talks briefly with Duer to learn what sort of machine he needs, and then hurries to his workshop to build it.

If any of the Fated have claimed to have medical training during past conversations with Dr. Duer, then Duer shouts for that character to come assist him with Adwyn. Similarly, if any character has claimed to have some measure of technical prowess with constructs or machinery, Mondragone yells for that character to accompany him to his workshop.

ACT III, SCENE 1:

MEDICAL BREAKTHROUGH

When the Fated reach Mondragone's workshop, read the following text:

Mondragone's workshop is wide and expansive, taking up multiple rooms filled with scrap-strewn tables and free-standing chalkboards. A few half-built constructs stand amid islands of cleared space, little more than metallic skeletons threaded with pneumatic tubes and actuator wires.

As you enter, Kizzy Shepard looks up from a half-built device and pushes her goggles up onto her forehead. "You won't believe what I have to work with here. It took me four hours just to cobble together an electric arc welder so that..." Her voice fades as she notices your expression. "Oh no, what happened?"

When Kizzy learns about the injured Hughes girl, she abandons her current project and immediately starts searching for parts to help out. Read the following text, choosing the most technologically adept Fated as the object of her attention:

Kizzy swears as she starts frantically rummaging through Mondragone's workshop. "Duer may be a good doctor, even an amazing doctor, but he's a century behind the times. If that Spaniard has a recurrent agitator..."

Mondragone appears at the door, his shirt soaked with sweat and his face ashen. "There's a metronomic pump on the table to your left. Will that work?"

Kizzy snatches up the spherical device and lifts it up to inspect it. "Good enough," she says, tossing it to [FATED]. "If Duer can keep the girl alive long enough, we might just have enough time to build her a new heart."

Kizzy listens intently to the Fated as they describe their battle at the Star Opera House. If they succeeded in claiming the Staff of Za'gnacta from Archambault, she becomes quite excited, as a Soulstone of that size will make an excellent power source, once she's rebuilt her breach machine.

At this point, the Fated can choose to assist either Dr. Duer in attempting to keep Adwyn alive or assist Kizzy and Professor Mondragone with building the mechanical heart. Alternatively, they could attempt to act as liaisons between the two groups, keeping one informed of the other's progress.

Regardless of which path the Fated choose, it is handled with the Ongoing Challenge on the following page.

GWYNETH OR ADWYN?

As a reminder, this adventure assumes that the Fated rescued Gwyneth from Archambault, which resulted in Adwyn being kidnapped and subsequently wounded. If Gwyneth was kidnapped, simply swap the roles of Gwyneth and her sister Adwyn in this Act and continue with the adventure as written.



HEART OF STEEL

Skills Allowed: Artefacting, Doctor, Enchanting + Cunning, Engineering, Leadership, Toughness (Living characters only)

Target Number: 10

Duration: 30 minutes

Success Requirement: 8

Failure Requirement: 3

During this Ongoing Challenge, Fated that are trying to assist Dr. Duer can use the Doctor or Enchanting Skills to help extend Adwyn's life using their medical or magical knowledge.

Fated who are assisting Mondragone and Kizzy can use the Engineering or Artefacting Skills to help plan out the construction of the device on a chalkboard or to assist the two engineers in building it. The Leadership Skill can be used to liaison between the two groups and keep everyone motivated and hopeful in an otherwise stressful situation, and Living characters can use the Toughness Skill to donate an unreasonable amount of blood to the injured woman.

If any of the Fated donated blood to Adwyn at the end of Act 2, they suffer a \square to their duels during the first two Durations of this Ongoing Challenge.

If Adwyn did not receive a blood transfusion in the carriage at the end of Act 2, the TN for this Ongoing Challenge increases by +1.

Similarly, if the Fated needed to drive the carriage and failed the Husbandry Challenge to reach Villa Mondragone on time, the TN increases by an additional +1.

After every Duration, any Living character that made a Toughness Challenge to donate blood suffers 1 damage, plus one damage for every Margin of Success or Margin of Failure they achieved. If this damage causes a Critical Effect, the Fated character treats it as the following instant Critical Effect: "Increase the TN of every Unconsciousness Challenge this character makes during this Ongoing Challenge by +1." This instant Critical Effect lasts until the end of this Ongoing Challenge.

If the Fated brought the other Hughes sister with them, she gives as much blood as Dr. Duer allows, effectively contributing one Success to the Ongoing Challenge per Duration. She's desperate, panicking, and refuses to leave her sister's side.


On a success, the Fated succeed in keeping Adwyn alive long enough for Duer to attach the pneumatic heart. Proceed to The Pneumatic Heart on page 49.

On a catastrophic failure, however, Adwyn dies before the pneumatic heart is finished. Proceed to The Fallen Sister on page 49.



THE PNEUMATIC HEART

If the Fated succeed at the Ongoing Challenge, read the following text, swapping Gwyneth for Adwyn as appropriate:




Mondragone carries the finished pneumatic heart into the next room, where Dr. Duer is hovering over the unconscious Adwyn. Her chest has been opened, and his bloody hands are wrapped around her heart, pumping it manually.

"It's ready," Mondragone says, his gaze drifting to the Adwyn's face.

"About damn time," Duer mumbles. "Let me know when you're ready and I'll remove her heart. We only have one chance to get this right."

A few minutes of tense surgery later, Dr. Duer steps away from Adwyn and wipes at his brow with a bloody hand, leaving a smear of blood across his forehead. "That should do it. It's been a long night... you folks should get some sleep while I close her up."




Dr. Duer spends the next hour closing Adwyn's chest, which involves pulling her ribs back together and wrapping wire around the sternum bone that he cut through to access her heart. Then he stitches her up; his sutures are tight and neat, but it's clear to anyone watching or helping him that Adwyn will bear a scar from the procedure for the rest of her life.

Professor Mondragone collapses onto a sitting couch in the next room and promptly falls asleep. If the other Hughes sister is there, she sits down beside him and promptly dozes off as well, her head leaning against his chest. When Dr. Duer finally finishes stitching up the wounded woman and notices the sleeping couple, he either smirks with amusement (if the dozing girl is Adwyn) or glares at them in quiet anger (if the dozing girl is Gwyneth).

In any case, the rest of the night passes quietly. Proceed to Scene 2: The Long Morning (pg. 50).

THE FALLEN SISTER


If the Fated suffered a catastrophic failure on the Ongoing Challenge, read the following text, swapping Gwyneth for Adwyn as appropriate:



Mondragone hovers over a workbench with Kizzy and [ANY ASSISTING FATED], frantically assembling his own portion of the pneumatic heart. "I think we almost have it," he murmurs as he raises his own portion up to the light. "The right valve is finished."

"Don't bother." The voice comes from Dr. Duer, who stands in the doorway to the workshop, his arms covered in blood up to his elbows. There's a weariness to his entire body, but his eyes seem the most tired. "She's dead."

Kizzy curses, leans back, and run her good hand through her hair. Mondragone just stares at the heart valve in his hand for a long moment before throwing it angrily across the room.



If the other Hughes sister is present, she was the first to receive the news and is crying at her sister's side. Duer comforts her with all the grace and dignity of a caring doctor, and she throws herself into his arms as she sobs and cries.

If Gwyneth died, Mondragone is visibly upset and blames Duer for her death, claiming that they should have sent for a better doctor. If Adwyn died, he just glares at Duer as he holds Gwyneth before quietly excusing himself from the room.

In any case, the dead Hughes sister is left undisturbed for the moment. Duer had to open her chest for the surgery, but he wants to close her up and make her presentable before they tell her father (and her sister, if the other Hughes woman is not present).

In any case, the rest of the night passes in somber silence. In the morning, proceed to Scene 2: The Long Morning (pg. 50).

SCENE 2:

THE LONG MORNING

The tone of the following morning depends largely upon the events of the previous night.

If either of the Hughes sisters was killed, then the tone is somber and depressing.

If Gwyneth died, Mondragone is still angry with Duer, and Duer has left for the Hughes mansion to inform Gwyneth's father of her death and, if necessary, to bring Adwyn back home.

If Adwyn died, Mondragone and Duer are still upset, but neither is actually angry with the other. Mondragone is tired, and Duer has left to the Hughes mansion to break the bad news to her father (and to bring Gwyneth home, if she was present).

Either way, the dead Hughes sister is left on the table in Mondragone's dining room, as neither man knows quite what to do with the corpse just yet. Presumably, Bernard Hughes will wish to bury his daughter, but for now, she simply lies where she is until the appropriate arrangements are made, her body covered by a bloodstained white sheet.

If the Hughes sister was saved, then the tone is one of relief tempered with ongoing concern. The wounded woman has been moved into a servant's room (to avoid having to carry her up the steps), where she's been made comfortable. If the Fated check in on her, she's unconscious, the result of a laudanum injection given to her by Dr. Duer.

The good doctor, meanwhile, has left to inform Mr. Hughes of the situation and, if necessary, to bring his other daughter home to him.

MISSING PARTS

Kizzy Shepard approaches the Fated in the morning to speak with them about returning home. Read the following text:



In the morning, Kizzy Shepard gathers you all together in Mondragone's study. She's seated behind a wide, rosewood desk that matches the beautifully finished bookshelves lining the walls.

"We've got a big problem. Mondragone's workshop just doesn't have the tools I need to rebuild the breach device. They don't even have welding torches yet!"

Shaking her head, Kizzy leans forward, rests her pneumatic arm on the desk, and starts running her fleshy fingers over its hard steel.

"Fortunately, I don't think I have to rebuild the device. When the temporal breach first appeared, it pulled a lot of my machinery into it, but other than a few bolts and pieces of scrap, none of those parts appeared in the alley with us. I think those pieces might have been dropped elsewhere in the city... maybe even *when*."

Kizzy grins with excitement. "If we can find those parts, then all I have to do is repair them, rather than build the entire machine from scratch, with no schematics. It's our best chance to get back to our own time."



If the Fated ask how she intends to find the parts to her machine (or after they just sit there and stare at her in confusion for a few moments), Kizzy opens Mondragone's desk drawer and shows them today's newspaper. It's titled *The Public Ledger* and is dated June 16th, 1794.

The front page headline reads: "Strange Lights Seen Near Star Opera House!"

The Fated are free to read the newspaper article, but Kizzy summarizes its contents for them regardless: Two nights ago, the night she and the Fated arrived in the past, a number of people reported seeing strange lights in the sky above the Opera House. The article goes on to talk about how similar lights have been seen over the city in the past, though nobody has been able to figure out just what they mean.

The other articles on the front page discuss an attack by “The Crazy Quebecian” on an “innocent opera patron,” as well as commentary on some other issues of the day (most notably the ongoing Northwest Indian War in the Americas and the staggering number of guillotine executions by the Revolutionary Tribunal in France).

Once the Fated have looked the newspaper over, read the following text:

Kizzy leans forward, excited. “If these strange lights appeared overhead when *we* came through the temporal breach, then there’s a chance that these other lights are from similar breaches... or rather, the same temporal breach opening out into different places in the past.”

“If you can visit the newspaper office, look through their back issues, and track down where the portals appeared, then you might be able to find the remains of my machine. I’ll start building the tools I’ll need to repair it. The sooner we get out of here, the better.”

She casts a glance back toward the door, and beyond it, the dining room that had been an operating room the night before. “I’m really starting to worry that our presence here is too disruptive.”

Kizzy plans to remain at Villa Mondragone while the Fated search for the parts to her machine. She suggests speaking with Mondragone, who can point them toward one of the local newspaper offices.

When the Fated speak with Mondragone, he suggests that they visit the *Malifaux Tribune*; in his estimation, they’re a reliable source of information on the various strange things that happen in the city, and it has a small enough print run that it’s likely the owner still has back issues stashed away somewhere.

Mondragone fetches an old issue of the newspaper from his sitting room. The headline reads: “City Saved By Jack ‘o the Axe!” and goes on to describe a battle between the eponymous Jack and “the dark mistress,” Astarte, in the sewers beneath the southern part of the city. He shows the Fated the last page, where the newspaper has printed its address.

Once the Fated are ready to visit the newspaper office, proceed to Scene 3: Old News on page 52.



SCENE 3: OLD NEWS

The office of the *Malifaux Tribune* is only about a mile east of Villa Mondragone, near what will one day be the border between Downtown and the Easterly slums. The editor, Kurt Greenberg, arrives at the office at 4 am to begin pouring the molds for his printing press. Lithography has yet to be invented in 1794, so the *Malifaux Tribune* (and every other newspaper in the city) relies upon stereotyping to create their printing plates.

This process involves pouring plaster into a tray of completed type letters to make a mold. Hot metal is then poured into the mold and allowed to set, creating the printing plate that is then slotted into the printing press and used to print newspapers. The metal plates are melted down to be reused once the print run is finished. Because of the amount of time that goes into this process, the newspapers are always a day or two behind on current events.

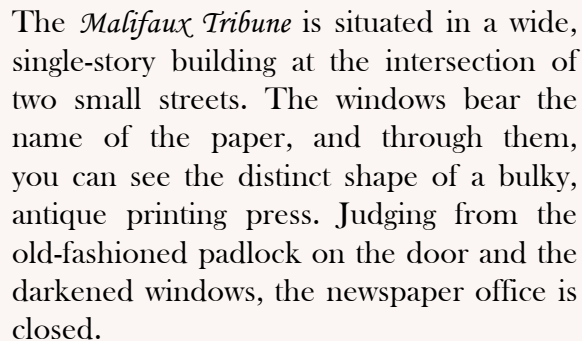
Kurt Greenberg arrives at 4 am to melt down yesterday's printing plates and begin setting out the type letters of the day's stories. At 9 am, a Norwegian laborer, Konrad Haraldsson, arrives to begin pouring the molds and printing the papers. Greenberg leaves at this time and returns at 5 pm. He spends an hour bundling the newspapers up in twine, and then leaves to deliver them to various newsstands throughout the northwestern portion of town. Haraldsson also leaves at 6 pm.

THE PUBLIC LEDGER...?

If the Fated decide to investigate a newspaper other than the *Malifaux Tribune* (such as *The Public Ledger*, the newspaper Kizzy showed the Fated), this scene can play out more or less as describe here.

If this happens, the Fatemaster should replace Kurt Greenberg and Konrad Haraldsson with different characters to show that, while many of the city's newspapers operate in the same way, they're all owned by different people.

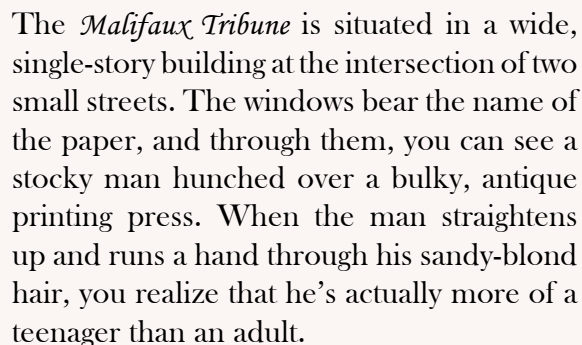
If the Fated arrive at any time between 6 pm and 4 am, the newspaper office is closed. Read the following text:



The *Malifaux Tribune* is situated in a wide, single-story building at the intersection of two small streets. The windows bear the name of the paper, and through them, you can see the distinct shape of a bulky, antique printing press. Judging from the old-fashioned padlock on the door and the darkened windows, the newspaper office is closed.

If the Fated attempt to break into the newspaper office, they can open the padlock with a TN 9 Lockpicking Challenge. Alternatively, they could just break the window; if it's after 10 pm, there are no militia patrols in the area, and nobody will investigate the sound. Until then, however, such vandalism will attract attention (and with it, four Militia Guardsmen, pg. 102).

Should the Fated arrive during business hours, however, they will most likely find Haraldsson working within, though there's a slim chance they might bump into Greenburg if they leave especially early or late. Greenburg is a thin German man in his late 30s, while Haraldsson is a stocky Norwegian in his late teens. If the Fated arrive while the newspaper office is open, read the following text, swapping out Haraldsson for Greenburg if appropriate:



The *Malifaux Tribune* is situated in a wide, single-story building at the intersection of two small streets. The windows bear the name of the paper, and through them, you can see a stocky man hunched over a bulky, antique printing press. When the man straightens up and runs a hand through his sandy-blond hair, you realize that he's actually more of a teenager than an adult.

ACCESSING PAST EDITIONS

Both Greenburg and Haraldsson are polite and friendly if the Fated encounter them, shaking hands and smiling freely. Greenburg is more than happy to talk about his newspaper (53 editions so far, print run just passed two hundred papers, planning to offer door-to-door delivery later this year), but Haraldsson doesn't seem all that interested in the *Tribune*; for him, it's just a reliable job.

A TN 8 Bewitch Challenge is enough to convince either man to allow the Fated to search through the unsold back issues, which are stored in a side closet until there are enough of them to warrant a trip to the paper mill to sell them for pulp.

If the Fated mention an interest in strange lights, both men remember the story about the lights above the Star Opera House two nights ago. Greenburg remembers writing a few similar stories about such lights, one as far back as two years ago, but the papers containing those stories have long since been sold for pulp. There were some lights a few weeks ago, however, and he's pretty sure that those issues are still in the closet.

Haraldsson, for his part, remembers Greenburg talking about seeing such lights before, but he doesn't remember when and doesn't actually read the *Tribune* (or anything else for that matter; he's illiterate). He does mention that there are some back issues in the closet, however, if they want to look for themselves.

Once the Fated have permission (or after they've broken into the newspaper office), they can search through the unsold previous editions for other mentions of the mysterious green lights. Finding the correct newspaper requires a TN 8 Literacy Challenge. If the Fated fail this Challenge, they can attempt it again, but each such attempt takes one hour.

If the Fated broke into the office and are still there when Greenburg shows up for work at 4 am, he sends for Militia Guardsmen (pg. 102). Similarly, if the Fated are still there when the office closes, Greenburg asks them to leave (though they can come back the next morning).

THE ARTICLE

The only newspaper containing a story about green lights in the sky is dated June 6th, 1794. It describes them as "vivid and sparkling" and mentions that they were located "south of the river, across from the Council Citadel." The article goes on to speculate that the lights might have been caused by the strange magics of the Council's mages, but also notes that none of those mages were available for comment.

An article on the same page describes a similarly strange event: as the lights were shining, a "comet" fell from the sky and slammed into the Eternal Chapel of the Redchapel district, damaging the roof. Most likely, the falling object was part of Kizzy's machine.

It doesn't take much effort for the Fated to learn the location of the Eternal Chapel; it's something of a city landmark, and just about anyone can tell them that it's located across the river from the Council Citadel.

If the Fated achieved a Margin of Success on their Literacy Challenge, they also find a newspaper article from June 9th, 1794, which discusses the supposed "haunting" of the Eternal Chapel by some sort of "evil spirit." The article takes a skeptical view of the eyewitnesses who claim to have seen a "masked ghost," but acknowledges that in the wake of the "villainous necromancer," anything could be possible.

Once the Fated have found the newspaper, they can proceed to Scene 4: The Eternal Chapel (pg. 54).



SCENE 4:

THE ETERNAL CHAPEL

The Eternal Chapel is located in (and lends its name to) the Redchapel neighborhood, which is located on the southern side of the Fortune River, in what will one day become the Riverfront Slums. It's about twelve miles from the *Malifaux Tribune* office, so walking takes about four hours. If the Fated hire a carriage (costing two Spanish dollars), the trip only takes forty five minutes.

As they travel, the clouds overhead grow darker and begin to rumble with the first hints of thunder. While this might come across as ominous, there's nothing particularly sinister about the approaching thunderstorm.

When the Fated arrive at the Eternal Chapel, read the following text:

From your first glimpse of the Eternal Chapel, it's clear how the surrounding Redchapel neighborhood took its name: the chapel's walls have been painted a deep crimson color. The building looms ominously over a wide yard like a massive tick growing fat off the city's blood.

Even from the street, you can tell that the chapel has suffered some recent damage. The stained glass windows are shattered in places, but there are still enough colored panes remaining for you to confirm that the story being hinted at in their visages isn't from any holy book you've ever read. The wind howls softly as it blows through the shattered windows, almost making it seem like the chapel is wheezing for breath.

More noticeably, there's a large hole in the slanted roof, and a "Closed for Renovations" sign hangs haphazardly from the handles of the padlocked double doors. It doesn't look like anyone's visited the chapel in weeks.

If the Fated examine the stained glass windows, a TN 10 Art Challenge allows them to realize that the images represented in the windows tell their own story: One depicts them standing alongside Kizzy Shepard in her workshop, another shows them being pulled into a swirling green portal, and yet another depicts their battle with Archambault on the stage of the Star Opera House. If they continue to investigate the windows, they even find a window depicting them staring at that very window.


The other windows are mostly broken, but they do give some glimpses of the future: one depicts the Fated facing off against a snake-haired woman atop a clock tower in the middle of a thunderstorm, another shows a battle with an old woman wielding mechanical gauntlets, and the last depicts them battling evil versions of themselves ringed in sinister halos of green light.

The images in the windows are a minor side effect of the time distortion the Fated are causing by their presence in the past; reality is slowly starting to warp around their presence in 1794, and the Eternal Chapel is a particularly sensitive location to such anomalies.

The doors of the Eternal Chapel are padlocked, but they can be opened with a TN 9 Lockpicking Challenge. Alternatively, the Fated could just do a bit more damage to an already-broken stained glass window and climb inside that way.




Once the Fated have entered the Eternal Chapel, read the following text:



Despite the cool winds of the gathering storm outside, the interior of the Eternal Chapel is oppressively warm and stuffy. Light streams in from the ragged hole in the ceiling, illuminating a broken mess of warped steel machine parts and splintered wooden pews. Though they've clearly been damaged, it's obvious that the twisted scrap was once part of Kizzy's time-spanning machine.


As you take in the scene, the twin scents of rotting meat and rancid urine become noticeable, undercut by an unpleasant, chlorine-like stench. Something about the odor makes your eyes water and your head hurt, and for a moment, you can almost hear the distant sounds of a man's tortured screams.



The falling machinery and subsequent rains have weakened the floor of the chapel, and when the characters approach the machinery, it finally gives way and dumps them into the basement. If the Fated are suspicious of the floors, a TN 10 Engineering Challenge reveals that something (most likely the falling machine parts) has damaged the floorboards.


Nevertheless, the Fated still need the machine parts. Unless they can teleport the half dozen parts out of the church and to safety (in which case, they get to avoid a dangerous fight), they're going to have to either enter the chapel or attempt to drag the parts closer... both of which end up collapsing the floor.


When the floor collapses, read the following text:







As you approach the shattered pews and damaged machinery, you feel the floor shift beneath you and hear it groan in protest. You instinctively freeze in place, but the groaning only continues to grow louder and louder.

You've only just started to step back when the weakened floor boards give way with a series of loud snaps. In an instant, the floor falls away and sends you tumbling down into the chapel's basement amidst a cascade of sharp wooden splinters and jagged metal.



Every character in the Chapel must attempt TN 10 Acrobatics or Evade Challenges. Characters who were near the door when the floor caved in gain a  to this Challenge and can choose to leap outside instead of falling into the basement. Successful characters manage to land more or less safely, bruised and scratched but otherwise intact.

On a failure, the character falls into the basement and suffers 1 damage. Any character that achieved a Margin of Failure on this Challenge lands badly on a limb determined by the suit of their final duel total ( = Left Leg,  = Right Leg,  = Left Arm,  = Right Arm) and gains the **Useless Limb** Condition for that limb until the end of the scene. Characters that flip a Joker get lucky and don't injure any limbs.

Regardless of their success or failure, every character that falls into the basement also becomes **Prone**.


The basement is fifteen feet down, and characters can climb out with 2 AP and a TN 8 Athletics Challenge. On a failure, the character makes no progress, but if she generates a Margin of Failure, she suffers 1 damage as she lands on a jagged piece of metal or wood.

A character can safely hop down with a TN 6 Acrobatics Challenge; on a failure, she lands poorly and suffers 1 damage.

DELIRIUM

When the time portal appeared and Kizzy's machine fell from the sky, the chapel's pastor, Father Foster, caught a glimpse of the future and the horrors it held. The fleeting vision shattered his mind, and his insanity attracted an Insidious Madness. In the days that followed, the spectral entity grew strong on the pastor's insanity and the residual temporal energy of the time portal, growing stronger and eventually becoming something entirely different from what it once was: Delirium.


As the dust clears, the entity makes its presence known. Read the following text:




In the wake of the floor's collapse, you begin to hear voices calling out to you. At first, you think that they might belong to passers-by who heard the commotion and rushed to check on you, but then you actually start to listen to what they're saying and realize that it's all gibberish. More alarmingly, the voices are coming from *inside* the chapel, rather than outside it.

Gradually, you start to realize that there's something else in the basement. You catch a glimpse of gnashing teeth out of the corner of your eye and notice a chemical, chlorine-like scent that reminds you of leering white masks. Paranoia and dread well up within you, and in your imagination, you can see a purple-blue cloud-thing filled with gnashing teeth watching you from above.

Then, suddenly, as if conjured into existence by the fragments of your own psyche, it's there in front of you: a twisted nightmare mass of bruised colors and gaping maws, like a malignant tumor upon reality itself. White masks float in a cluster near the top of the gaseous beast, and they leer down at you in silent judgment as spectral tendrils curl through the air toward you like sentient smoke.



MY FACE!

Characters who lose their faces are considered to have the following Linging Critical Effect: "**Hideous:** This character suffers a  to all Social Skill Challenges other than Intimidate."


Delirium attacks the Fated, stealing their faces whenever it seems appropriate. This aspect of the creature is primarily meant to horrify the Fated, so don't feel obligated to use it every round if they're already panicking over such a gruesome attack.

Note that if a character's initiative drops as a result of the **Repressed Memories** Condition, she will not gain an "extra" turn on her new initiative value.

The basement is roughly eight yards wide and twelve yards long. Because of the broken floorboards and pews scattered across the ground, it counts as Severe Terrain, so characters move through across it at half speed. Otherwise, it's relatively open, without much in the way of cover. Delirium's stats can be found on page 103.

The stairs at the back of the basement are useless now that the main floor has collapsed into the basement; they lead upwards to broken wood and empty space.

Once the battle is over, the Fated can gather up Kizzy's machine parts without further incident. There are three large pieces, each about the size of a person, and lifting them up out of the basement requires a TN 10 Athletics Challenge.

If the Fated use rope or some other means of making the task easier, they gain a  to this Challenge. There is no penalty for failing this Challenge unless the character achieves a Margin of Failure, in which case they stagger backwards and fall over as the machine piece partially crushes them, dealing 1 damage.

The smaller machine pieces can be removed from the basement without problem.

THE CRAZY CONDITION

Delirium hands out the **Crazy** Condition, which can quickly turn characters into insane, cackling madmen. Fortunately, it's possible for characters to come back from the brink of insanity, though it's a slow and difficult journey.

At the start of each day, a character may attempt a TN 15 Centering Challenge to lower the value of her **Crazy** Condition by exactly 1.

While the Fated are looking through the basement, they will uncover the corpses of a priest (Father Foster) and a few members of his clergy. All of them have had their faces removed, and many have been partially devoured (primarily to terrorize them; Delirium doesn't actually feed on flesh and blood).

A search of the bodies turns up 12 Spanish dollars as well as Father Foster's bible, which bears a great deal of crazed scribbles in the margins. The book now serves as a Grimoire and contains the Elemental Engulf and Terrifying Aura Magia, as well as the Increased Damage, Pulse, and Terror Immuto.

Once the Fated have recovered Kizzy's machinery (and, presumably, either tied them to the top of a carriage or resigned themselves to carrying the large and highly noticeable future machines through the city), they can return to Villa Mondragone and proceed to Scene 5: The Gorgon's Tear (pg. 58).

If the Fated are wounded from their fight with Delirium, it might not be a bad idea for them to tend to their wounds on the way back to Villa Mondragone; once they arrive, things will go downhill very quickly.

Feel free to mention the pain of their untended wounds as they crawl into the carriage or trudge through the city streets, which should at least make the Fated aware of their injuries. If they continue forward while already injured, the trials awaiting them will be particularly dangerous...



SCENE 5:

THE GORGON'S TEAR

When the Fated return to Villa Mondragone, they walk right into the middle of a tense argument between Gwyneth and her suitors. She's stolen the Gorgon's Tear from her father's vault and intends to use it to either heal her sister (if she survived the operation) or return her to life (if she perished).

Read the following text, choosing either the dining room (if Adwyn died) or the servant's room (if Adwyn lived) as the location of the altercation. As always, swap Gwyneth for Adwyn as appropriate:



As you leave the chapel, the darkening storm clouds overhead finally begin venting their frustration down upon the city below. The rain falls like a curtain, drumming upon the roofs of the buildings and flooding the gutters as the water tries to escape into the sewers. Every so often, the heavens flash with electric light, heralding the deep rumbles that follow a few moments later.

By the time you arrive at the front gate of Villa Mondragone, the storm's fury has already started to lessen. The rain is still steady, but it no longer hammers the ground as if trying to beat it into submission, and the thunder and lightning have both drifted further westward.

Unfortunately, the scene you find waiting for you inside the mansion is anything but pleasant. Dr. Duer is in the hallway, banging on the closed door of the [DINING ROOM/SERVANT'S ROOM]. He glances over his shoulders and steps aside as he notices you, his face flushed with color. "It's Gwyneth! She locked herself in with her sister!"

He grabs [FATED]'s arm and meets [HIS/HER] gaze. "She has the Gorgon's Tear!"



The Fated can batter the door open with a TN 9 Athletics Challenge or pick the lock with a TN 9 Lockpicking Challenge. On a failure, they can try again on the next turn. After three rounds pass, Mondragone hurries down the hallway with the key and unlocks the door on the fourth round.

When the Fated get the doors open and enter the room, read one of the following text boxes, depending upon whether or not Adwyn (or Gwyneth) survived the operation:

ADWYN (OR GWYNETH) SURVIVED

If Adwyn survived her surgery, read the following text, swapping Gwyneth for Adwyn as appropriate:



You burst into the room to find Gwyneth standing over the side of her sister's bed. Her left hand is pressed against Adwyn's chest, while her right holds a faceted emerald Soulstone the size of a man's fist. The eerie green radiance emanating from the gem bathes the entire room in venomous light that makes you feel slightly sick to your stomach.

Dark green mist rolls down Gwyneth's arms and into her sister's wheezing chest. You can already see the unwholesome color spreading across the Adwyn's skin like a sentient bruise.

"It's healing her!" Gwyneth exclaims, her eyes wide with desperate panic. "She said it could heal her!"


In the window behind her, you can see Gwyneth's reflection... and also the image of a spectral woman in a blood-red Victorian dress. Her hair is a nest of tangled vipers, and she's leaning forward, as if whispering softly in Gwyneth's ear.



After reading this text, proceed to The Gorgon's Release (pg. 59).

ADWYN (OR GWYNETH) PERISHED

If Adwyn perished during her surgery, read the following text, swapping Gwyneth for Adwyn as appropriate:




You burst into the room to find Gwyneth standing beside the table bearing her sister's corpse. Her left hand is pressed against Adwyn's chest, while her right holds a faceted emerald Soulstone the size of a man's fist. The eerie green radiance emanating from the gem bathes the entire room in venomous light, making you feel slightly sick to your stomach.

Dark green mist rolls down Gwyneth's arms and into her sister's chest. You can already see the unwholesome color spreading across the younger sister's skin like a sentient bruise.

"She said it could bring her back!" Gwyneth exclaims, her eyes wide with manic desperation. "Adwyn doesn't have to die!"

In the window behind her, you can see Gwyneth's reflection... and also the image of a spectral woman in a blood-red Victorian dress. Her hair is a nest of tangled vipers, and she's leaning forward, as if whispering softly in Gwyneth's ear.




After reading this text, proceed to The Gorgon's Release in the next column.

THE GORGON'S RELEASE

Regardless of which option occurred, the Fated have just enough time to perform a single 1 AP action. Any attempt to snatch the Gorgon's Tear out of Gwyneth's hands is successful. If the Fated already have their weapons drawn and attempt to attack Adwyn, Gwyneth shouts "NO!" and throws herself in front of the attack; assume Gwyneth has defense 3 and 4 Wounds.

No matter what happens, however, the Gorgon has already tethered a portion of her spectral essence to Adwyn's body and soul. The best thing the Fated can likely do in this situation is to simply get the Gorgon's Tear away from her.

After the Fated have taken their actions, read the following text, swapping Gwyneth for Adwyn as appropriate:




Adwyn snaps upright, her hands clutching at her chest as she sucks in a quick breath. Her eyes snap open, hollow and black, and she looks around the room in confusion. "Gwyneth...?"

Suddenly, Adwyn grabs her head, nearly doubling over in pain. Her hair starts floating upwards, as if freed from gravity, and the discolored bruise spreads further across her skin. "NO!" she screams. "GET OUT OF MY HEAD!"

She looks up at Gwyneth, her eyes wide with terror as her hair starts weaving itself into long, complicated braids. "Gwyneth, what did you do?!"

"I... I saved you!" Gwyneth cries, doubt making her voice tremble.

Adwyn screams again, burying her face in her hands as she doubles over. "I'M LOSING ME! I'M LOSING ME!" The bruises across her body shift, taking on the shape of sickly serpent scales, and her braids begin writhing about as if they possessed minds of their own.





THE GORGON'S TEAR

The Gorgon's Tear is a fist-sized Soulstone with a unique emerald hue. In game terms, it is a Lade 8 (Size 3, Quality 5) Soulstone.

Each morning, a character in the possession of the Gorgon's Tear gains the **Haunted +1** Condition (see *Under Quarantine*, pg. 155) as the Gorgon's influence becomes more pronounced.

If you're not using *Under Quarantine* in your game, just have the character gains **Poison +X** each morning, where X is equal to the total number of days the character has been in possession of the Gorgon's Tear.

THE GORGON

The Gorgon is a Tyrant, an incredibly powerful entity from the ancient days of Malifaux's past.

Before becoming a Tyrant, the Gorgon had been a diplomat and politician. She had always been charming, but as the years passed and she delved deeper into magical lore, she wove stronger and stronger enchantments into her body. By the time that she had become a Tyrant and left her mortal name behind, the Gorgon was capable of entralling anyone who so much as met her gaze.

While some Tyrants rushed to gather even more power in the hopes of ascending to godhood, the Gorgon took a different path. She understood the value of stealth and guile, and she grew her power slowly in the shadows, using proxies to manipulate her fellow Tyrants into unnecessary conflicts, which kept her peers weak and distracted.


When the Gorgon's physical body was destroyed at the end of the Tyrant War, the magic that had enthralled entire armies unraveled in her spectral hands. Her former thralls hunted her disembodied spirit down and imprisoned her in a specially cut Soulstone. Like a hall of mirrors, the facets of the gem turned the Gorgon's gaze back upon her no matter which way she turned. With no way to escape the mind-weakening enchantments she had woven into her gaze, the Gorgon's thoughts unraveled, reducing her to little more than a slumbering mote of primal consciousness.

When Bernard Hughes found the Gorgon's prison, he had it recut to enhance its unique luster. The process disrupted the careful balance of the facets keeping the Gorgon docile, and gradually, her consciousness and memories began to return. She had intended to make Jean-Philip Archambault into her proxy in the mortal realm, but with his defeat, the Gorgon's careful plans once more unraveled in front of her.

When Gwyneth calls upon her power, the Gorgon takes a desperate risk and pours a fragment of her essence into Adwyn in the hopes of facilitating her return to the mortal realm.

At this point, the Fated can attempt TN 10 Enchanting + Cunning Challenges. On a success, the character realizes that Adwyn's body seems to be undergoing a physical transformation, most likely as a result of being possessed by an entity that had been trapped within the Gorgon's Tear.


Realizing what is happening to her, Adwyn attempts to put as much distance between herself and her sister as possible. Read the following text, swapping Gwyneth for Adwyn as appropriate:



Adwyn's head bobs sinuously, darting this way and that, until she meets her locks eyes with her sister.

A look of sorrow flickers across her features, then she twists around and throws herself through the window in a shower of shattered glass. She lands in the rain-soaked garden beyond and scrambles to her feet, stumbling forward into the darkness and rain of the thunderstorm.

"STOP HER!" Gwyneth shouts, grabbing [NEAREST FATED] by the arm. "She's hurt!"




The Fated can safely vault through the window with a TN 8 Acrobatics Challenge. On a success, the character makes it out into the rain without incident, but on a failure, the character cuts herself on the broken glass shards and suffers 1 damage.

If the Fated don't immediately vault over the window, Mondragone and Duer take the initiative and leap through the window as Gwyneth collapses to the ground in tears. If the Fated do go through the window, Duer and Mondragone follow after them.


SPIRITUAL SPEEDBUMP

Adwyn scrambles through the darkness and rain as the Gorgon strengthens its hold on her. As she flees, the Gorgon draws upon her powers to summon a few spirits to slow the Fated down. Read the following text, swapping Gwyneth for Adwyn as appropriate:




As you hurry through the rain after Adwyn, she passes the garden's large central fountain and makes a frantic gesture with her hand. The fountain flares with bright green light, and a moment later, a pack of bloated, drowned spirits rise up from its depths and begin floating toward you.

Mondragone draws his pistol and fires a quick shot through the head of the nearest spirit, drawing its attention but doing little harm to its grotesque body. "After Adwyn!" he shouts. "Arthur and I will hold these spirits at bay! You must save her!"



If the Fated ignore Mondragone's orders and decide to fight the spirits, there is one Drowned per Fated. Their stats can be found on page 104. Stats for Dr. Duer and Mondragone can be found on pages 100 and 101, respectively.


Because of the wind, rain, and darkness, any ⚔ attacks made outside during the storm suffer a  to the attack flip.

If the Fated continue after Adwyn, the distractions provided by Mondragone and Duer ensure that they are not followed by the drowned spirits.

If the Fated split apart at this point, with half of them remaining behind to fight the spirits while the others continue to chase Adwyn, carry out this battle first before moving on to the battle with the second group. Feel free to give the stat blocks for Duer and Mondragone to any missing Fated so that they can participate in this fight. If this happens, both characters can flip cards as if they were Fated. Characters who fight the Drowned cannot continue to chase Adwyn.


TAKEDOWN

Once the Fated have either defeated or bypassed the Drowned, they can continue to chase Adwyn. Read the following text, swapping Gwyneth for Adwyn as appropriate:



Adwyn slips in the mud and stumbles forward, almost losing her footing. As she recovers, a flash of lightning illuminates the garden for one brief moment, revealing that her wet braids have transformed into a tangled mess of writhing snakes and vipers.

In the flash, Adwyn catches sight of the clock tower rising up from the mansion and starts running toward it. "I can't stop her!" she shouts back as she scrambles through rain and mud. "Nobody can! She will kill everyone!"



The Fated can attempt to tackle Adwyn to the ground with a TN 12 Athletics + Speed Challenge.


If the Fated fail in their attempt to tackle Adwyn (or if they don't attempt it), she reaches the stairs to the clock tower and all but throws herself up the steps. Proceed to The Clock Tower (pg. 64).

On a success, the Fated tackle Adwyn to the ground and knock her **Prone**. Unfortunately, this also allows the snakes that make up her hair to make a single Serpentine Hair attack against the tackling character (see Possessed Hughes, pg. 105).

Adwyn screams at the Fated to kill her "before she takes me." Each character gets a single turn to act. All it takes is a single attack with a weapon to kill Adwyn. As Adwyn screams her warning, however, the Gorgon sacrifices a great deal of her potential power to seize control of the Hughes woman. Her eyes flash emerald green, and any character attempting to kill Adwyn must succeed on a TN 10 Centering Challenge to overcome the sudden fear that wells up in their heart.

On a success, the character is able to finish Adwyn off without hesitation. She dies and her body gradually transforms back to its normal form as the Gorgon's essence returns to the Gorgon's Tear.


On a failure, or if the Fated hesitate or attempt some other means of saving Adwyn, the Gorgon fully possesses Adwyn. Read the following text:



Adwyn shudders and then opens her eyes, which are now glowing with a bright, venomous light the same shade as the Gorgon's Tear.

"**AWAKEN**," she gasps, her voice moving through your mind like the shameful caress of an illicit lover. She raises her hand, watching as her bruised skin slowly transforms into discolored, purple-green scales. "**SUCH A FRAGILE VESSEL...**"

She shifts her gaze toward you, and instantly, you feel your mind melting away before her awesome presence.



The Fated will have to square off against Possessed Hughes (pg. 105). Without the option of shoving her off the clock tower or dropping a bell onto her head, this will likely be a very difficult fight.

If there are four or more Fated facing off against the Gorgon, she uses 1 AP on her first turn to summon two Drowned to her side. The spirits pull themselves out of the muddy pools of water throughout the garden, each one appearing two yards from one of the Fated, to either side of the group.

During the battle, the Gorgon uses her Emerald Gaze to target the most threatening Fated. If she succeeds, on their turn, she either forces the character to attack their allies or compels them to throw their weapon three yards away, into a pool of water. If the weapon was a firearm, until the character reloads it, she must flip a card from the Fate Deck each time she attempts to fire it; on a ♠ or ✕, the bullet is wet and does not fire.

If there's any silver lining to the scenario, it's that the Gorgon's grasp on Adwyn is still tenuous, and thus her power (and Rank Value) is far less than what it will become over the next few hours.

If the Fated defeat the Tyrant, see *The Gorgon Defeated* on page 65.

If the Fated are themselves defeated, the last thing any of them remembers before falling unconscious is the Gorgon leaning down to whisper blasphemous words in their ears. Any character hearing these whispers gains the **Crazy +3** Condition.

Some time later, any unconscious Fated are revived by Duer and Mondragone. The Gorgon has escaped, and her presence in the world will have catastrophic implications for the future.

If the Fated took Adwyn's life, Duer and Mondragone are upset by the turn of events and have little to say, even if the Fated explain about the Gorgon. They're not entirely sure how much they believe about the girl being possessed (they didn't see the full extent of her transformation, whether it was partial or complete), but they're aware that something strange certainly happened (especially if the possessed sister was brought back from the dead).

If Gwyneth is the one who died, then the scene plays out much as described above, save that Duer and Mondragone blame each other (and the Fated) for her death. Duer and Mondragone get into a shouting match about which one of them "caused her death," and if the Fated try to interrupt them, only a TN 12 Centering Challenge allows a character to remain calm and rational enough to talk them back from a permanent break in their friendship (and the inevitable duel that will claim Mondragone's life).



THE CLOCK TOWER

If the Fated allow Adwyn to escape them in the garden, she flees up the steps to the top of Villa Mondragone's clock tower. If they choose not to follow her, the Gorgon takes control of Adwyn just as the woman is about to throw herself off the ledge. The Tyrant then slips away into the stormy night and will have a significant (and very negative) impact upon the next century.

If the Fated chase Adwyn up the clock tower, however, they have a chance to defeat the Gorgon before she can escape. Read the following text:



The slick stone steps wind their way up the exterior of the square clock tower. Rain pelts you as you climb, leaving you thoroughly soaked by the time you reach the uppermost landing. The tower's large dome has ensured that the enormous brass bell which hangs suspended above you is protected from the worst of the elements, but the smooth stone floor is still wet in places, particularly around the edges, where a thin, three-foot-tall railing is all that stands between safety and empty space.

Adwyn is standing in front of this railing, her hands upon it as she stares up into the heart of the thunderstorm. As you watch, she slowly steps back, allowing her scaled hands to slide from the railing as she turns to face you. Her serpentine tresses hiss and snap at you, but you find it difficult to focus on anything other than the glowing emerald light of her eyes.

"FEW ARE BRAVE ENOUGH TO CHASE THE STORM," she murmurs, her voice moving through your mind like the shameful caress of an illicit lover. **"SERVE ME. KNEEL BEFORE YOUR TYRANT."**



If the Fated surrender to the Gorgon, see the Conclusion on page 35. The Gorgon's grasp on Adwyn is still tenuous, so her power (and Rank Value) is far less than what it will become over the next few hours. Despite this, she's still a dangerous adversary, and the Fated are likely in for a difficult fight. The Gorgon uses the stats of Possessed Hughes (pg. 40). If there are four or more Fated characters, add a Drowned (pg. 39) to this battle.

The landing of the clock tower is ten yard to a side, and the Possessed Hughes begins a mere two yards from the edge on the western side. The Fated begin the battle on the eastern side, near the stairs leading down to the garden below.

A character can attempt to shoot the rope holding the enormous brass bell suspended above the landing. In order to do so, the character must be within 1 yard of any edge of the landing (in order to have the proper angle), and she must use a weapon with a range of at least 8 yards. The character must spend 1 AP to make a TN 15 Challenge with the appropriate Ranged Combat Skill.

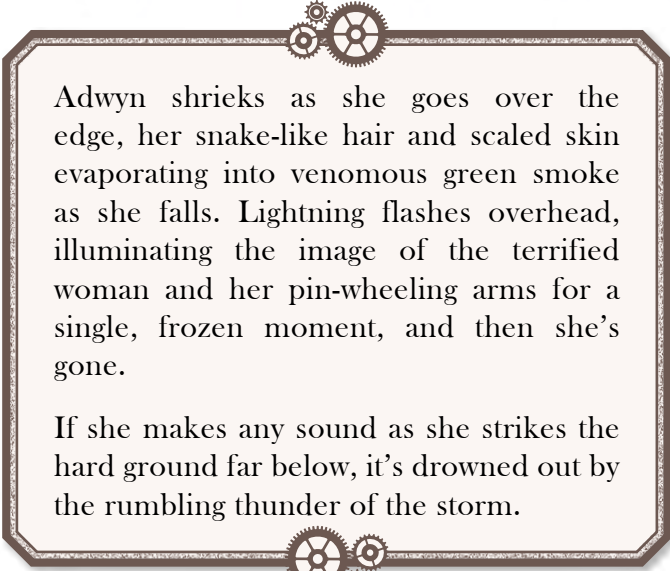
On a success, the character damages the rope, and the weight of the bell does the rest; at the end of the round, the bell crashes down, dealing 10/14/18 damage to anyone in the two-yard by two-yard square at the center of the landing. Everyone on the landing is knocked **Prone**, and characters hit by the bell cannot take actions until another character spends 2 AP and makes a successful TN 12 Athletics Challenge to free them. The fallen bell counts as hard cover. If the bell lands on the Gorgon, see Ding Dong, the Gorgon is Dead on page 65.

Alternatively, the Fated might attempt to push the Gorgon off the clock tower using the Shove Action or any other pushes they might possess. Any character that falls off the western edge of the landing plummets forty meters to the ground below and suffers 20/22/26 damage. Falling off any of the other three sides will cause the character to strike the mansion's roof, twelve yards below, which reduces the falling damage to 6/8/10 damage. If the Gorgon is pushed off the landing, see Over the Edge! (pg. 65).

If the Fated are defeated, the Gorgon escapes into the night. Some time later, any unconscious Fated are revived by Duer and Mondragone.

OVER THE EDGE!

If Adwyn made it to the tower, the Fated can attempt to bring the fight to a sudden close by pushing the Gorgon off the edge of the clock tower. If this happens, read the following text, swapping Gwyneth for Adwyn as appropriate:

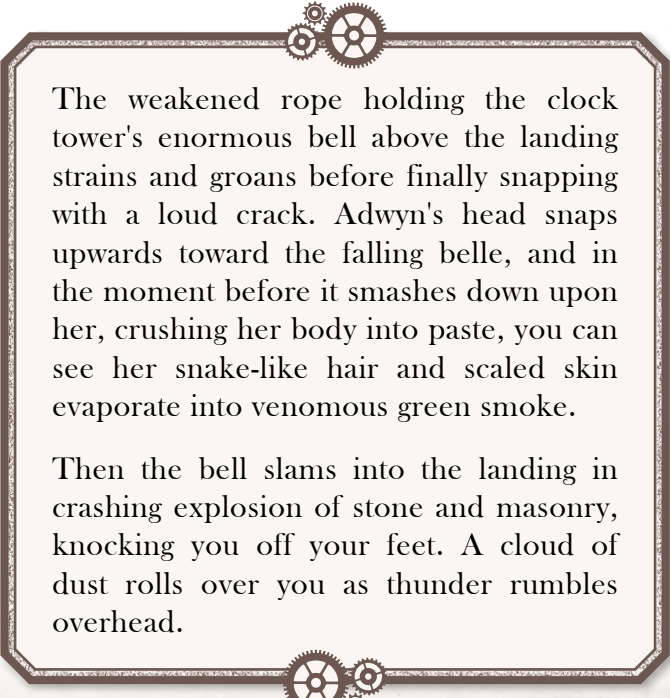


Adwyn shrieks as she goes over the edge, her snake-like hair and scaled skin evaporating into venomous green smoke as she falls. Lightning flashes overhead, illuminating the image of the terrified woman and her pin-wheeling arms for a single, frozen moment, and then she's gone.

If she makes any sound as she strikes the hard ground far below, it's drowned out by the rumbling thunder of the storm.

DING DONG, THE GORGON IS DEAD

If the Fated drop the clock tower bell on the Gorgon, read the following text, swapping Gwyneth for Adwyn as appropriate:



The weakened rope holding the clock tower's enormous bell above the landing strains and groans before finally snapping with a loud crack. Adwyn's head snaps upwards toward the falling belle, and in the moment before it smashes down upon her, crushing her body into paste, you can see her snake-like hair and scaled skin evaporate into venomous green smoke.

Then the bell slams into the landing in crashing explosion of stone and masonry, knocking you off your feet. A cloud of dust rolls over you as thunder rumbles overhead.

THE GORGON DEFEATED

If the Fated defeat the Gorgon (either by pushing her off the landing, dropping a bell on her, or through more traditional means), as they deal the last blow to her, she withdraws her essence from Adwyn, leaving the confused and frightened woman the sole victim of the attack that kills her.

This weakens the Tyrant considerably... but not nearly as much as would the death of her chosen host. It will take well over a century for the Gorgon's power to return to what it was when she possessed Adwyn. In the meantime, she can do little more than whisper into the minds of those who hold the Gorgon's Tear, enticing them to commit murders that will charge the Soulstone and, in turn, bolster her disembodied spirit.

CONCLUSION

Once the Fated have dealt with the Gorgon, Duer and Mondragone will catch up with them. If they had been distracting the Drowned, the two men explain how the spirits simply disappeared at one point (after the Gorgon was defeated or escaped).

If the Gorgon was defeated, Dr. Duer carries Adwyn's body back to the estate and lays her out. If she had previously been killed, they decide that they cannot run the risk of her reanimating, and Dr. Duer decapitates her with a bone saw to prevent such an event from occurring.

If the Gorgon escaped, the surviving sister remains awake all through the night, hoping that her sibling will return, but she never does.

Regardless, the long night has taken a heavy toll upon everyone, and the surviving Hughes sister is wracked with guilt over what she did and how things turned out. Kizzy thanks the Fated for recovering the parts to her machine and tries to make it sound like a victory, but the dark turn of events leaves her words hollow and empty.

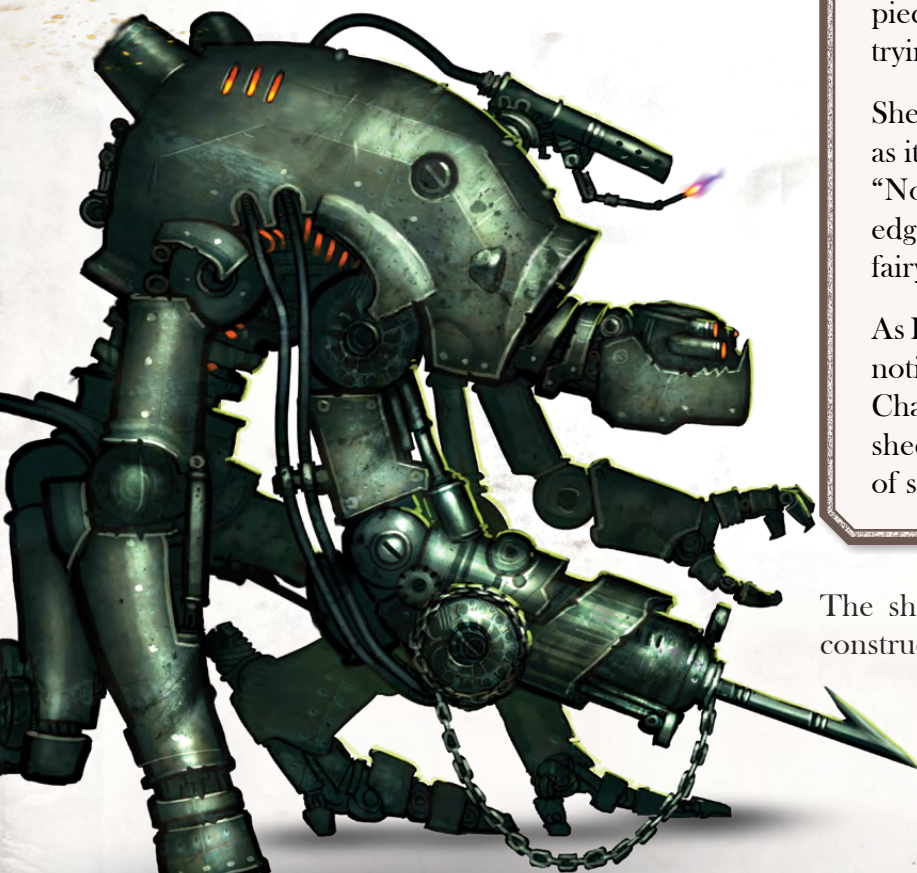
If the Fated foolishly surrendered to the Gorgon, then she enslaves them as the last of their willpower fails them. They will go on to perform multiple atrocities in her name, but this adventure, at least for them, has come to an end.

ACT IV

At the end of the last Act, the Fated faced off against the Tyrant known as the Gorgon, and one of the Hughes sisters, either Gwyneth or Adwyn, is now either dead or serving as the Tyrant's host. Morale is low, and both Dr. Duer and Professor Mondragone are exhausted and disheartened after the long, terrible day.

If Gwyneth died or disappeared, the Fated overhear a bitter argument between Dr. Duer and Professor Mondragone, wherein each of the two men blame the other for what happened. No matter which Hughes sister was so afflicted, Dr. Duer leaves Villa Mondragone and returns to his smaller home, either to rest and gather his thoughts (if Adwyn is gone) or due to the bitter words exchanged between him and Mondragone (if Gwyneth is gone).

Kizzy unloads the machine parts the Fated brought back from the Eternal Chapel and works on them through the night, more determined than ever to leave the past behind her, both figuratively and literally.



ACT IV, PROLOGUE: FALLEN HOPES

As morning dawns, the Fated have a bit of good luck for a change. Read the following text, choosing the Fated with the highest rank in the Notice Skill (or the character who is resolving a Destiny Step this session) to see the schematic.

Given the impromptu surgery that recently took place on the dining room table and the complications that arose from it, the servants have decided to serve breakfast in the workshop this morning. They set the serving trays on the far end of the room, where it is less cluttered, allowing the aroma of freshly cooked bacon and eggs to mingle with the more subtle smell of machine oil.

Kizzy, however, is in a sour mood. "We're done for," she announces, her head held up by her good arm as the other pushes an empty whiskey bottle back and forth across her workbench. "The interocitor is a melted piece of metal. Must have gotten too hot trying to channel that much energy."

She gives the bottle another push, watching as it slowly rolls toward the edge of the table. "Not that it matters. That gadget was cutting edge a century from now. Might as well be a fairy tale in this backwards little era."

As Kizzy laments your mutual fate, [FATED] notices the words "Toroidal Combustion Chamber" scrawled along the bottom of a sheet of paper that peeks out from a stack of schematics.


The sheet of paper is a schematic describing the construction of an interocitor (hence the mention of the Toroidal Combustion Chamber on the schematics). The handwriting doesn't look familiar and doesn't match the other schematics.

ACT IV, SCENE 1:

THE CLOCKWORK QUEEN

The discovery of the interocitor schematic will most likely result in the Fated informing Kizzy of their discovery. If not, they will have to succeed on a TN 12 Deceive Challenge to keep her from taking an interest in whatever they have discovered.

Once Kizzy gets a look at the schematic, read the following text:




Kizzy's eyes are as wide as saucers as she examines the schematic. "These are Rasul's schematics. See here?"

She points out a small hinge on the side of the device. "This is an "S" hinge. When the two of us were first trying to build an interocitor, we got into an argument over whether a swivel hinge or a back-twitch hinge would work best, and as a compromise, we settled on an "S" hinge. But there's no reason anyone would ever actually *use* an "S" hinge there; it just doesn't make any sense. If Rasul wasn't such a sentimental..."

The inventor catches herself and shakes her head. "The weird thing is, this doesn't look like Mondragone's handwriting, and it certainly isn't Rasul's. That means someone else made a copy of the original schematic."


Kizzy stares at the schematic for a long moment, then looks back up to you. "If someone has actually been building interocitors, that could be very bad for us. Someone with access to this sort of technology in this day and age... the knowledge alone could change *everything*. We have to find out who made this and ensure that every other copy of these schematics is destroyed."



Kizzy thinks that the easiest way to determine who might have made the interocitor plans is to just ask Professor Mondragone where he found them.

Mondragone, for his part, is surprised for the subject to even come up. He claims that he obtained the schematics from the Clockwork Queen, one of the city's most notorious artificers, and confirms that she had a working prototype.

Read the following text (keeping in mind that he is considerably more intoxicated if Gwyneth perished or disappeared the night before):




"We don't know her real name. She rose to prominence three years ago, after the great battle against the Necromancer." Mondragone pauses to accept a tall glass of amber-colored alcohol from a servant. He sips at it, grunts in mild surprise at the strength, and then takes a longer drink.

"Brilliant woman, easily one of the best minds of our generation. She revolutionized the entire field of pneumatic sentience." He makes a vague motion toward his workshop with the hand holding his drink. "Many of the machines I have been building are refinements of her original prototypes."

Mondragone sighs as he stares down into his glass and swirls the alcohol within. "About a year ago, shortly after she drew up that schematic for me, something changed. She stopped attending symposiums and started getting into arguments with other engineers and artificers. Gradually, those arguments started to turn violent."

He sighs and shakes his head in disappointment. "She's become a technological vulture. Whenever an inventor comes up with a new invention or a new piece of technology, the Clockwork Queen launches a raid on their workshop to make it her own. Her refusal to be shown up by anyone has single-handedly reduced the most enlightened inventors and engineers since the Renaissance into a pack of fearful and distrustful hermits."



If Kizzy is present, she tells Mondragone that the Clockwork Queen has access to cutting-edge technology that they need in order to return home. She also says that once they've managed to acquire an interocitor from the woman, they will have to destroy all knowledge of the device.

If the Fated seem to care about the state of the future, she spins (somewhat exaggerated) scenarios of how such technology could radically alter the future: ruthless men like the long-dead Steam Tyrant of Virginia could use advanced constructs to conquer entire continents, terrible weapons of mass destruction could increase the horrors of the upcoming Black Powder Wars a thousand-fold, and innovative inventors such as herself might use the technology to create their own temporal breaches, allowing them to rewrite history for their own benefit.

Should the Fated be less concerned about paradoxes than they are about returning to their own era, Kizzy bluntly informs them that without a working interocitor, they're looking at spending the rest of their days in the past. Though this might be interesting to some characters, Kizzy also points out (pulling characters away from Mondragone, if necessary) that the Breach will close in a few years, killing everyone in Malifaux and triggering one of the worst wars in human history back on Earth.

Their odds of surviving either event are not particularly great.

FINDING THE CLOCKWORK QUEEN

Eventually, it should become clear to the Fated that their long-term survival (not to mention the past century of history as they know it) depends upon their acquisition of another interocitor.

Unfortunately, Mondragone tells the Fated that the Clockwork Queen abandoned her previous workshop shortly after she began launching attacks on her fellow artificers. Nobody knows the location of her current workshop, so before they can steal the interocitor plans and any prototypes from her, they have to learn where she keeps them.

MONDRAGONE'S AMAZING DISCOVERY

Kizzy has an idea on how to draw the Clockwork Queen out of hiding. Read the following text:



Kizzy thoughtfully taps a pencil against the side of the workbench. "If this Clockwork Queen is so interested in advanced technology, why don't we use the technology from our own era to bait a trap?"

"That's not a bad idea." Mondragone scratches his beard as he considers the idea. "Did you have something in mind?"

As way of an answer, Kizzy raises her mechanical limb in front of her. "From the way that people keep staring at this from the corners of their eyes, I'm guessing that pneumatic limbs haven't been invented yet. That sort of knowledge would be pretty tempting, don't you think?"

Mondragone nods in growing excitement. "Yes, it's perfect! If we can get the word out that I have invented a pneumatic replacement arm, we can draw the Clockwork Queen here to kidnap you and your arm. The rest of you can lay low and follow the Queen back to her workshop once she has abducted Kizzy."

Kizzy's brow furrows. "Abducted? Hold on now..."

Mondragone is already halfway to the door. "If we hurry, we can get the story put in tomorrow's newspapers!"



Unless the Fated object, Mondragone gathers them up and sends them throughout the town to spread word of his "amazing breakthrough." He tells them to make certain that they mention that Kizzy is staying at his estate as she "recovers from her surgery."

Alternatively, any other character with a pneumatic limb could volunteer to stand in for Kizzy (in which case, that character ends up carried away by Steam Arachnids in *The March of the Machines* on page 70).

Spreading this rumor is handled with an Ongoing Challenge:

SPREADING THE WORD

Skills Allowed: Art, Bewitch, Carouse, Leadership, Literacy, Printing

Target Number: 10

Duration: 2 hours

Success Requirement: 2 per Fated

Failure Requirement: 1 per Fated

The Fated can use Art or Printing to print fliers or put up posters around the city, Bewitch or Leadership to spread word on the street, Carouse to buy people drinks and talk things up at taverns, and Literacy to write stories for local newspapers.


The Fated only have eight hours to get word out before the papers close and people return to their homes, so this Ongoing Challenge only lasts a maximum of four Durations. If the Fated have not completed the Ongoing Challenge by the end of the fourth Duration, the Ongoing Challenge ends in failure (though the Fated do not suffer a catastrophic failure). They can retry the Ongoing Challenge again the next day (with two extra Durations, if they wake up early to get a head start on things).



Keep track of any Successes gained from the Art or Printing Skills; if the Fated fail this Ongoing Challenge, they can reuse the fliers and posters created by those Skills, and thus can carry those Successes forward into future Ongoing Challenges.

On a success, the Fated succeed in spreading the word about Mondragone's "new invention." By the time the Fated head home that evening, it seems as if everyone is talking about his new pneumatic arm and the woman wearing it. See The March of the Machines on page 70 for more details.

On a catastrophic failure, the Fated succeed in attracting attention... just not the attention they had planned on. See the Wind Gamin Attack section in the next column.

WIND GAMIN ATTACK

If the Fated suffer a catastrophic failure on the Ongoing Challenge, a flock of Wind Gamin (pg. 106) attack Villa Mondragone later that night in an attempt to kidnap Kizzy (or at the very least, to steal her arm). The Fated can attempt TN 6 Notice Challenges (with a  if they are asleep) to hear the strong winds as the creatures swoop past windows or to notice them peeking inside in an attempt to find Kizzy.

If the Fated attempt to stop the Wind Gamin, they will either have to climb out the window and fight them on the rooftop (the darkness imposes a  to any  attacks), attack them from the windows (the Fated get one good turn of shooting before the Wind Gamin fly out of sight) or wait for the creatures to find Kizzy and burst into her room, in which case she screams. Characters who were with Kizzy are present at the start of the battle, those who succeeded on their Notice Challenges arrive at the start of the third round of combat, and those who failed their Notice Challenges arrive at the start of the fifth round of Combat (and are considered to be **Dazed** until the end of Dramatic Time if they were woken up from sleep).

Kizzy hides beneath her bed as soon as the creatures arrive, which makes it difficult for them to attack her; if any Fated are present, they turn their full attention to them. Falling from the window of Kizzy's second floor room (most likely due to being pushed outside by the Wind Gamin) causes a character to fall fifteen feet and suffer 3/5/7 damage. Falling from the rooftop is more dangerous and inflicts 4/6/8 damage.

After the battle, Mondragone points out that the Wind Gamin must have been sent by someone who heard about Kizzy's mechanical limb and wanted it for their own. The Clockwork Queen isn't the only person in the city with an interest in advanced technology, and using summoned Gamin just isn't her style.

In the morning, the Fated can attempt the Ongoing Challenge again.

THE MARCH OF THE MACHINES

If the Fated succeed on the Spreading the Word Ongoing Challenge, the Clockwork Queen takes the bait and abducts Kizzy. Read the following text, swapping out the coffee for hard liquor if Gwyneth died or went missing:



Mondragone hovers near the window of his sitting room, a spyglass pressed up against his eye as he scans the front yard of his home for movement. He's been there for hours, only looking away to periodically sip at his coffee. Finally, he sits upright and hands the spyglass over to [RANDOM FATED]. "They're here."

Looking through the spyglass, [FATED] can see a dozen mechanical spiders, each the size of a small dog and gleaming in the moonlight, climbing over the front gates of Mondragone's manor. Kizzy cups her hands against the window and peers outside as well, but when she pulls back, confusion is etched on her face. "Wait, those are steam arachnids."

Mondragone nods. "That's what she calls them, but I can't see why. They only have two pairs of legs. Come, let us throw you to the wolves."

Kizzy nods as she steps away from the window, but Mondragone's response only seemed to make her more unsettled. She pauses to give you one last look. "Don't lose track of me, alright? I really don't want to end up on some crazy old woman's operating table."



There's enough time for Kizzy to have a short talk with the Fated, during which she tells them that she's left a copy of the schematics for her breach machine in Mondragone's workshop, just in case the worst comes to pass.

If the Fated linger too long, Mondragone will step in and remind them that Kizzy needs to be abducted by the arachnids in order for the Fated to be able to track the machines back to the Clockwork Queen's workshop. If the Fated ask why Kizzy is bothered by the presence of Steam Arachnids, she just shakes her head and says that it's nothing. A TN 9 Bewitch or Convince Challenge gets her to admit that she's worried because those machines shouldn't exist in the past: she remembers when Dr. Ramos first unveiled them to the scientific community back in the early days of the M&SU. Their presence in the past makes her uncomfortable because they're not supposed to exist yet.

Once the Fated are done speaking with her, Kizzy heads outside to meet with the Steam Arachnids. Read the following text, swapping out the coffee for hard liquor if Gwyneth died or went missing:




Kizzy walks outside, her arms held out to her sides as she nervously glances back toward you. The steam arachnids scuttle toward her like a walking mechanical carpet, snipping at her feet with their sharpened metal legs. When she hops back to avoid the sharp steel, one of the small machines darts underfoot, upsetting her balance and sending her tumbling back into the waiting constructs.

Before Kizzy can even start shouting for help, the machines are back on the move, scuttling away from the mansion as they carry the inventor atop their small metallic backs.

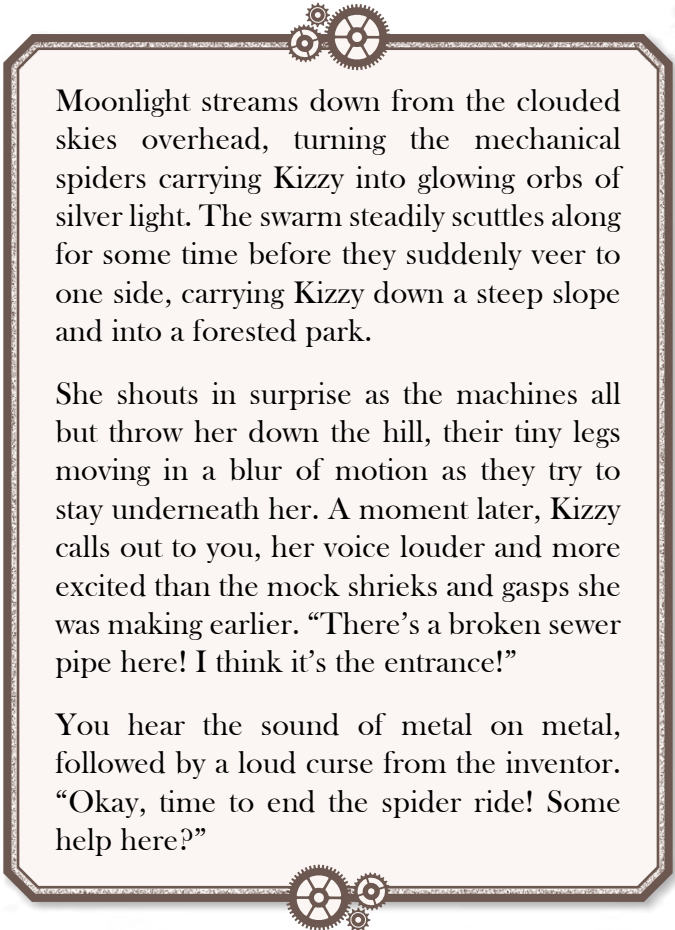
Mondragone takes another sip of his coffee as he watches the scene unfold. "That's just weird," he murmurs. "In any event, it all falls to you, now. As soon as you've determined where the Clockwork Queen is hiding out, get Ms. Shepard away from those infernal machines. Good luck."



The steam arachnids travel north for twenty minutes, following side streets and alleyways, until they finally arrive at a public park. The Fated can follow the spiders with a TN 9 Track Challenge. Thanks to Kizzy's shouting, the Fated gain a  to this Challenge.

On a failure, the characters lose track of Kizzy and can attempt the Challenge again; if they succeed on a second or subsequent Challenge, they manage to follow the tracks of the spiders to the forested park, but the spiders have already carried Kizzy down into the pipe.

If the Fated manage to stay on task with the mechanical arachnids, read the following text:



Moonlight streams down from the clouded skies overhead, turning the mechanical spiders carrying Kizzy into glowing orbs of silver light. The swarm steadily scuttles along for some time before they suddenly veer to one side, carrying Kizzy down a steep slope and into a forested park.

She shouts in surprise as the machines all but throw her down the hill, their tiny legs moving in a blur of motion as they try to stay underneath her. A moment later, Kizzy calls out to you, her voice louder and more excited than the mock shrieks and gasps she was making earlier. "There's a broken sewer pipe here! I think it's the entrance!"

You hear the sound of metal on metal, followed by a loud curse from the inventor. "Okay, time to end the spider ride! Some help here?"

When the Fated catch up to her, Kizzy is struggling with the steam arachnids in the middle of the park. A large metal pipe juts upward from the ground at a forty five degree angle, its lower edge flush with the ground. The spider swarm is trying to push Kizzy down the pipe, but she's holding onto the edges as best she can while batting at the insistent machines with her pneumatic arm.

In order to rescue Kizzy, the Fated will have to defeat the Steam Arachnid Swarm that is attempting to force her down the pipe. Stats for the Steam Arachnid Swarm can be found on page 107; once it falls to Rank Value +4 or below, it uses its Skitter Apart Action to break into individual Steam Arachnids that continue the battle on their own.

The Fated begin the battle five yards from Kizzy and the pipe she's partially wedged inside. On its turn, if there are no Fated engaged with the Steam Arachnid Swarm, it uses all of its AP to shove Kizzy down the pipe; she screams in surprise as she finally loses her grip and disappears from sight. The Steam Arachnid Swarm then turns its attention toward the Fated. If the Steam Arachnid Swarm is drawn away from the pipe, Kizzy climbs free at the end of the turn and tries to help out as best she can; her stats can be found on page 118.

If possible, the Steam Arachnid Swarm attempts to use its Carry Away Trigger to drag any damaged characters back towards the pipe; any character that is placed adjacent to the pipe by this Trigger must succeed on a TN 10 Athletics Challenge or be shoved down the pipe and removed from the battle. If all of the Fated end up shoved down the pipe, then proceed to Scene 2: The Buried Kingdom (pg. 72).

The Swarm avoids using its Exploding Arachnids Trigger too often, as doing so lowers its Rank Value and thus hampers its ability to fulfill its mission. If it gets a few Fated clustered together, however, then exploding a steam arachnid or two is a worthwhile sacrifice.

After the battle is finished, if Kizzy avoided being pushed down the pipe, she suggests finding a rope and tying it to one of the trees so that they have an escape route. Any rope that isn't at least a hundred and fifty feet long will be unable to reach the bottom of the pipe, however.

Otherwise, the Fated can just hop down the pipe and follow it down to the lair of the Clockwork Queen (and Scene 2). If Kizzy avoided being dragged into the sewers, she volunteers to accompany them the rest of the way (but won't put up an argument if the Fated refuse and send her back to Mondragone).

ACT IV, SCENE 2:

THE BURIED KINGDOM

Once the Fated enter the Clockwork Queen's workshop, read the following text, adjusting as appropriate if the Fated found a rope to slow their descent:

As you slide down the metal pipe, every rivet seems to catch some part of your body, leaving you bruised and pained by the time it finally spits you out into a pile of discarded machine parts. Fortunately, you manage to avoid the worst of the jagged edges and jutting prongs and only end up with a dozen minor cuts and scrapes instead of anything more serious.

As you regain your bearings, you realize that the tunnel has deposited you somewhere within Malifaux City's labyrinthine sewer system. The tunnel forks ahead of you, but the leftmost path has collapsed, rendering it impassible. Directly in front of you, however, the tunnel appears swept and well-cleaned.

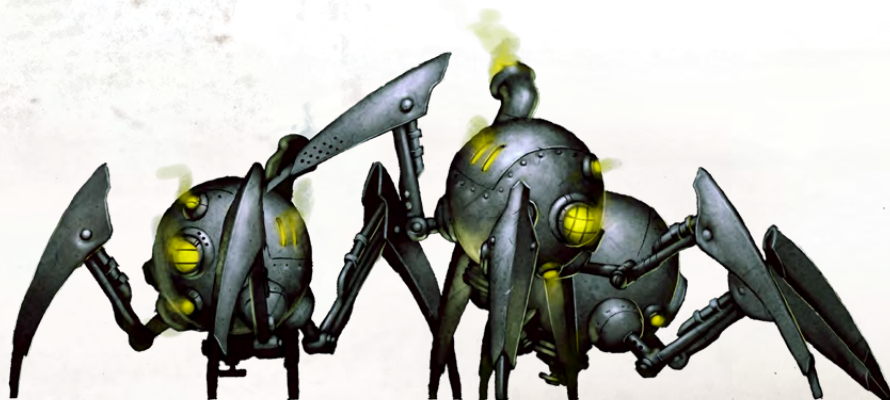
Instead of being dark and gloomy, this cleaned tunnel is well lit by a series of sparking electrical lamps mounted on the walls, about five feet off the ground and ten feet apart from each other. The lamps seem to contain actual, crackling electricity rather than bulbs, and they cast the room in flickering shades of bright, blue-white illumination as they crackle angrily.

If Kizzy was dumped into the tunnel, read the following text (adjusting as appropriate if she accompanied the Fated down the pipe):

You find Kizzy at the bottom of the pipe, staring up at the electrical lights in unrestrained awe. She slowly approaches one, her eyes locked on the crackling electricity imprisoned within. "How is this even possible?" she murmurs. "This sort of technology doesn't even exist in our own time..."

Any Fated who examine the electrical lights can attempt TN 13 Engineering Challenges. On a success, the character is able to prove Kizzy wrong; the electrical lights are actually a variation of a plasma lamp designed by Nikola Tesla in 1894, though they never gained much attention outside of the United States (which is why the Abyssinia-born Kizzy is unaware of their existence). If the Fated point out this discrepancy to Kizzy, she is embarrassed by her mistake and half-heartedly mumbles something about how the technology shouldn't exist in the past in any event.

If a Living character touches one of the plasma lamps, the lightning trapped within it arcs out to touch the glass, forming a sparking filament that connects the center of the device to the part of the glass being touched by the character. If the character continues to touch the device, the glass soon becomes uncomfortably warm (though not warm enough to cause any actual harm).



The tunnel continues forward for around twenty yards before opening into the outer workshop of the Clockwork Queen. When the Fated arrive, read the following text:

The sewer tunnel opens out into a low chamber that is punctuated by dozens of stone columns. Sheets of bright steel have been bolted to these pillars, forming an elaborate maze of passages. More sparking electrical lights illuminate the room in blue-white radiance, casting long shadows across the winding labyrinth.

A strong, pungent floral odor hangs heavy in the air, nearly overpowering the natural stench of the sewer.

Despite the labyrinthine nature of the twisting passages, it only takes a few minutes for the Fated to find their way through the corridors, as most of the side passages are shallow and filled with mechanical supplies, tools, and workbenches. The floral scent is due to small pouches of potpourri that have been carefully placed throughout the room in order to mask the natural scents of the sewer.



As the Fated navigate the maze of steel walls, however, they have to contend with the first line of the Clockwork Queen's defenses: a pack of prototype Clockwork Traps. If the Fated are sneaking through the maze, they can attempt TN 10 Stealth Challenges to avoid detection and slip past the traps. If even a single character fails this Challenge (or if the Fated don't think to be stealthy), then the Clockwork Traps attack them from ambush. When they do, read the following text:

As you wind your way through the steel maze, a discarded pile of scrap metal suddenly leaps toward you, its bear-trap jaws wide open as it tries to clamp onto your arm! To either side of you, more scrap metal machines whir to life. Most of them are small, consisting of little more than a set of steel jaws and a mass of steel cables they use to push themselves across the floor, but one is larger, the size of a man.

The spotlight which serves as its head snaps to life, bathing you in bright light as its motor spins up and starts coughing up black smoke. Judging from the heavy pneumatic drill that makes up the machine's right arm, it seems to be some sort of prototype mining construct.


The passages are narrow, only one yard wide, though they branch off in multiple directions, forming a series of tight chokepoints and sharp turns. The human-sized machine is a Prototype Rock Hopper, and it's accompanied by one Clockwork Trap her Fated. Stats for these Constructs can be found on pages 108 and 109, respectively.

The steel walls provide hard cover to anything behind them. The Clockwork Traps attack from every direction and attempt to keep the Fated boxed in and in combat with the Prototype Rock Hopper.

Once the constructs have been defeated (or bypassed), the Fated can proceed into the heart of the Clockwork Queen's workshop.

THE INNER WORKSHOP


When the Fated reach the inner workshop, read the following text:



The maze-like corridors open into a wide, rounded room with a vaulted ceiling. Electric lights crackle on the walls, illuminating stained stone blocks that have been scrubbed clean of filth and slime. A sunken channel of brackish water flows languidly through the room, past a central island that is connected to the wide platforms near the walls by an array of meshed steel walkways.

Pressed up against the outer walls is a mismatched assortment of metalworking machines: grinding wheels, bending machines, hydraulic presses, and other devices with less obvious purposes. All of this pales to the central island, however, which contains a towering, mechanized giant.


Standing at the construct's feet is an elderly woman in a green dress, her white hair pulled back into a severe bun. She instantly calls to mind memories of every uptight librarian that you've ever seen, save that her hands and waist are both wrapped in bulky clockwork devices.



The inner workshop is roughly twelve yards in diameter. The central island is seven yards in diameter, and the sunken channel is one yard wide.


The woman in the workshop is the Clockwork Queen, and the twelve-foot tall mechanical giant is her latest creation, Porphyron. If the Fated managed to avoid alerting the Clockwork Traps, then the Clockwork Queen continues to fiddle with the machine until one of the Fated draws her attention, in which case she reacts as noted below.

If Kizzy is with the Fated, read the following text:




Kizzy raises a hand to her mouth as she sees the towering construct. "That's a behemoth! I helped work on the plans when I was consulting with Larson's Steamworks. How did...?"


Suddenly, her eyes widen as the truth dawns on her. "I had a copy of the schematics in my workshop. They must have been sucked through the temporal breach along with the interocitor plans. That's probably how she got the arachnids, too." She curses, then looks back to you. "That thing is a military-grade death machine. At least we know we're in the right place, for whatever small comfort that offers."



If the Clockwork Queen has been alerted to the presence of the Fated (either because they encountered the Clockwork Traps in the outer workshop, didn't try sneaking up on her, or failed the TN 14 Stealth Challenges required to stealthily approach her), read the following text:



The old woman turns to face you as she notices your presence. "You must be the assassins sent by that Spanish pompadour." She carefully adjusts her glasses with the massive clockwork gauntlet covering her hand. "Or perhaps not. Explain your presence in my workshop."



If the Fated are polite and non-confrontational, the Clockwork Queen is willing to hold a conversation with them at a distance. She's opinionated, judgmental, and prone to interrupting others in ways that demonstrate those qualities. If the Fated try to set foot on the central island, she warns them to keep their distance and activates Porphyron if they do not back away; see *The Giant Unleashed* on page 77 for more information.

Here are a few of the topics the Fated might discuss with the Clockwork Queen:

* **Who She Is:** The Clockwork Queen doesn't divulge her real name if questioned; she's rather fond of the sobriquet, and in her mind, she left her previous life behind her when she came to Malifaux.

Also, it's just none of the Fated's damn business.

* **Why She's Attacking Other Inventors:** If her motives are questioned, the Clockwork Queen barks out a bitter laugh. She explains that she's been attacking them due to their attempts to marginalize her work; whenever she presented a new invention, her fellow inventors dismissed it because she was a woman, only to present a slightly different version of her machine to critical acclaim.

Eventually, she decided that the only way to make the world acknowledge her work was become a terrible figure like the Steam Tyrant of Virginia, whose creations are still being talked about two years after his death. She doesn't regret her choice; she's now regarded as one of the city's greatest inventors. If she has to be a villain as well, then she's willing to make the sacrifice.

* **Her Sewer Workshop:** The Clockwork Queen has moved her workshop to the sewers in order to prevent her rivals from finding it. She's not pleased about the surroundings - particularly the smell - but it's secluded and allows her creations to move throughout the city without drawing attention.

* **Her Clockwork Gauntlets and Corset:** If asked about the devices she wears on her hands and waist, the Clockwork Queen boasts that they are inventions which increase her strength many times over, allowing her to bend steel and carry heavy loads with ease.

What she doesn't tell the Fated is that the devices are based on Kizzy's technology that the Clockwork Queen found by investigating a temporal breach. The clockwork corset actually harnesses the paradoxical distortions surrounding their existence in the past, granting the Clockwork Queen a very limited degree of control over temporal energy (and with it, her Temporal Distortion trigger).

* **Porphyrior:** The Clockwork Queen is quite pleased with her steel giant. She readily admits to having found the schematics after investigating some weird green lights that appeared in the sky two years ago. The towering construct piqued her interest, and she's been working on it ever since. If Kizzy is present, she tries to convince the Clockwork Queen that the "Behemoth" has to be destroyed, lest its presence change the future. The Clockwork Queen responds by letting Kizzy know, in no uncertain terms, that she doesn't care what happens to the future; she's far more concerned with the present. If the Fated seem set upon destroying Porphyrior, she activates the machine so that it can defend itself; see *The Giant Unleashed* on page 77 for more details.

* **An Interocitor:** The Clockwork Queen has built an interocitor (though its twice the size of the one described by the schematics, due to the technological restrictions of the past). If the Fated succeed on a TN 13 Barter Challenge, she's willing to part with it in exchange for an item of great value, such as the Gorgon's Tear, the Staff of Za'gnacta, or any other Soulstone of Lade 4 or higher. She's uninterested in Grimoires (including the Gorgon's Tome), but she'll accept any sufficiently advanced piece of technology (such as Kizzy's pneumatic arm) in trade for the interocitor. If the Fated fail this Challenge, she refuses to hand over the device; she doesn't have a use for it at the moment, but she's already learned a great deal simply from its construction.

* **The Interocitor Schematics:** The Clockwork Queen seems surprised if the Fated mention an interocitor or its schematics. Her eyes narrow, and unless the Fated have taken precautions to adopt the clothing of the era or hide their advanced weaponry, she quickly deduces that they came from the future (she's not only aware of the temporal portals, but has started to incorporate the future technology and devices into her own machines, so the arrival of time travelers is a logical extrapolation of that knowledge). She says that the things she's learned from the "future schematics" have allowed her to create things nobody in the world has ever dreamed of, and she's not willing to simply hand them over and give up her place in history as the world's most influential inventor. See *An Audience with the Queen* for more information.

AN AUDIENCE WITH THE QUEEN

There are a couple of routes that might allow the Fated to retrieve the interocitor plans from the Clockwork Queen without having to fight her.

The Fated could try to exchange information about the future with her in return for the interocitor plans and/or the destruction of Porphyron. Negotiating such a deal requires a TN 12 Barter Challenge and requires the Fated to give the Clockwork Queen information about some event that they would have no way of predicting or knowing about were they not from the future (such as a natural disaster back on Earth or the results of a military campaign). The characters can come up with a suitable event with a TN 12 History Challenge; some useful examples might be the results of the Battle of Mykonos on June 17th (the British Navy captures the French frigate *Sibylle*) or the Battle of Fleurus on June 26th (French forces defeat the Austrians and their allies through the use of an observation balloon).

On a success, the Clockwork Queen agrees to the deal but only after waiting to confirm the information given to her. Roughly one week after the event has happened, she sends a Steam Arachnid to the Fated with a letter requesting that they return to her workshop. Once there, she agrees to hand over the plans to the interocitor in exchange for more future information. She will only agree to destroy Porphyron if the Fated achieved a Margin of Success on their Barter Challenge.

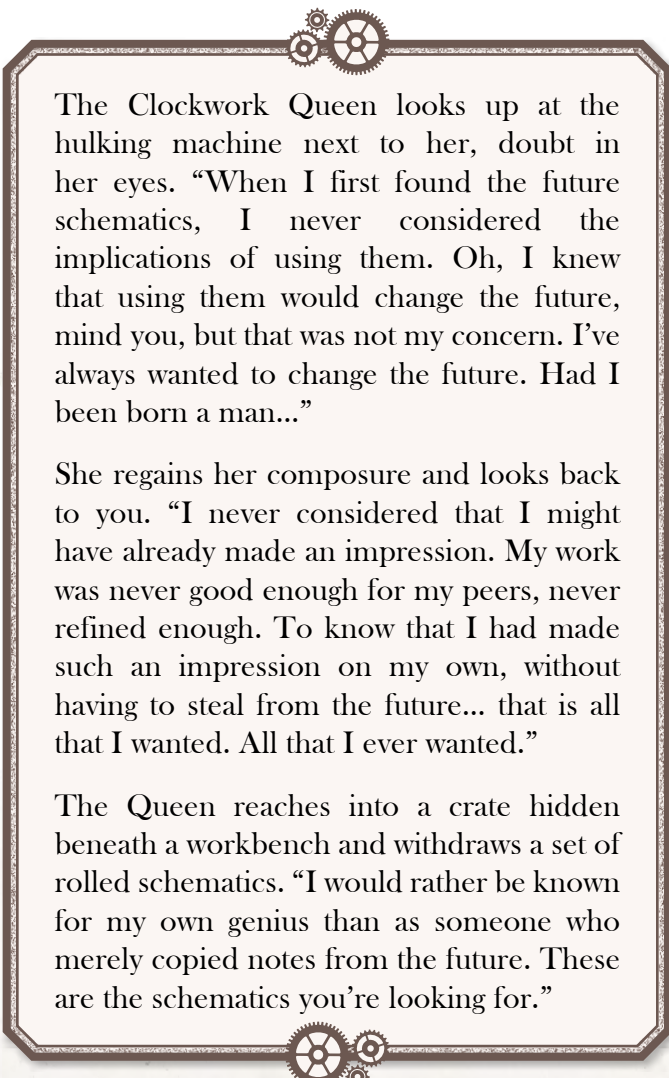
If the Fated attempt to deceive the Clockwork Queen with false knowledge of the future, they will also have to pass a TN 13 Deceive Challenge; on a failure, she realizes that they are lying and attacks them as described in *The Giant Unleashed* (pg. 77).

Alternatively, the Fated might offer to trade the Clockwork Queen the future technology she desires in exchange for the interocitor plans. She is happy to exchange them for any sort of future construct that she does not already possess (such as Scrappy the Hunter, from Act I). Unfortunately, this method cannot bring her to part with Porphyron, as she believes it to be superior to anything the Fated can trade her.

Finally, the Fated might attempt to appeal to the Clockwork Queen's vanity by trying to convince her that she was already one of the greatest minds of her era before she turned to future technology for her breakthroughs.

In order to convince the genius inventor that the use of future technology is only blurring her legacy by turning her into an opportunistic vulture rather than a genius with her own ideas, the Fated will have to succeed at a TN 14 Convince Challenge. On a failure, the Clockwork Queen scoffs at the idea and dismisses the Fated, unless they achieve a Margin of Failure, in which case she points out that there will be nobody to expose her use of such technology if they are dead. She then attacks the Fated as described in *The Giant Unleashed* (pg. 77).

On a success, however, the words of the Fated get through to the Clockwork Queen. Read the following text:



The Clockwork Queen looks up at the hulking machine next to her, doubt in her eyes. "When I first found the future schematics, I never considered the implications of using them. Oh, I knew that using them would change the future, mind you, but that was not my concern. I've always wanted to change the future. Had I been born a man..."

She regains her composure and looks back to you. "I never considered that I might have already made an impression. My work was never good enough for my peers, never refined enough. To know that I had made such an impression on my own, without having to steal from the future... that is all that I wanted. All that I ever wanted."

The Queen reaches into a crate hidden beneath a workbench and withdraws a set of rolled schematics. "I would rather be known for my own genius than as someone who merely copied notes from the future. These are the schematics you're looking for."

If the Fated mention Porphyron, the Clockwork Queen sighs and pats its side, saying that she will dismantle the machine and try rebuilding it without the future technology. She admits that it will be difficult, given all that she has learned, but her lips turn upward in a smile, betraying that she is looking forward to the challenge.

THE GIANT UNLEASHED

If the Fated attack the Clockwork Queen from ambush before she is aware of their presence, then she is **Slow** on her first turn during Dramatic Time.

On her turn, the Clockwork Queen spends her AP to activate Porphyron. It takes a total of 2 AP to activate the mechanical giant, which is **Slow** on its first turn (though it can still act on the same turn that it is activated).

If she is engaged with an enemy, the Clockwork Queen defends herself instead of trying to activate Porphyron. If shot at, she spends 1 AP to move behind the giant construct, which provides her with Hard Cover.

Once it is activated, the Clockwork Queen allows Porphyron to take the lead in the battle. She tries to remain behind it and focuses on attacking any Fated who are not in the heart of combat, essentially picking off support characters as best she can.

Alternatively, if any of the Fated are capable of animating a construct, they might be able to seize control of Porphyron before the Clockwork Queen can activate it. Doing so will certainly make the battle much more one-sided...

Stats for the Clockwork Queen and Porphyron can be found on pages 110 and 111, respectively.

TIME-STREWN LOOT

If the Fated defeat the Clockwork Queen (and potentially Porphyron) in battle, they can search her laboratory afterwards. It takes a TN 9 Notice Challenge to find the interocitor and its schematics, both of which are covered by a drop cloth and tucked beneath a tool-covered table. If the Fated fail this Challenge, they can attempt it again; each search takes fifteen minutes.

If Porphyron wasn't activated, the Fated can destroy it by spending thirty minutes and making either a TN 10 Explosives Challenge or a TN 12 Engineering Challenge. If they fail, the character still does a decent job of dismantling the construct, but enough of it remains behind for other engineers to discover and rebuild it (see the Conclusion section on page 87 for more details).

Of course, if the Fated managed to negotiate with the Clockwork Queen, they might have been able to recover the interocitor and its schematics without having to resort to a fight, and may even have convinced her to destroy Porphyron on her own.

In any case, once the Fated have retrieved the interocitor (even if they leave the schematics and the Porphyron behind), they can return to Mondragone's manor to rebuild Kizzy's breach machine.

THE DEATH OF KIZZY SHEPARD

If Kizzy accompanies the Fated into the Clockwork Queen's workshop, it's possible that she might perish at some point during the adventure.

While unfortunate, this is not the end of the adventure; she has left a copy of her breach machine's schematics in Mondragone's workshop, and by using the parts recovered from the Eternal Chapel, the Fated should be able to finish building the machine without her (though it will be much more difficult). See Scene 3: The Time Machine for more details.

ACT IV, SCENE 3: THE TIME MACHINE

Once the Fated have successfully retrieved the interocitor from the Clockwork Queen's workshop, they can return to Villa Mondragone.

If Kizzy perished while helping to obtain the interocitor, Mondragone is visibly upset by her death and vows to help the Fated as best he can, if only to honor her memory.

In any event, if the Fated ever plan on returning to their own time, they will have to finish repairing Kizzy's breach machine. Doing so is handled with an Ongoing Challenge:

REBUILDING THE TIME MACHINE

Skills Allowed: Artefacting, Engineering, Leadership

Target Number: 11

Duration: 2 days

Success Requirement: 12

Failure Requirement: 4

If Kizzy Shepard is alive and assisting the Fated, the TN of this Ongoing Challenge is reduced to 10, the Duration is reduced to 1 day, and she contributes a single Success during each Duration.

Rebuilding the machine is difficult and time-consuming, and Kizzy (or Mondragone, if Kizzy perished) is forced to substitute larger and less efficient parts to replace those that were damaged or missing from the machine pieces recovered from the Eternal Chapel.

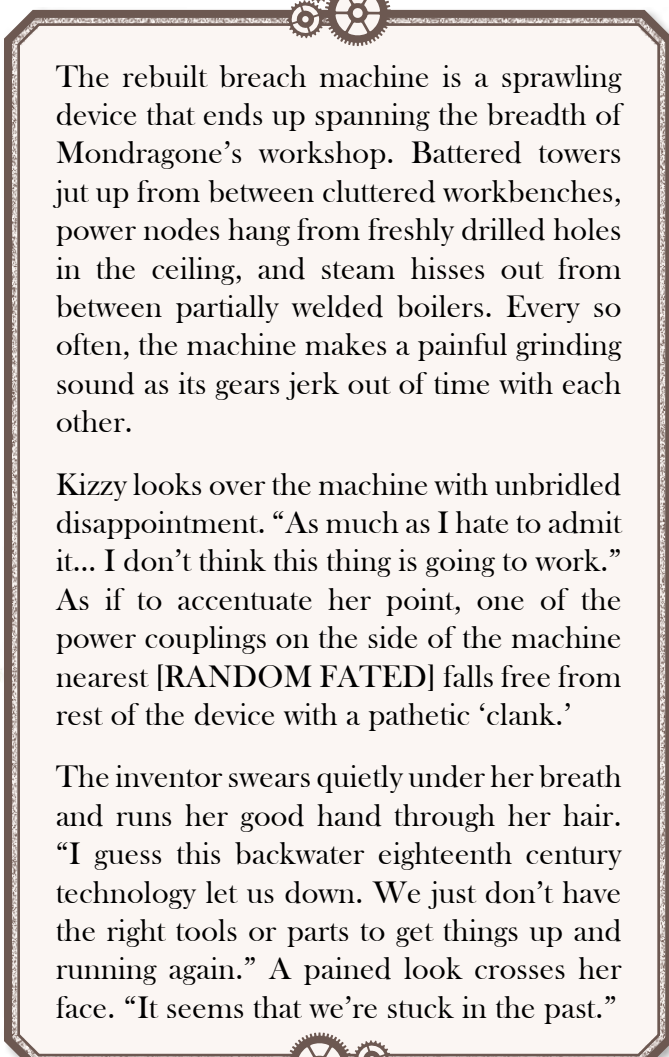
If the Fated are successful, the machine is finished and the Fated can activate it whenever they are ready to return to their own era (which, if Kizzy is present, is the moment the machine is repaired). See Back to the Future on page 79 for more details.

If the Fated suffer a catastrophic failure, then their attempts to repair the breach machine end in ruin. See Trapped in Time in the next column for more details.

Note that due to the passage of time, Living characters will heal 1/2/3 damage for each day that passes. Such characters can flip for this healing after each Duration.

TRAPPED IN TIME

If the Fated suffer a catastrophic failure on the Rebuilding the Time Machine Ongoing Challenge, read the following text (substituting Mondragone for Kizzy in the event of her death):



The rebuilt breach machine is a sprawling device that ends up spanning the breadth of Mondragone's workshop. Battered towers jut up from between cluttered workbenches, power nodes hang from freshly drilled holes in the ceiling, and steam hisses out from between partially welded boilers. Every so often, the machine makes a painful grinding sound as its gears jerk out of time with each other.

Kizzy looks over the machine with unbridled disappointment. "As much as I hate to admit it... I don't think this thing is going to work." As if to accentuate her point, one of the power couplings on the side of the machine nearest [RANDOM FATED] falls free from rest of the device with a pathetic 'clank.'

The inventor swears quietly under her breath and runs her good hand through her hair. "I guess this backwater eighteenth century technology let us down. We just don't have the right tools or parts to get things up and running again." A pained look crosses her face. "It seems that we're stuck in the past."

If the Clockwork Queen is still alive and doesn't hate the Fated, Kizzy will suggest that they ask the older inventor for assistance. The Fated will have to compensate the Clockwork Queen for her time (and if they convinced her to abandon the use of future technology, that compensation cannot violate her newfound belief in her own abilities).


One good idea for compensation might be allowing the Clockwork Queen to keep Kizzy's makeshift tools (which she built using materials from Mondragone's workshop) after the breach machine is finished. That would allow the Queen to work faster and more efficiently (which still creates a minor paradox, but one that is less significant than anything the Clockwork Queen had already been doing). The Fated will also have to succeed at either a TN 12 Barter Challenge or a TN 14 Convince Challenge to persuade her to put in the time needed to rebuild the machine.

If the Fated are successful in recruiting the Clockwork Queen, they can reattempt the Rebuilding the Time Machine Ongoing Challenge from the start, effectively gaining one last shot at returning to their own era.

If the Fated fail to persuade the Clockwork Queen to help (or if they killed or angered her), or if they fail this second attempt at the Ongoing Challenge, then there is nowhere left to turn, and the adventure ends with the Fated trapped in the past.


BACK TO THE FUTURE

If the Fated succeed in rebuilding the breach machine, read the following text (substituting Mondragone for Kizzy in the event of her death):




The rebuilt breach machine is a sprawling device that ends up spanning the breadth of Mondragone's workshop. Reconstructed tower cases jut up from between cluttered workbenches, power nodes hang from freshly drilled holes in the ceiling, and heat radiates from the rebuilt boilers.

Kizzy darts from one portion of the machine to the next, double-checking pressure gauges and ensuring that the device's Soulstones are still nestled within their appropriate housing brackets. "Well," she finally says, as she steps back from the machine, "I think everything is in the right place. Care to throw the lever, [RANDOM FATED]?"




Once the Fated pull the lever, read the following text (substituting Mondragone for Kizzy in the event of her death):



The repaired machine lurches into motion with the sound of grinding metal. Kizzy holds her breath in anticipation, only releasing it once a bright green light forms at its center. Gradually, the shimmering portal slowly expands, increasing until it's roughly three feet in diameter, its edges ringed by vivid, sparkling green light.

Kizzy watches the portal warily, as if expecting it to leap out of control at any moment, but once two minutes have passed without any noticeable change, she dares to glance your way. "I think... I think it's going to hold."

Her eyes drift back to the shimmering breach, and she rubs the back of her head with her good hand. "So... who wants to go through first...?"



Any Fated who pass through the temporal breach disappear, whisked away to Scene 4: The Time Vortex (pg. 80).

Wait until all of the Fated have passed through the portal (or chosen to remain behind in the past) before revealing what's on the other side; this is a one-way trip, and there's no way for Fated that have passed through the portal to communicate what's on the other side.

If any of the Fated linger too long, Kizzy (or Mondragone, if she has been killed) encourages them to enter the portal while it is still open. If the Fated show further hesitation, Kizzy gives them one last, final look before telling Mondragone to destroy the machine once everyone's through. Then she enters the portal herself.

ACT IV, SCENE 4: THE TIME VORTEX

When the Fated pass through the temporal breach, they don't return directly to their own timeline. Instead, they find themselves at the swirling heart of the temporal distortion they caused by traveling backwards through time.

Read the following text:

You weren't entirely certain what you expected to find on the other side of the portal, but it certainly wasn't utter madness. Green and yellow light swirls around you in a maelstrom of chaos. Images of the past and future flicker by you so quickly that you can only get a vague sense of them before they're gone, whisked away into oblivion as time twists and curls in on itself.

At the center of the vortex is a man in a dark gray cloak. He floats in the eye of the vortex, suspended in a crackling ball of green-yellow energy. His body spasms with pain as the energies wrack his body, but as the last of you steps through the portal, the crackling energy dissipates, leaving the bearded old man gasping for breath.

The old man is Aionus, the self-appointed guardian of time. The paradox created by the Fated's journey into the past tore the fabric of time and left Aionus wracked with unimaginable pain. Now that they've stepped out of the past, the paradoxes in the timeline are beginning to solidify like scabbing wounds.

Aionus' opinion of the Fated depends upon just how many paradoxes they created in the past. There are three different categories in which the Fated might belong: Neutral, Annoyed, and Angry.

Neutral: If the Fated did their best to minimize paradoxes (changed one or fewer Paradox Events in Act II, prevented the Gorgon from escaping in the body of the Hughes sister, left the Gorgon's Tear in the past, recovered the future technology from the Clockwork Queen, and destroyed Porphyryon), then Aionus considers the Fated to be more-or-less innocent bystanders who got caught up in something they could not control. Proceed to Return to the Present (pg. 81).

Annoyed: If the Fated caused a multiple paradoxes in the past (changed two or more Paradox Events in Act II, allowed the Gorgon to escape in the body of the Hughes sister, carried the Gorgon's Tear into the time vortex, allowed the Clockwork Queen to retain her future technology, or failed to destroy Porphyryon), then Aionus is annoyed with the Fated and decides to clean up the matter by manipulating them into destroying themselves. Proceed to Face Off (pg. 82).

Angry: If the Fated went out of their way to manipulate the timeline for their own benefit (such as sending messages to their future selves or allies in the past, attempting to turn a profit on the sale of future technology, removing enemies by assassinating their grandparents, or just about any other flagrant disregard for the timeline), then Aionus is angry enough to take matters into his own hands. Proceed to The Weight of Time (pg. 84).



RETURN TO THE PRESENT

If Aionus is not annoyed or angry with the Fated, they will find him relatively reasonable to deal with. Read the following text:

The old man pulls himself upright, his transparent form already starting to heal from the terrible wounds which ravaged it. His gaze is little more than pinpricks of light peeking out from beneath the darkness under his cowl.

“The interlopers have returned. Finished making a mess of the past, have we?” He gestures with his hand, and in the space between you, a series of bright green lights appear in the air, all of them branching out from a single point. The old man floats towards the lines, inspecting them carefully before turning his gaze back to you.

“I would have expected more damage.” He looks from each of you to the next, as if reassessing your worth. “You have shown far more restraint than most of your kind might have, given the same opportunity.”

Aionus motions to his left, creating a shimmering green portal that reveals Kizzy’s workshop on the other side. It looks like a blizzard hit the room: the windows are shattered, papers and machine parts are scattered everywhere, and a light dusting of snow covers everything.

Aionus informs the Fated that the portal will return them to their own time (or more accurately, “what your own time has become”).

As a parting boon for their restraint, Aionus offers each Fated a thin, greenish-yellow gem: a sliver of crystallized time. He explains that the sliver will allow them to glimpse a single moment of their future, allowing them to alter it as they see fit.

Each sliver of time grants the character a +1 bonus to their Initiative totals, so long as the character carries it somewhere on their person. In addition, it allows the character possessing it to either reflip any Black Joker they flip or to treat any non-Black Joker they flip as if was the Red Joker. Once a sliver of time is used in this manner, it fades from existence.

Once the Fated step through the portal, they will arrive in Kizzy’s workshop roughly five minutes after they originally stepped through the portal. Her breach machine is destroyed (most of it was sucked into the temporal breach and scattered across the past), but if she survived to make it back to the present, she’s happy just to have made it back in once piece. Some branches of science, she has learned, are simply not meant to be explored.

See the Conclusion section on page 87 for more information.



FACE OFF

If Aionus is annoyed with the Fated, he attempts to manipulate them into destroying themselves. He's annoyed at the changes they have wrought, but they have not roused him entirely to anger; he knows that their journey to the past was not intentional, and a certain amount of paradoxes are unfortunately expected in such a situation.

Despite this, he's still willing to toss the Fated into a deadly situation as punishment. Read the following text:



The old man pulls himself upright, his transparent form already starting to heal from the terrible wounds which ravaged it. His gaze is cold, little more than pinpricks of light glaring out from beneath the darkness under his cowl.

"Did you enjoy your reckless journey through time?" He gestures with his hand, and in the space between you, a series of bright green lights appear in the air, all of them branching out from a single point. In places, they jut out wildly, as if the person drawing the lines in the air had suffered a spasm midway through doing so. The old man hovers ominously behind the chaotic timelines.

"You have caused a great many problems in the past." The annoyance is clear in his voice. "Yet, it should still be possible to repair what you have destroyed. You need only to travel back to the moment the paradox was formed and stop yourselves from entering the portal, and then all can be saved."



If the Fated succeed on a TN 12 Scrutiny Challenge, they get the sense that while Aionus is being truthful, there's something he isn't telling them (namely that defeating their past selves will result in their current selves being removed from existence). If the Fated question his motives, Aionus claims that the damage they have done to the timeline can only be repaired in the manner he has suggested.

Should the Fated turn violent or refuse to enter the portal, Aionus becomes angry and attacks them; see *The Weight of Time* (pg. 84) for more information.

If the Fated cooperate with Aionus and travel through the portal, read the following text as they emerge back in 1907, noting the Fated who threw the lever where appropriate (or Kizzy, if none of the Fated did so):



As you pass through the portal, you find yourself once again within Kizzy Shepard's workshop, a moment after [FATED] threw the lever to activate the machine. Your bodies are rimed in a corona of yellow-green light, no doubt the lingering effects of traveling through the time portal.

Before you are your former selves, surprise etched onto their faces as they stare at you in shock and confusion. The silence is interrupted by the Kizzy of the past, who curses and stumbles backwards from you. "D-Doppelgangers!" she shouts, horror evident in her voice. "It's a Neverborn attack!"



Each of the Fated who were in the workshop at the end of Act I are present in their past forms, along with the Kizzy from the past.

At this point, take stock of how the Fated have behaved up until this point. If they have been brash, violent, or quick to resolve their problems with violence, then their past versions attack in whatever manner is most efficient and in keeping with their characters.

If, however, the Fated have taken a more non-violent and diplomatic approach to things, have one of their past selves step forward and attempt to mediate or otherwise de-escalate the situation.

This can be a great opportunity for the Fatemaster to show off her acting talents by roleplaying the past versions of the Fated.

THE AGGRESSIVE APPROACH

If things devolve into combat, use the Act I character sheets for each Fated character to represent their past selves during the ensuing battle. Kizzy's workshop is a cramped room, and the various components of her breach machine provide plentiful Hard Cover to the Fated.

Whenever one of the past versions of the Fated is wounded, however, the future version immediately remembers having suffered that same wound, and an appropriate scar appears on her body. Similarly, if a past version is healed, the future version heals as well. If one of the past versions suffers a lasting Critical Effect, then her future self immediately manifests that same lasting Critical Effect, right up until the point when it is healed, in which case the lasting Critical Effect disappears from the future Fated as well.

In short, the Fated are inexorably linked to their past selves and should realize this very quickly in the fight. In the event that any of the past Fated are actually killed, their future self immediately winks out of existence; killing your former self, as it turns out, is not a particularly wise idea.

If the Fated win this battle, they will effectively write themselves out of existence, but they will also prevent their past selves from traveling back in time, ensuring that the timeline remains intact.

On the other hand, if the Fated are defeated by their past selves, the Fatemaster is advised to simply shift the focus of the players, allowing them to pick up their past versions and continue playing with them. Going forward, the Fated will have no memory of what happened in the past (since they didn't go back in time), and Kizzy will immediately bring an end to her research, fearful of drawing more doppelgangers into the city.

If the Fatemaster is feeling particularly generous, she might even allow the past versions of the Fated to immediately gain all of the advancements of their slain future selves; they simply absorb some of the lingering temporal energies and suddenly know things that they never learned how to do and have fleeting memories of things that never happened to them. Thus is the nature of reckless-time travel.

THE DIPLOMATIC APPROACH

Of course, the Fated might decide to settle on a more diplomatic approach. While it's technically possible for two versions of the Fated to exist in the same timeline, it will no doubt lead to awkward situations down the road, which at least one of the past versions of the Fated should point out.

Having two versions of the Fated - one from the future and one from the past - walking around at the same time can be quite the boon for the Fated, but there are difficulties, as well. Most notably, whenever one of the past versions of the Fated suffers damage, gains a Critical Effect, or heals damage, her future version undergoes the same change, as described in The Aggressive Approach.

On the other hand, if the past versions of the Fated pass through the temporal breach, then they will complete the time loop and the future versions of the Fated will find their memories altering so that they remember having the conversation twice, once as their past selves and again as their future selves, after having returned from the past.

In any event, the Fated have managed to return to the present, though the paradoxes they caused along the way may prove to have caused other problems for them. See the Conclusion for more details.



THE WEIGHT OF TIME

If the Fated deliberately attempted to manipulate the timeline to their own (rather blatant) advantage, then Aionus considers their transgressions in the past to be a direct and willful attempt to change time.

Read the following text:



The old man pulls himself upright, his transparent form already starting to heal from the terrible wounds which ravaged it. His gaze, little more than pinpricks of light beneath his hood, narrows as he glares at you with obvious contempt.

"I have little patience for the mess you have made of things. Did you think that you could change the past without consequences?"

He raises his hand and splays his fingers, causing hunched, tick-like creatures to phase into existence around you. Their jaws snap open hungrily, though they seem just as indistinct as the old man himself.

"Your meddling has strained history too far, and now, you shall reap what you have sown."



The Fated must defend themselves against Aionus and one Void Wretch per Fated character. Their stats can be found on pages 112 and 113, respectively. The Fated begin the battle five yards from Aionus and surrounded by the Void Wretches at a distance of roughly three yards. There is no terrain of any type in the time vortex.

During the battle, Aionus focuses his attention on one Fated at a time, only switching targets once his current opponent is defeated. The Void Wretches, on the other hand, are opportunistic scavengers and attempt to pick off anyone who has strayed from the group. They try to use their Time Shudder attack to give one of their opponents the **Fast** Condition, at which point the other Void Wretches focus their attacks upon that character (to the point of disengaging with other, non-**Fast** opponents).

If any of the Fated are killed by Aionus, they are instead hurled to a distant point in the timeline, where he can be certain that they will no longer interfere with the timeline. See the "Lost in Time" callout box (pg. 85) for more information.

AIONUS' DEFEAT

If the Fated succeed in defeating Aionus, any remaining Void Wretches immediately scatter, becoming insubstantial as they disappear back into nothingness. Read the following text:



The old man floats backwards, his bony hands clawing at the rents in his insubstantial body. Bright yellow-green light shines out of each wound, as if he were composed of radiance, rather than flesh and blood.

"I-Impossible," he gasps. All around him, the swirling lights of the void begin to slow and dim. "This... cannot be. How did...?"

His eyes widen in revelation. "The paradox! It has infused your very being!"

The old man bares his teeth in anger. "No, this is not the end of me. You have made your bed of knives, and now, you shall sleep in it. I condemn you to the future you have written!" He reaches downward, splaying his fingers wide as he gathers up the very essence of the time paradox around you and heaves with all his might.

Almost as if he had pulled the rug out from under the world, everything goes dark.



When the Fated awaken, then find themselves on the floor of Kizzy's workshop, back in February of 1907, a few minutes after they entered the breach.

Depending upon how much the Fated altered the past, they may have to deal with the consequences of multiple paradoxes; see the Conclusion section on page 87 for more information.

LOST IN TIME

If any of the Fated are killed by Aionus, they are instead tossed into the timestream and sent to an era where they can cause no further trouble. To determine the era to which the character is banished, flip a card from the top of the Fated Deck, consult the suit, and read the matching text box to the "killed" character.

A Jurassic End (♁)

Your physical body dissolves away into bright, green-yellow light, and when it reforms, you find yourself standing in some sort of ancient forest. The heat is like a heavy blanket, almost suffocating in its thickness, and dragonflies the size of your fist dart past your vision, fleeing from your sudden appearance.

You barely have time to look around before the thick foliage ahead of you parts, revealing a mottled, lizard-like creature that pauses as it notices you. For a moment, the two of you stare at each other in silence; then, it opens its fanged mouth and releases a shrill shriek. The hunting call is taken up by two other creatures, both nearby, and then the lizard-creature is leaping toward you and you're on the ground, struggling with the carnivorous creature for mere survival.

Out of the corner of your eye, you see two more of the lizards slowly approaching you, and with that knowledge, you realize that you've finally come to the end of your story... a few million years before it began.

The Tyrant War (♁)

Your physical body dissolves away into bright, green-yellow light, and when it reforms, you find yourself in the middle of Malifaux City. The sky overhead is orange with flame, and people stumble past you in a blind panic. From the quick glances you catch of their wings and horns and strange proportions, none of them seem to be human.

Ghostly creatures flit past you, chasing the fleeing citizens of the city, and as you turn, you set your sights upon the terrible entity leading them. It's nearly fifteen feet tall, gaunt and emaciated, its ghostly form draped with regal, tattered purple vestments. Its eyes are sunken and bottomless, and hundreds of screaming faces boil upwards from the dark mists that make up its lower body.

As the entity lowers its gaze, you feel a terrible, overwhelming despair wash over you, crushing any hopes you might have had about returning to your own time. You can feel yourself reaching for your weapon, and when the entity turns its attention back toward the city at large, you bring everything to a final, merciful end.




The End (X)

Your physical body dissolves away into bright, green-yellow light, and when it reforms, you find yourself standing on an empty stretch of blasted ground. The sun is little more than a burning ember in the dark sky overhead, its light barely enough to make out the ancient ruins around you. There are no other stars in sight, and a sinking feeling in your heart tells you that it's because they burned out long ago.

You wander for days, searching for any sign of habitation, any sign of civilization, but there's nothing to be found. No plants grow in the ashy soil, and the only water you find is brackish and foul, as if some vital part of it had been leached away.


It would seem as if you are the sole witness to the final days of the universe.



Between the Moments (☞)

Your physical body dissolves away into bright, green-yellow light, and when it reforms, you find yourself back in the Malifaux of your era. You soon realize that something is wrong, however; the people are all frozen in a single moment of time, unmovable and impervious to harm. No matter how hard you pull, you cannot open any of the doors, and the sun never moves in the sky. When you find the city's river, it's as solid as glass.

It's difficult to tell just how much time passes in this frozen world, but you never feel yourself growing hungry, thirsty, or tired. You have only this single instant, never ending, never changing, as you find yourself trapped for all eternity in the space between moments.




Windershins (Jokers)

The world explodes into bright, green-yellow light, only to suddenly still, as if the entire world had been frozen in place. Gradually, the lights dim and retract, and you find yourself stepping backwards as your timeline begins to run in reverse. The battle with the old man turns into the brief conversation preceding it, your words little more than gibberish as they come out of your mouth backwards. Despite your best attempts, you find yourself unable to change anything that happened, and soon you are stepping backwards through the portal and back into Mondragone's workshop.

You're forced to relive your entire adventure in reverse: your confrontation with the Clockwork Queen, the threat of the Gorgon, the battle at the Opera House... all of these play out in real time, like a book being read from the last chapter forward. The worst parts are when you fall asleep, the long periods of darkness when you cannot move in any way, no more than a prisoner within your own body.

You hope initially that things might return to normal when your timeline has wound back to Kizzy and her breach machine, but your life continues to play in reverse past that moment. The days of your adult life peel away to reveal your teenage years, and with them, your childhood. Your mind regresses with each passing year, until finally you are a gurgling baby, unable to comprehend anything other than the constant fear that has replaced any coherent thought you might have had. And still the days peel away, undoing the rest of your life one terrible day at a time.



CONCLUSION

Depending upon the actions the Fated took in the past, they may have introduced paradoxes or other changes into the timeline. The Fatemaster is encouraged to consider the actions of the Fated carefully and adjust things as she sees fit. In particular, if there is an element of the campaign that has proven difficult to manage, this is a good opportunity to change things (for better or worse).

If the Fated participated in any of the Paradox Events in the Creating Paradoxes...? Ongoing Challenge of Act II, then those events already listed some changes the Fated may have brought about.

The most dangerous change that may have come to pass, however, involves the Gorgon from Act III. If the Tyrant escaped with body of a Hughes sister, her influence will have a significant effect upon the next hundred years. Her grip upon the woman's soul increases with every passing month, until finally she breaks her spirit and assumes full control of her body.

If Adwyn is the Gorgon's host, she ends up trapped in Malifaux when the Breach closes, in which case she works towards closing the Kythera portal that links the Grave Spirit to Malifaux. When humanity returns to Malifaux a century later, the Gorgon might have already succeeded in this task, in which case she will become humanity's primary antagonist. As always, she keeps to the shadows, manipulating others as she slowly works toward her ascension.

If Gwyneth is her host, the Gorgon is able to slip through the Breach and into Earth before the Breach closes. If this happens, the Black Powder War becomes a far deadlier and longer confrontation due to the Gorgon's manipulations, and no corner of Earth is left unravaged. The Guild still comes into existence, but the Gorgon controls it through her thralls and puppets, and its crest becomes the gorgon's head crest of the Hughes family, rather than the ram's head. If the Fated are Guild employees, this could prove to be a terrifying prospect when they eventually report back for duty.

If the Fated defeated the Gorgon, then the situation is less bleak. The Gorgon's Tear continues to be a powerful item, though its curse is somewhat blunted with the Gorgon's reduced power. Bernard Hughes is not driven insane by the Gorgon and does not kill his family, and when the Fated return to the current era, one of his descendants might even prove to be a longtime ally of the Fated.

Less dire but no less significant is the effect that advanced twentieth century technology has in the hands of the Clockwork Queen from Act IV. If the Fated left interocitor schematics in the past, then all of the constructs in the present era become a hundred years more advanced. Computing engines are common, and sentient constructs are in the middle of a battle to seize autonomy and equal rights from their human owners. The proliferation of sentient constructs has had the unintentional side effect of leading to better ethnic and race relations across Earth and Malifaux; racism and bigotry have not faded completely, but the divide between mechanical and organic life has become far more relevant than the color of someone's skin.

A greater problem persists if Porphyron was not destroyed. If it survives, Behemoth constructs based on its design are mass-produced during the years of the Black Powder Wars, which only serves to make the battles far bloodier and more violent. Over three times as many people perish in the wars before the Guild seizes control of the world's Soulstones, and with them, the remaining Behemoths. Armed with such powerful constructs, the Guild makes no pretense about its reasons for being in Malifaux; the civilian government is gone, replaced by a persistent state of martial law that leaves little room for enjoyment or happiness. There are no socialites or noble families in Malifaux in this future: only the Guild, the convicts who work for them, and those beleaguered souls who do what they can to resist the totalitarian regime that tightens its stranglehold of Malifaux and Earth with each passing day.

Fortunately, Aionus pays little attention to the Fated once they have been returned to their own time. If they escaped his trap or even defeated him in battle, he considers their existence in the flawed timeline they created to be more than enough of a punishment.



FATEMASTER CHARACTERS

A Stitch in Time takes place across a variety of locations (and eras). As the Fated progress in their adventure, they will encounter many Fatemaster characters. The important ones have been noted here for ease of reference and are arranged in order of appearance.

As with any roleplaying game, it is the characters in the story that make it worth telling. The Fatemaster is encouraged to add her own special touches to the people and monsters the Fated encounter to make them unique and memorable.

For instance, when the Fated encounter the Gudgeon at Captivating Salvage and Logistics, they fight as a group of characters with equal stats. However, if they are described in greater detail - perhaps one of them is wearing a long, oil-stained duster, while another has a bandaged face or a pneumatic arm - it adds that extra bit of flavor that can turn a good fight into a truly memorable one.

The following pages contain the stat blocks for the Fatemaster characters who are likely to appear in the adventure. They have been created with an eye toward ease of use by the Fatemaster and provide all the information needed to run the characters present in this adventure.

At the end of this chapter is a collection of the subordinate characters that are attached to this adventure's pregenerated Fated characters. If a player has chosen one of the characters with a subordinate character, she should be given a copy of the subordinate character's stat block.

Finally, a stat block has been provided for Kizzy Shepard, which might prove useful should she find herself placed in harm's way. Following her stats are the stats for Galena Kusche, a character who makes an appearance in one of this adventure's Complications (pg. 125).

LAYTON'S CORYPHEE

Layton's Coryphee is the lithe, murderous machine that serves Layton as his personal bodyguard. Though not as agile or skilled as the versions used by the showgirls at the Star Theater, it has thus far proven to be an invaluable companion in an otherwise dangerous and unpatrolled district.

Since his breakup with Kizzy Shepard, Layton has taken to dressing his Coryphee in the handful of dresses that she left in his home. He considers this to be more practical than anything else: he finds the Coryphee to be somewhat odd-looking when it's not dressed, and dressing it up gives him an excuse to not throw the dresses out.

This has not prevented his neighbors from gossiping, however, and as a result, they all consider Layton to be a little bit strange and eccentric.

LAYTON'S CORYPHEE

Enforcer (7), Construct, Doll

<i>Might</i> 3	<i>Grace</i> 3	<i>Speed</i> 2	<i>Resilience</i> 1
<i>Charm</i> -5	<i>Intellect</i> -5	<i>Cunning</i> -5	<i>Tenacity</i> -5
<i>Defense</i> 5 (12)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 4 (11)
<i>Willpower</i> 4 (11)	<i>Charge</i> 7	<i>Wounds</i> 6	

Skills: Acrobatics 2, Athletics 1, Centering 2, Evade 3, Notice 2, Pneumatic 2, Toughness 1.

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

Pneumatic Sentry: This character may substitute its Pneumatic Skill in place of its Cunning Aspect when using the Notice Skill.

(1) Pneumatic Blades (Pneumatic)

AV: 5 (12) ===== Rg: 1 ===== Resist: Df
Target suffers 2/4/5 damage. This attack flip receives +.

Swirl of Motion: After damaging, this character can move up to 4 yards in any direction.

Hypnotic Movements: After damaging, the target gains the following Condition until the end of its next turn:
"Hypnotized: This character receives - to Defense and Willpower duels."

(1) Blinding Flash (Acrobatics)

AV: 5 (12) ===== Rg: 6 ===== Resist: Wp
Target suffers 1/2/3 damage and becomes Slow.



GUDGEON

Minion (5), Living, Tormented

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

Skills: Athletics 1, Deceive 2, Evade 2, Melee 2, Notice 1, Pistol 2, Pugilism 1, Sorcery 3, Stealth 1.

Gruesome Resurrection: When this character falls unconscious or is killed, this character becomes an Abomination. The Abomination acts during the round it appears, it is considered to be **Slow**.

(1) Crow Bar (Melee)

AV: 4 (9) ===== Rg: 2 ===== Resist: **Df**
Target suffers 2/2/4 damage. If this weapon deals Severe damage, the target suffers a Weak Critical Effect in addition to any other Critical Effects it might suffer.

(1) Collier Navy (Pistol)

AV: 4 (9) ===== Rg: 12 ===== Resist: **Df**
Target suffers 2/3/4 damage. Capacity 6, Reload 2.

(1) Necrotic Unmaking (Sorcery/Tenacity)

AV: 5 (10) === TN: 9 === Rg: 5 === Resist: **Wp**
Target suffers 1/3/4 damage, ignoring Armor. This character suffers 1 damage.

✗ *Unwholesome Transformation:* After killing a Living, Construct, or Undead target, it transforms into an Abomination that may not act this round.

GUDGEON

The art of Necromancy is constantly being taken in new directions by creative practitioners. One of the more recent (and horrifying) breakthroughs combines modern engineering and surgical techniques with dark magic to transform a hapless victim - often a mercenary or vagrant who responded to a bounty notice or job advertisement - into a wretched science experiment.

Gudgeons typically have numerous scars crisscrossing their body, a terrible reminder of the many mechanical devices grafted onto their bones and implanted into their organs. These devices have a terrible purpose: should a Gudgeon's muscles ever relax (such as from being killed, falling asleep, or even falling unconscious), the apparatuses trigger, snapping bones and tearing through muscle as they suddenly and violently contort her body. The Gudgeon dies almost instantly, but the machines channel her life force inward, animating her mangled body as an Abomination.

In order to stave off such a transformation, Gudgeons are usually placed on a regime of painkillers and sleep suppressants. These drugs ensure that a Gudgeon will remain intact and useful while also ensuring her loyalty; a Gudgeon who abandons or betrays her master is effectively signing her own death warrant.



ABOMINATION

Malifaux is full of relics from the ancient civilization of people who became the Neverborn, which is commonly referred to as "Old Malifaux." These people left ruins scattered across the world, and in the oldest and darkest of these strange catacombs and silent necropolises, explorers have uncovered horrifying abominations that blend mechanical devices with rotting flesh.

Every once in awhile, an amateur necromancer will become fascinated with the idea of these strange amalgamations of flesh and machine and try to construct their own. With little regard to which parts go where, these horrors are often built in such a way as to leave nightmares in the minds of all those unfortunate enough to catch a glimpse of their twisted forms.

Even mere proximity to an Abomination can be dangerous, as the unstable magic that keeps their mechanical parts tethered to their undead flesh is inimical to living flesh. Those who draw too close to one of these shuffling horrors find their flesh warping and peeling away from their bones as it attempts to join with the Abomination's undead body.

Far worse, however, is the fate of those who perish in combat with an Abomination. Sometimes after killing an opponent the creature will absorb parts of its victim's body into itself, repairing and reshaping its own nightmarish form by borrowing new parts from its victim. The process is gruesome to watch, especially when the twitching, grisly remains of the victim shudder to life and rise up as a brand new Abomination.



CHAPTER 3: FATEMASTER CHARACTERS

ABOMINATION

Minion (5), Construct, Undead, Horror

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

Skills: Athletics 2, Notice 1, Pugilism 2, Stealth 1.

Caustic Aura: Living characters that begin their turn within ⚔2 of one or more characters with this ability suffer 1 damage and may not declare (0) Actions until the start of their next turn.

Controlled Deformation: If this character is within 2 yards of at least three other characters with this ability at the start of its turn, it absorbs every such character and becomes a Desolation Engine. The new Desolation Engine may not act this round.

Desolate Warping: After killing a Living, Construct, or Undead character, this character may discard a card to transform it into an Abomination that may not act this round. If this happens, this character heals to full Wounds.

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

(1) Claws of Metal and Bone (Pugilism)

AV: 4 (9) ===== Rg: ⚔ 1 ===== Resist: Df

Target suffers 2/3/3 damage.

☞ **Consuming Touch:** After damaging, this character heals an amount of damage equal to the amount the target suffered from this attack.

DESOLATION ENGINE

Enforcer (8), Construct, Undead

<i>Might</i> 4	<i>Grace</i> -2	<i>Speed</i> 1	<i>Resilience</i> 5
<i>Charm</i> -5	<i>Intellect</i> -3	<i>Cunning</i> -3	<i>Tenacity</i> 3
<i>Defense</i> 3 (11)	<i>Walk</i> 5	<i>Height</i> 3	<i>Initiative</i> 3 (11)
<i>Willpower</i> 5 (13)	<i>Charge</i> 8	<i>Wounds</i> 12	

Skills: Athletics 3, Necromancy 2, Notice 2, Pugilism 2, Stealth 1, Toughness 5.

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

Caustic Aura: Living characters that begin their turn within 2 of this character suffer 2 damage and may not declare (0) Actions until the start of their next turn.

Desolate Warring: After killing a Living, Construct, or Undead character, this character may discard a card to transform it into an Abomination that may not act this round. If this happens, this character heals to full Wounds.

Lost Focus: If this character is killed, it instead becomes two Abominations that may not act this round.

Melee Expert: This character generates 1 additional AP on its turn, but this AP may only be used to make a Close Combat attack.

Rush +3: This character's Charge Aspect has been increased by +3.

(1) Entropy Claws (Pugilism)

AV: 6 (14) == Rg: 3 ===== Resist: Df
Target suffers 3/4/6 damage.

☐ *Consuming Touch:* After damaging, this character heals an amount of damage equal to the amount the target suffered from this attack.

(1) Desolate Supplications (Necromancy)

This character may suffer up to 4 damage. Then, every character within (X)6 must pass a TN 13 Toughness duel or suffer damage equal to what this character suffered -1.

DESOLATION ENGINE

The most terrifying aspect of an Abomination is its ability to change its form. When enough of the shuffling horrors have gathered in one place, the unstable magic that holds them together builds up to the point where the creatures mesh together, forming one of the dreaded nightmares known as a Desolation Engine.

Every move these towering monstrosities make causes a putrid fluid to spill from the imperfect seams between rotting flesh, broken bone, and steel piping. Massive claw-like appendages tear through everything in their path, inflicting grievous wounds on their victims even as the Desolation Engine uses their torn flesh and shattered steel to mend its own weeping body.

In the unlikely event that a Desolation Engine can be destroyed, such an act brings no end to the misery. The pieces of a Desolation Engine will invariably lurch to life as horrifying Abominations. Only the complete destruction of all its remains can prevent the terrible cycle of death of rebirth that these monsters represent.

Desolation Engines have no concept of loyalty. One is as likely to start tearing through its ostensible allies as it is the enemy, and only the influence of a truly potent necromancer can direct their rage in a constructive direction.



ROGUE CONSTRUCT

The Guild and the M&SU both make extensive use of constructs in their day to day operations, the Guild for patrolling and law enforcement operations, and the Union for tireless labor in the mines. For the most part, these constructs are powered by magic spells that provide the machine with temporary mobility and sentience, but sometimes, a Soulstone is used to keep a machine operational, particularly if it needs to function independently of any spellcasters.

Soulstones, however, are powered by the souls of the fallen, and when they are used to animate a construct for extended periods of time, it's not uncommon for pieces of the animating soul to manifest themselves in the machine's behavior. At first, this presents itself as a mild quirk or strange behavior, but as the Soulstone is charged with more souls, these quirks slowly begin to accumulate. Eventually, they combine into a composite sentience, a new soul cobbled together from the scraps and fragments of all the consumed souls that have passed through the Soulstone and into the construct.

When such sentience arises, these constructs go rogue, choosing a life on the run from the Guild and Union rather than one of forced servitude.



ROGUE CONSTRUCT

Enforcer (7), Construct

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

Skills: Artefacting 2, Athletics 3, Convince 1, Deceive 3, Engineering 2, Evade 3, Heavy Guns 2, Intimidate 2, Mathematics 3, Melee 1, Stealth 2, Toughness 2.

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

Constant Upgrades: If this character spends 5 minutes salvaging pieces from a destroyed Construct, it may discard a card to gain one of that Construct's abilities, Skill ranks, Attributes, or weapons. This cannot increase this character's Armor above Armor +3.

No Masters: This character may never be a subordinate character.

Rush +2: This character's Charge Aspect has been increased by +2.

(1) Enlarged Spiked Club (Melee)

AV: 5 (12) ===== Rg: 2 ===== Resist: Df
Target suffers 3/3/6 damage. If this weapon deals Severe damage, the target suffers a Weak Critical Effect.

(1) Integrated Grenade Launcher (Heavy Guns)

AV: 6 (13) ===== Rg: 12 ===== Resist: Df
Target suffers 3/3/6 damage. This weapon may fire its entire Capacity as one action to gain +1 to its Damage Flip and deal +1 damage for every 2 bullets fired (rounded down). This character may not drop this weapon. Capacity 4, Reload 4.

(2) Auto Fire

This character may discard a Twist Card to take three 1 AP attack actions with a Ranged Combat weapon. Characters that suffer damage from one of these attacks are immune to damage from any other attack generated by this action.

AFE

Enforcer (8), Construct

<i>Might</i> 2	<i>Grace</i> -1	<i>Speed</i> 1	<i>Resilience</i> 3
<i>Charm</i> -1	<i>Intellect</i> 3	<i>Cunning</i> 2	<i>Tenacity</i> 2
<i>Defense</i> 3 (11)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 3 (11)
<i>Willpower</i> 4 (12)	<i>Charge</i> 5	<i>Wounds</i> 7	

Skills: Athletics 2, Centering 2, Convince 2, Deceive 1, Doctor 4, Engineering 1, Evade 2, Homesteading 3, Intimidate 2, Notice 2, Pneumatic 3, Toughness 1.

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

Swift: This character generates an additional General AP on its turn.

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

(1) Surgical Cutters (Pneumatic)

AV: 5 (13) ===== Rg: /// 1 ===== Resist: Df
Target suffers 2/3/5 damage. If this weapon deals Severe damage, the target suffers a Moderate Critical Effect.
☞ *Throat Slit:* Target gains the **Bleeding Out** Condition.

(2) Flurry (Pneumatic)

This character may discard a Twist Card to take three 1 AP strikes with a Pneumatic weapon against a single target.

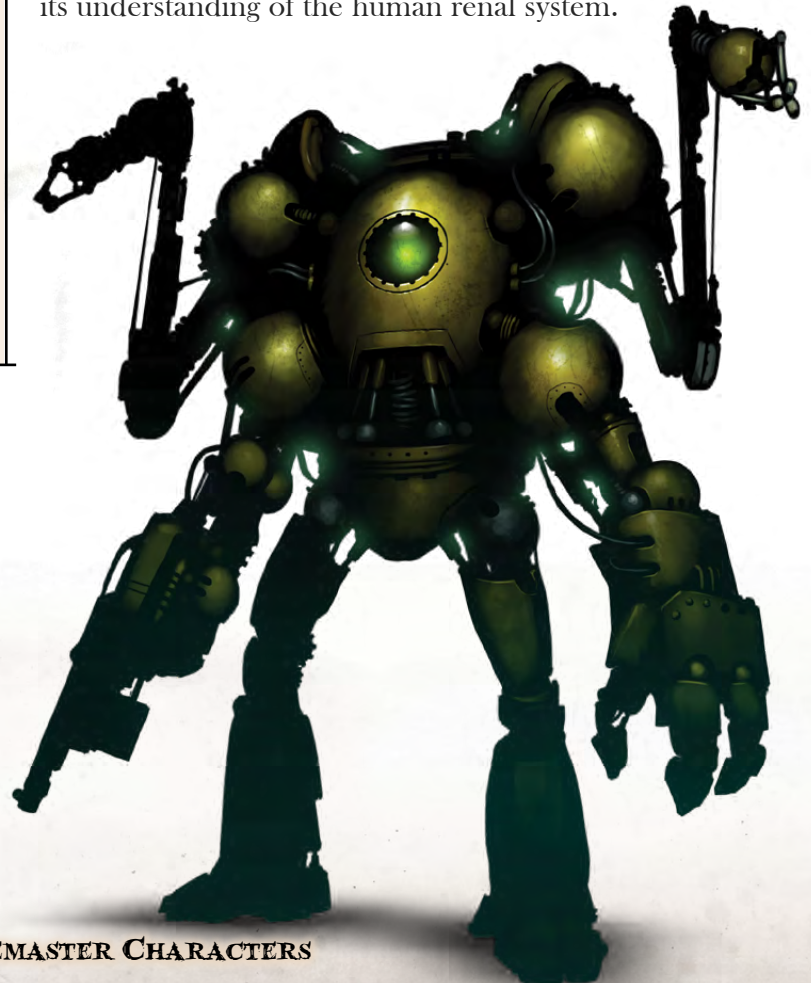
AFE

The Automated Farming Emulator was created to help plow fields, sow seeds, and harvest plants. For a time, it labored as its creator intended, never complaining about the long hours it worked or the way that dirt and dust would get into its gears.

It was only after a bandit attack left its creator dead that AFE began to question its purpose. The Soulstone that powered the construct contained a shadow of a memory that confused the machine. At the edges of its consciousness, it could remember helping humans with its medical skills.

AFE wasn't able to save its creator, but the attempt did expose the machine to the internal workings of living creatures. It was fascinated by the way that blood moved through arteries, capillaries, and veins, and that fascination left it wondering why it had ever been interested in farming in the first place.

AFE wandered for a time, upgrading its body to better help it study the internal mechanisms of living creatures. By the time it had settled in Ampersand, AFE was well on its way to improving its understanding of the human renal system.



HUNTER

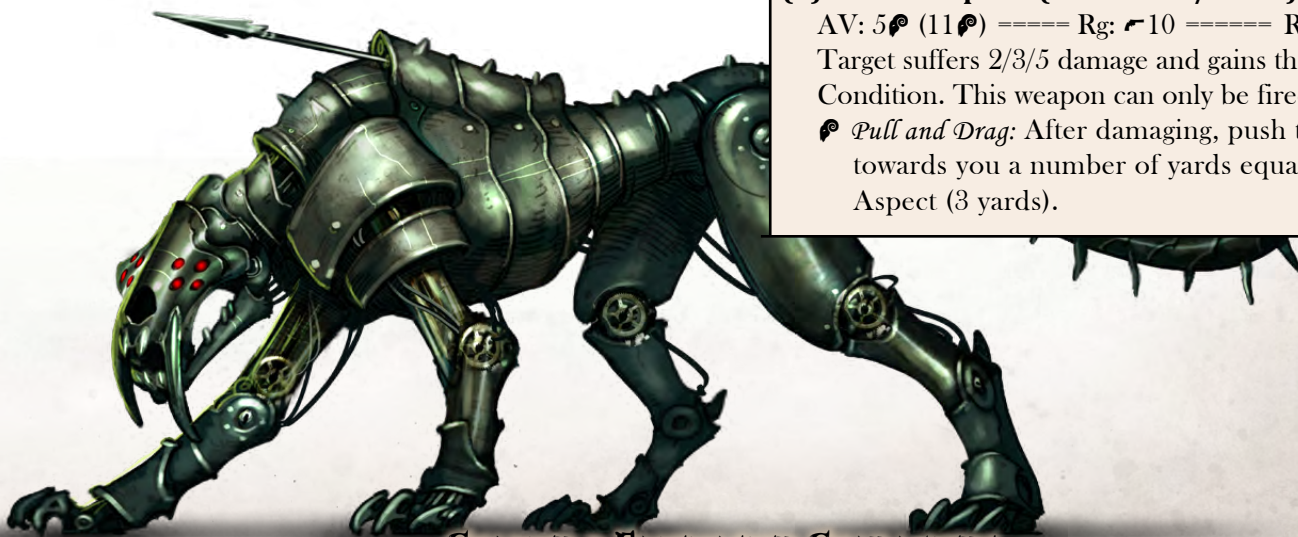
The Hunter constructs were originally designed to track down escaped convicts, smugglers, and bandits. Their segmented bodies and specially sprung legs make them agile and stealthy predators, while their steel claws allow them to slice through flesh and bone with ease.

To further compliment the Hunter's role, they were constructed with chain harpoons on their backs, allowing them to spear their fleeing prey at range. Once fired, the harpoon immediately retracts back into the Hunter's chassis, reloading the weapon and yanking anyone unfortunate enough to be impaled by the weapon back towards the prowling machine.

Hunters were an immediate success for the Guild. They were excellent trackers and hunters, and their introduction to the Guild's prison compounds and labor camps resulted in a significant drop-off in the number of escaped convicts at those sites.

Leveticus built this Hunter himself, using schematics he obtained from the Guild as payment for one of his mercenary contracts. It functions just as well as the ones manufactured by the Guild, which is quite the achievement, given how many times it's been destroyed and rebuilt in the years since then.

A collar around the construct's neck proclaims its name to be "Scrappy."



HUNTER


Minion (6), Construct

<i>Might</i> 3	<i>Grace</i> 2	<i>Speed</i> 3	<i>Resilience</i> -1
<i>Charm</i> -5	<i>Intellect</i> -5	<i>Cunning</i> -5	<i>Tenacity</i> -5
<i>Defense</i> 4 (10)	<i>Walk</i> 6	<i>Height</i> 2	<i>Initiative</i> 3 (9)
<i>Willpower</i> 4 (10)	<i>Charge</i> 7	<i>Wounds</i> 7	


Skills: Centering 2, Pneumatic 3, Toughness 3, Track 1.


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


Pneumatic Tracker: This character may substitute its Pneumatic Skill in place of its Cunning Aspect when using the Notice and Track Skills.

Prey on the Unaware: This character's attack flips gain  against characters that have not yet taken their turn during Dramatic Time.




(1) Steel Claws (Pneumatic)


AV: 6 (12) ===== Rg:  1 ===== Resist: Df
Target suffers 2/4/5 damage.

 **Critical Strike:** When damaging the target, this attack deals +1 damage for each  in the final duel total.

 **Leap on Chest:** After damaging, the target takes the Drop Prone Action and may not stand up while within this character's engagement range.

(1) Chain Harpoon (Pneumatic/Grace)

AV: 5  (11 ) ===== Rg:  10 ===== Resist: Df
Target suffers 2/3/5 damage and gains the **Slow** Condition. This weapon can only be fired once per turn.

 **Pull and Drag:** After damaging, push the target towards you a number of yards equal to your Might Aspect (3 yards).

JEAN-PHILIP ARCHAMBAULT

Henchman (9), Living

<i>Might</i> 2	<i>Grace</i> -2	<i>Speed</i> 1	<i>Resilience</i> 1
<i>Charm</i> 1	<i>Intellect</i> 2	<i>Cunning</i> 0	<i>Tenacity</i> 2
<i>Defense</i> 4 (13)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 3 (12)
<i>Willpower</i> 4 (13)	<i>Charge</i> 5	<i>Wounds</i> 8	

Skills: Athletics 1, Convince 2, Evade 2, Heavy Melee 2, Literacy 2, Necromancy 4, Notice 2, Sorcery 3, Stealth 1, Stitching 1, Toughness 3.

Sinister Resurrection: After killing a Living character, Jean-Philip may discard a card to transform the character into a *Mort Vivant* under his control.

The Gorgon's Tome: Jean-Philip's Grimoire contains every Necromancy Magic and every Alteration Immuto. If he is killed while the book is on his person, he instead teleports to the nearest font of necromantic power.

The Staff of Za'gnacta: Jean-Philip's staff is fitted with a Lade 6 Soulstone (Size 4, Quality 2).

(1) Staff of Za'gnacta (Heavy Melee)

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

Light of Penance: After succeeding, the target becomes **Blind** until the start of this character's next turn.

(1) Rigor Mortis (Necromancy/Tenacity)

AV: 6 (15) — TN: 10 — Rg: 10 — Resist: Wp
Target becomes **Slow** (if Living) or **Fast** (if Undead).

(1) Self Harm (Necromancy/Charm)

AV: 5 (14) — TN: 12 — Rg: 10 — Resist: Wp
If the target has a readied weapon, it deals the weapon's damage to itself. The damage flip's Fate Modifiers are determined by the results of this duel.

(1) Decaying Light (Sorcery/Tenacity)

AV: 5 (14) — TN: 10
Every character within (X)3 of this character must pass a TN 10 Evade Challenge or suffer 2 damage and become **Blind** until the start of this character's next turn.

JEAN-PHILIP ARCHAMBAULT

As far as the people of Malifaux City are concerned, Jean-Philip Archambault is the bogeyman. Though originally just a simple trapper from Quebec, Jean-Philip stepped forward to help defend the city from the undead hordes of the first necromancer. When the necromancer was finally killed, Jean-Philip snatched up the necromancer's grimoire and disappeared into the night.

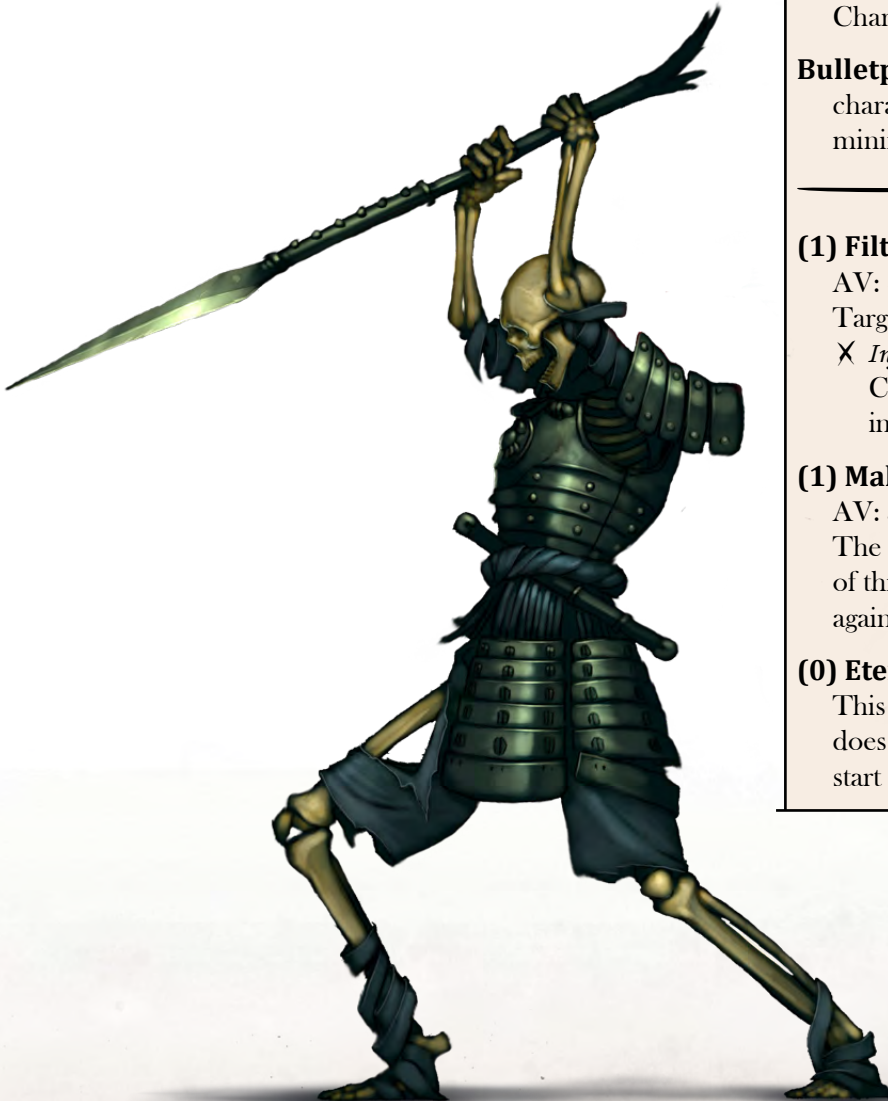
When Jean-Philip reappeared months later, he had mastered the dark magics of the forbidden grimoire. With his *Legion de Morts Vivant*, Jean-Philip now terrorizes the people of Malifaux, using their corpses and souls to further his own enigmatic goals.



MORT VIVANT

The "*Legion de Morts Vivant*" is the name Jean-Philip has given to his undead servants. Unlike most undead, Jean-Philip's magic rots away the flesh of the corpses he raises up into unlife, transforming them into obedient skeletal warriors. They follow in his wake without question, serving him as warriors, bodyguards, and attack dogs in equal measure.

When pressed into combat, *Morts Vivants* tend to skitter forward without much thought to tactics or subtlety. Occasionally, one of these undead warriors will raise its bone hand and invoke a terrible curse upon an opponent, effectively marking them for death. The other members of the Legion prefer to murder such marked targets over other options, sometimes to the point of disengaging with other, more dangerous enemies in order to strike down those marked for death.



MORT VIVANT

Minion (6), Undead

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

Skills: Athletics 1, Heavy Melee 2, Necromancy 2✕, Notice 2, Toughness 1.

Df (♣) Unknowable Pain: After suffering damage from an enemy attack, this character may move up to its Charge towards the character who damaged it.

Bulletproof +1: Reduce all damage suffered by this character from Ranged Combat attacks by +1, to a minimum of 1.

(1) Filthy Spear (Heavy Melee)

AV: 4 (10) ===== Rg: ♣ 2 ===== Resist: Df

Target suffers 2/3/4 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.

(1) Malediction (Necromancy/Tenacity)

AV: 5✕ (11✕) === TN: 10✕ === Rg: 10 === Resist: Wp

The target gains the following Condition until the start of this character's next turn: **"Fragile +1:** Damage flips against this character gain ♣."

(0) Eternal Service (Necromancy)

This character may discard a card to heal 2 damage. If it does so, this character gains +♣ to its Defense until the start of its next turn.

GARGOUILLE THE SIMULACRUM

Enforcer (8), Undead, Horror

<i>Might</i> 4	<i>Grace</i> -3	<i>Speed</i> -2	<i>Resilience</i> 4
<i>Charm</i> -5	<i>Intellect</i> -4	<i>Cunning</i> -3	<i>Tenacity</i> 3
<i>Defense</i> 2 (10)	<i>Walk</i> 3	<i>Height</i> 3	<i>Initiative</i> -2 (6)
<i>Willpower</i> 5 (13)	<i>Charge</i> 6	<i>Wounds</i> 11	

Skills: Athletics 5, Pugilism 2, Thrown Weapons 2, Toughness 5.

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

Rush +3: This character's Charge Aspect has been increased by +3.

Terrifying (Living) (12): Enemy Living characters must pass a TN 12 Horror Duel when they end their turn within this character's engagement range or target this character with a harmful action.

Walking Morgue: If any of this character's limbs are severed or otherwise destroyed, the severed limb reanimates as two Mindless Zombies that cannot act this round. If this character is killed, it reanimates as six Mindless Zombies that may not act this round.

(1) Meaty Fists (Pugilism)

AV: 6 (14) ===== Rg: 1 ===== Resist: Df
Target suffers 3/5/6 damage.

✪ *Knockabout:* After damaging, push the target up to 5 yards in any direction.

✪ *Loose Pieces:* Summon a Mindless Zombie in base contact with the target. It may not act this round. Then, this character suffers 1 damage.

(1) Hurl Zombie (Thrown Weapons/Strength)

AV: 6 (14) ===== Rg: 10 ===== Resist: Df
A friendly Mindless Zombie within 3 yards is thrown at the target. The target suffers 2/4/5 damage and is knocked **Prone**. Even if this attack misses, the Mindless Zombie suffers 2 damage, is placed within 1 yard of the target, and becomes **Prone**.

GARGOUILLE

The Gargouille is a terrifying monstrosity that Jean-Philip Archambault has cobbled together from multiple corpses. As with the later Simulacrums that will mimic (and improve upon) its design, the pieces of the Gargouille are individually animated, making it less of a single opponent and more of a legion of zombies compressed into a single, hulking form. If the Gargouille is hacked into pieces, those pieces will continue to fight, effectively becoming grotesque mockeries of normal zombies that continue to claw at their enemies with their uneven limbs and mutilated bodies.



MINDLESS ZOMBIE

Mindless Zombies are among the weakest of all undead. They are incapable of higher thought and tend to chase just about anything that moves, from a late night traveler to horse-drawn coaches to shuffling constructs. Though individually weak, Mindless Zombies can be dangerous in large numbers, as those they kill rise up a short time later as new Mindless Zombies.

Left unchecked, a horde of Mindless Zombies can become almost unstoppable. Fortunately, there were few active necromancers in the days of the first Breach, and the only time their numbers ever reached a level of true danger was during the attacks launched by the First Necromancer.

These Mindless Zombies are deformed and grotesque, often resembling nothing so much as a collection of rotting body parts that have been stitched together into seemingly random shapes. Freed from the Gargouille, they lurch forward unsteadily, seeking only to cause pain to everything in their way.



MINDLESS ZOMBIE

Peon (4), Undead

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

Skills: Pugilism 2.

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

Shambling: This character gains **Slow** at the start of each of its turns during Dramatic Time.

Zombie Curse: Any Living character killed by this character animates as a Mindless Zombie one hour after its original death.

(1) Gnashing Bite (Pugilism)

AV: 3 (7) ===== Rg: 1 ===== Resist: Df

Target suffers 2/3/3 damage. Increase the AV of this attack by +1 for every other friendly character engaged with the target.

DR. ARTHUR DUER

Enforcer (8), Living

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

Skills: Art 1, Athletics 1, Barter 2, Bureaucracy 2, Convince 2, Deceive 1, Doctor 4, Leadership 2, Literacy 3, Melee 2, Notice 3, Pistols 2, Scrutiny 2, Stealth 1, Toughness 1.

Cynic: This character gains **+1** on any duel made to resist deception (including Deceive and Pick Pocket Challenges, as well as the Trick Action).

Flick of the Wrist: When making a Melee or Pugilism attack, this character may substitute Grace for Might when calculating his Acting Value.

Languages: English, German, Neverborn, Spanish.

(1) Surgical Instruments (Melee)

AV: 4 (12) ===== Rg: **///** 1 ===== Resist: **Df**
Target suffers 2/3/5 damage. This attack ignores Hard to Wound.

(2) First Aid (Doctor)

Target Living character within 1 yard heals 3 damage. A character may not be healed in this way more than once per hour.

DR. ARTHUR DUER

Arthur Duer first came to prominence when he discovered a great repository of books left by Malifaux City's previous residents. The Council honored his discovering by naming the library after him, ensuring that the doctor's name would endure long after his own death.

While he was working to translate the signs and sigils of the city, Arthur met Professor Marcello Mondragone. The two men formed a quick friendship, and by working together, they were able to make a lexicographical breakthrough and decipher the Neverborn language. They've spent the years since then slowly working to translate as many of the library's tomes as possible.

Their friendship has recently become strained by their mutual courtship of Gwyneth Hughes, but thus far, their rivalry remains friendly.



MARCELLO MONDRAGONE

Marcello Mondragone is a professor at the much-vaunted Voynich Institute, a Polish college that focuses on the study of linguistics. The Council contacted the Institute for assistance after Dr. Duer discovered a cache of ancient Neverborn tomes, and the Institute responded by sending Marcello to Malifaux to help translate the tomes.

Once in Malifaux City, Marcello drew upon his family's wealth to purchase a sprawling estate, which he dubbed Villa Mondragone. His friend, Arthur Duer, soon joined him at the estate, and the two of them spent many nights pouring over ancient tomes until they finally succeeded in deciphering the Neverborn language.

With the most difficult part of the translation process complete, Marcello turned his attention toward artefacting, which enthralled him in a way simple words and languages could not. He quickly became known as one of the city's most skilled artificers, second only to the mysterious Clockwork Queen.



PROF. MARCELLO MONDRAGONE

Enforcer (8), Living

<i>Might</i> 1	<i>Grace</i> 1	<i>Speed</i> 2	<i>Resilience</i> 1
<i>Charm</i> 2	<i>Intellect</i> 3	<i>Cunning</i> 2	<i>Tenacity</i> -1
<i>Defense</i> 4 (12)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 4 (12)
<i>Willpower</i> 4 (12)	<i>Charge</i> 6	<i>Wounds</i> 7	

Skills: Artefacting 4, Athletics 1, Bewitch 3, Blacksmithing 2, Centering 2, Deceive 1, Enchanting 2, Engineering 3, Gambling 1, Homesteading 2, Literacy 4, Mathematics 4, Notice 2, Pistol 2, Pugilism 2, Scrutiny 1, Toughness 2.

Governor's Gift (Women): This character gains +1 on any Bewitch or Scrutiny duels made against women.

Polyglot: When conversing with another character in their native, non-English language, this character gains +1 to his Barter and Bewitch duels.

Unequaled Accuracy (Pistol): This character does not randomize when firing into an engagement using the Pistol Skill.

Languages: English, Arabic, Dutch, French, Neverborn, Polish, Spanish.

(1) Punch (Pugilism)

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

(1) Liegn U.S. Navy Cutlass (Pistol)

AV: 3 (11) ===== Rg: 6 ===== Resist: Df
Target suffers 2/3/4 damage. Capacity 1, Reload 2.

(2) Quick Repairs (Artefacting)

Target Construct within 1 yard heals 3 damage. A Construct may not be healed in this way more than once per hour.

(1) Animate Construct (Enchanting/Charm)

AV: 4 (12) ===== TN: 12 ===== Rg: 1 yard
Target inanimate Construct becomes animated under this character's control until the next sunrise or sunset.

MILITIA GUARDSMAN

Minion (5), Living

<i>Might</i> 2	<i>Grace</i> 2	<i>Speed</i> 1	<i>Resilience</i> 1
<i>Charm</i> -1	<i>Intellect</i> -1	<i>Cunning</i> -1	<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> 5	

Skills: Athletics 1, Evade 2, Long Arms 2, Melee 2, Notice 2.

From the Hip: This character uses its Grace instead of its Intellect when making Long Arm attacks.

(1) Patrol Sword (Melee)

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

Target suffers 2/3/4 damage.

☛ *Critical Strike:* When damaging the target, this attack deals +1 damage for each ☛ in the final duel total.

(1) A&T Model 10 (Long Arms)

AV: 4 (9) ----- Rg: 12 ----- Resist: Df

Target suffers 1/2☛/4☛ damage. This weapon gains ☛ to damage flips against targets within 4 yards and ☛ to damage flips against targets more than 8 yards away.

Capacity 1, Reload 2.

MILITIA GUARDSMAN

In the absence of a strong central authority like the Guild, the people of the eighteenth century were forced to police the streets of Malifaux City on their own. This became a greater necessity after the rise of the necromancer, and in the years after that nameless spellcaster's defeat, local militias became more common.

The average Militia Guardsman spends one to two days a week patrolling the streets of his or her neighborhood. Though they tend to be somewhat unskilled, as far as warriors go, the presence of Militia Guardsmen has still proven to be a deterrent to crime. Exactly whether these well-meaning constables can actually punish those they catch in the middle of a crime is a bit of a legal gray area, and thus far, the Council hasn't deemed it necessary to clarify matters. As a result, the punishments for crimes vary from one neighborhood to the next, or even from one night to the next, depending upon the whims of the Militia Guardsmen in question.



DELIRIUM

Once, Delirium was simply an Insidious Madness, a composite entity formed of coalesced madness. Like others of its kind, it was drawn to insanity, like that which had come to torment Father Foster.

Father Foster was too weak to fight off the Insidious Madness, and soon he was little more than a catatonic, twitching playground for the Woe's disturbing affections. The longer it remained in the Eternal Chapel, however, the more its ephemeral body was bathed in temporal energy.

Gradually, the Insidious Madness began to think of itself as an individual. It desired a personality, and its newfound magic responded, allowing it to remove Father Foster's face as it reached out to touch his mind. The acquisition of the priest's twisted thoughts brought clarity, if not sanity, and with each drifter or worshiper that strayed too close to the chapel, the spectral horror added more faces to its collection and more voices to the lunatic choir of its mind.



DELIRIUM, INSIDIOUS MADNESS

Henchman (9), Nightmare, Woe

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

Skills: Enchanting 2☞, Notice 2, Martial Arts 1, Necromancy 1✕, Prestidigitation 2☛, Sorcery 2☞, Toughness 4.

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 attacks by half.

Insidious Whispers: Any character that ends its turn within ③ of this character must pass a TN 8 Centering Challenge or gain the following Condition: "**Crazy +1:** This character suffers -1 to the final duel total of any duel involving a Mental Aspect. She may hear voices or see things that are not actually there, at the Fatemaster's discretion."

Visage of Madness: Enemy characters whose faces are being worn by this character must pass a TN 11 Horror Duel when they target this character with an Action.

Shatter Mask: If this character suffers a Critical Effect affecting its head (☞), the attacker may choose to shatter a mask of her choice in lieu of the indicated Critical Effect.

(1) Jaws of Madness (Martial Arts)

AV: 2 (11) ===== Rg: ☞ 3 ===== Resist: **Wp**
Target suffers suffers 3/4/6 damage and gains the following Condition until the end of the day: "**Repressed Memories +1:** This character's Initiative value is reduced by the value of this Condition, to a minimum of 0."

✕ *Devour Memory:* After succeeding, end the **Repressed Memories** Condition on the target. This character heals damage equal to the value of the ended Condition.

(0) Steal Face (Necromancy/Tenacity)

AV: 3 (12) ===== Rg: ☞ 3 ===== Resist: **Wp**
A Living or Undead target's face disappears from its body, leaving behind a blank slab of skin with ragged gashes for its mouth, nose, and eyes. The target's face becomes a mask worn by this character. If the mask is shattered, the face returns to its owner, but if this character is killed, its masks clatter to the ground, and destroying them has no effect.

✕ *Got Your Nose:* After succeeding, the target must make a TN 10 Horror Duel.

THE DROWNED

Minion (5), Undead, Horror, Spirit, Tormented

Might 3	Grace 2	Speed -2	Resilience 2
Charm -4	Intellect 0	Cunning 1	Tenacity 4
Defense 4 (9)	Walk 3	Height 2	Initiative 0 (5)
Willpower 6 (11)	Charge 3	Wounds 8	

Skills: Evade 3, Heavy Melee 2, Notice 2, Thrown Weapons 2, Toughness 3, Track 2.

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

Bloated Stench: Enemy characters which deal damage to this character with *///* attacks suffer 1 damage after resolving the current Action.

Float: This character floats 1 yard above the ground at all times and may ignore any terrain or similar objects below that height. This character may not become **Prone**.

(1) Heavy Weights (Heavy Melee)

AV: 5 (10) ===== Rg: *///* 2 ===== Resist: Df
Target suffers 2/3/5 damage.

✕ *Suffocate:* After damaging, the target gains the **Suffocating +1** Condition until this character is killed.

(0) Heave Bile (Thrown Weapons)

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

✕ *Fluid in the Lungs:* After damaging, all characters damaged by this attack gain the **Suffocating +1** Condition until this character is killed.

THE DROWNED

The Drowned are the pitiful remnants of those unfortunate souls who have met their end in Malifaux's dark waters. In their last moments of life, the thoughts of these lost souls turned towards revenge against those who consigned them to their watery graves. Once reanimated, the Drowned relentlessly seek out their murderers and those who watched them die.

Once its desire for vengeance is fulfilled, a Drowned drifts lazily, content to be carried on the streams of spirit energy which are so prevalent in the city. Though the necromancers of the eighteenth century have yet to learn how to take control of these aimless spirits, the Gorgon's mastery over the spirits of the dead allows her to summon them to her side with little more than a thought.



POSSESSED HUGHES

Thousands of years ago, the people who would become the Neverborn succeeded in slaying the mortal forms of the Tyrants, incredibly powerful entities with near-godlike power. So powerful were the Tyrants that even after their mortal bodies were slain, their spiritual essences lingered in the world. Though they had little ability to manipulate the world without physical forms, the Tyrants were able to possess those whose souls resonated with their own. To halt this, the Tyrants were eventually imprisoned within cages crafted from their own power.

Once of these Tyrants, the Gorgon, has managed to escape her prison and possess a suitable host in the eighteenth century. Though her host is still fighting against her influence, it is only a matter of time before the Tyrant asserts her dominance and fully possesses the young woman.



DEAD HOST

If the Gorgon's host was brought back from the dead, she exchanges the Living Characteristic for the Undead Characteristic.

She also gains the following Ability:

Impossible to Wound +1: Damage flips against this character suffer \square and cannot be cheated.

POSSESSED HUGHES

Henchman (10), Living, Tyrant

<i>Might</i> 2	<i>Grace</i> 4	<i>Speed</i> 3	<i>Resilience</i> 4
<i>Charm</i> 6☹	<i>Intellect</i> 3✗	<i>Cunning</i> 5	<i>Tenacity</i> 3✗
<i>Defense</i> 5 (15)	<i>Walk</i> 6	<i>Height</i> 2	<i>Initiative</i> 5 (15)
<i>Willpower</i> 5✗ (15✗)	<i>Charge</i> 7	<i>Wounds</i> 10	

Skills: Barter 1, Bewitch 2, Deceive 4, Forgery 2, Grappling 2✗, History 3, Intimidate 2, Leadership 1, Literacy 3, Music 1, Necromancy 2, Notice 2, Scrutiny 2, Toughness 4.

Black Ichor: All characters within 1 yard suffer 1 damage when this character suffers damage.

Wp (✗) Twisted Mind: After this character succeeds, the attacker suffers 2 damage.

Swift: This character generates an additional General AP on its turn.

Terrifying (All) 12: Enemy characters must pass a TN 12 Horror Duel when they end their turn within this character's engagement range or target this character with a harmful action.

(1) Serpentine Hair (Grappling)

AV: 5✗ (15✗) ===== Rg: ∞ 1 ===== Resist: **Df**
Target suffers suffers 1/2/3 damage and gains **Poison +2**.

✗ *The Kiss of Death:* After succeeding, the target gains the following Condition for one week, plus one week per Margin of Success: **"Touched by Death +1:** When this character suffers damage, it suffers +1 damage."

(1) Venomous Darkness (Necromancy/Intellect)

AV: 5✗ (15✗) === TN: 15✗ === Rg: ∞ 10 === Resist: **Df**
Target suffers suffers 2/3/4☹ damage. Every character damaged by this action gains **Poison +2**.

☹ *Cloying Darkness:* After damaging, the target becomes **Blind** until the start of this character's next turn.

(0) Emerald Gaze (Bewitch/Charm)

AV: 8☹ (18☹) ===== Rg: 12 ===== Resist: **Wp**
Target gains the following Condition until the start of this character's next turn: **"Enthralled:** At the start of this character's turn, the character that applied this Condition can force this character to spend 1 AP to take an Action of that character's choice." Characters who are **Blind** are immune to this Condition.

☹☹ *Sweeping Gaze:* After succeeding, take this Action again against a different target.

WIND GAMIN

Minion (5), Construct, Gamin

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

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

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

Blustery Demise: If this character falls unconscious, it is killed. When this character is killed, all characters within (X)2 suffer 2 damage and are pushed 2 yards away.

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

Rush +1: This character's Charge Aspect has been increased by +1.

(1) Claw (Pugilism)

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

Strong Wind: After succeeding, the target is pushed 2 yards away from this character.

(1) Elemental Blast (Thrown Weapons)

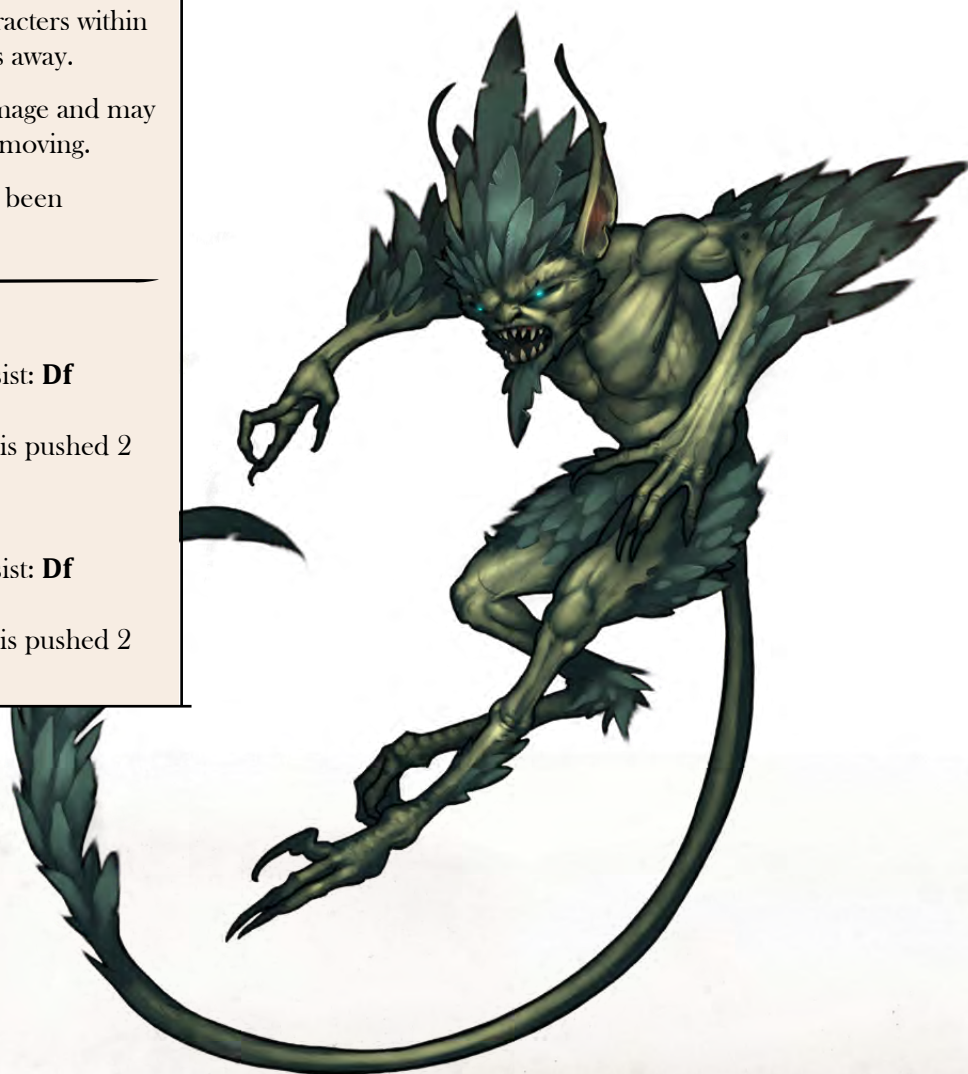
AV: 4 (9) ----- Rg: 8 ----- Resist: Df
Target suffers 1/3/4 damage.

Strong Wind: After succeeding, the target is pushed 2 yards away from this character.

WIND GAMIN

Wind Gamin are mischievous entities that enjoy causing trouble to anyone who crosses their path. They sometimes appear as dust devils or small whirlwinds, but in their true form they are small, feathered creatures about the size of a child. Wind Gamin are surprisingly durable for their small size, and their control of the winds grant them a mastery of the skies unmatched by any other creatures.

Though they are not the most reliable of servants, Wind Gamin can still be useful to those with the ability to create them. The trick to keeping them focused is to ensure that the task at hand has an element of mischief to it. These Gamin despise manual labor but relish assignments such as scouting, theft, or kidnapping... especially if their orders give them free reign to push people off tall ledges or rooftops.




STEAM ARACHNID SWARM

Minion (Variable Rank Value), Construct, Swarm

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

Skills: Evade 3, Pneumatic 4, Stealth 1.

Collective Focus: This character has the following Condition: "**Rank Value +8:** 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."

Armored Swarm: This character does not have Wounds; when this character would suffer damage, instead reduce its **Rank Value** Condition by 1, unless the attack dealt  damage, in which case its **Rank Value** Condition is reduced by the normal amount of damage dealt -1, to a minimum of 1. When the **Rank Value** Condition reaches 0, the last remaining Steam Arachnid is destroyed.


Hive Mind: This character is immune to Willpower duels.


Evasive: This character is immune to damage caused by (X) effects.

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

(1) Swarm of Steel Claws (Pneumatic)

AV: 4 (varies) ===== Rg:  1 ===== Resist: Df
Target suffers 2/3/5 damage.

 **Exploding Arachnids:** After resolving, lower the **Rank Value** Condition of this character by 1. Every character within (X)2 suffers 2 damage.

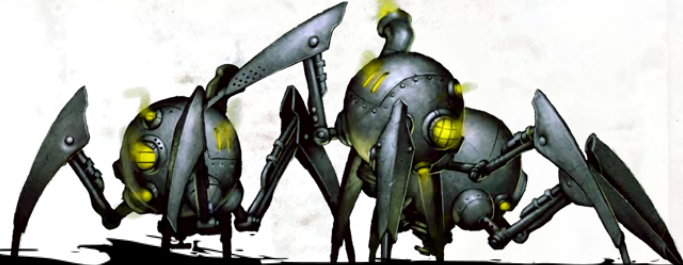
 **Carry Away:** After damaging, move this character up to its Walk speed in any direction; then, place the target into physical contact with this character.

(0) Skitter Apart

This character breaks apart into a number of Steam Arachnids equal to its current **Rank Value** Condition; then, each Steam Arachnid suffers 2 damage that cannot be reduced.

STEAM ARACHNID

Steam Arachnids are small, spider-like machines that are frequently used to spy on their creator's rivals. While they tend to be somewhat weak on their own, they are programmed to work together in deadly swarms when possible.



STEAM ARACHNID

Minion (5), Construct

Might 0	Grace 1	Speed 1	Resilience 0
Charm -5	Intellect -5	Cunning -5	Tenacity -5
Defense 4 (9)	Walk 5	Height 1	Initiative 1 (6)
Willpower 2 (7)	Charge 5	Wounds 4	

Skills: Evade 3, Pneumatic 4, Stealth 1.


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

Evasive: This character is immune to damage caused by (X) effects.


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

(1) Steel Claws (Pneumatic)

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

 **Overheat:** After resolving, destroy this character. Every character within (X)2 suffers 2 damage.

(0) Swarm Together

This character and every friendly Steam Arachnid within  3 become a Steam Arachnid Swarm with a **Rank Value** Condition equal to the number of Steam Arachnids used to create it.

PROTOTYPE ROCK HOPPER

Rock Hoppers are the name given to the most common of the M&SU's various mining constructs. While not particularly beloved by the miners who work alongside them (they have a tendency to be a bit clumsy and have accidentally stepped on more than one miner's foot, shattering bones and often leading to an expensive pneumatic replacement), they are reliable and require little maintenance. That has been enough to keep them in service despite their many "quirks."

While it is capable of wielding a mining pick with the same skill as a human, it is the pneumatic drill on a Rock Hopper's arm that makes it invaluable to the Union. Rather than having to risk lives and the potential of a collapsed tunnel with dynamite, a Rock Hopper can quickly bore its way through hard stone, which helps to keep accidents (and thus, injured worker payouts) to a minimum.



This particular Rock Hopper is one of the first of its kind. Despite being somewhat crude by modern standards, its logic engine is far more advanced than most of the machines created in the eighteenth century, and it has received further tweaks by the Clockwork Queen in order to serve as her workshop's first line of defense.

The Rock Hopper was one of the designs that was stolen from the Clockwork Queen and passed off as the creation of someone else. Few of these reproductions were as efficient as her original creations, but in the end, that didn't matter: it was the stolen copies that were placed into mass production back on Earth.

PROTOTYPE ROCK HOPPER

Enforcer (7), Construct

<i>Might</i> 2	<i>Grace</i> -1	<i>Speed</i> -1	<i>Resilience</i> 1
<i>Charm</i> -5	<i>Intellect</i> -5	<i>Cunning</i> -5	<i>Tenacity</i> -5
<i>Defense</i> 2 (9)	<i>Walk</i> 4	<i>Height</i> 2	<i>Initiative</i> -1 (6)
<i>Willpower</i> 2 (9)	<i>Charge</i> 4	<i>Wounds</i> 7	

Skills: Athletics 2, Heavy Melee 2, Evade 1, Pneumatic 3, Toughness 2.

Df (☞) Grinding Halt: This character immediately gains an additional Armor +2 for the duration of this Action.

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

(1) Mining Pick (Heavy Melee)

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

☞ *Staggering Strike:* Push the target up to 2 yards away from this character.

(2) Pneumatic Drill (Pneumatic)

AV: 5 (12) ===== Rg: ☞ 2 ===== Resist: Df
Target suffers 4/5/7 damage, ignoring Armor.

CLOCKWORK TRAPS

Clockwork Traps (or gear-traps, springjaws, tick-snares, or any of their other many nicknames) are among one of the most numerous and widely distributed mechanical devices in modern Malifaux. Their level of intelligence varies greatly from one model to the next, and the simplest are barely able to do much more than simply snap at anything that sets off a linked tripwire or hanging trigger-weight.

The versions created by the Clockwork Queen to defend her workshop are far more advanced than these simple knock-offs. They are capable of detecting unauthorized trespassers, chasing them down, and clamping their jaws down on any protruding limb. Through they do not deal quite enough damage to be a threat on their own, the traps are annoying and cause a great deal of noise, which makes them effective sentries.

During the early days of the second Breach, the Guild discovered the Clockwork Queen's workshop and incorporated a great many of her forgotten inventions and ideas into their own constructs. These Clockwork Traps stand as one of the few salvaged inventions that needed no further improvement; the Guild simply arranged for their mass production and created a series of replaceable parts to allow the traps to be modified for specialized purposes.



CLOCKWORK TRAPS

Minion (5), Construct

<i>Might</i> 0	<i>Grace</i> 1	<i>Speed</i> 1	<i>Resilience</i> 0
<i>Charm</i> -5	<i>Intellect</i> -5	<i>Cunning</i> -5	<i>Tenacity</i> -5
<i>Defense</i> 2 (7)	<i>Walk</i> 4	<i>Height</i> 1	<i>Initiative</i> 1 (6)
<i>Willpower</i> 2 (7)	<i>Charge</i> 4	<i>Wounds</i> 4	

Skills: Athletics 1, Pneumatic 3, Stealth 2.

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

Pounce: When an enemy character ends a push or move within this character's engagement range that is not part of a Walk or Charge action, this character may immediately take a (1) AP Close Combat attack against the enemy character. If this character is a subordinate character, its controller may flip a card for this attack as if this character were a Fated character.

Small Target: Ranged Combat actions that target this character suffer \square .

(1) Trapping Jaw (Pneumatic)

AV: 3 (8) ===== Rg: /// 1 ===== Resist: Df

Target suffers 1/2/4 damage.

Grab On: After damaging, the target gains the following Condition: "**Clamped On +1:** This character receives -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."

THE CLOCKWORK QUEEN

Henchman (10), Living

<i>Might</i> 1	<i>Grace</i> 2	<i>Speed</i> -1	<i>Resilience</i> -1
<i>Charm</i> -1	<i>Intellect</i> 4	<i>Cunning</i> 3	<i>Tenacity</i> 2
<i>Defense</i> 4 (14)	<i>Walk</i> 4	<i>Height</i> 2	<i>Initiative</i> 0 (10)
<i>Willpower</i> 4 (14)	<i>Charge</i> 6	<i>Wounds</i> 7	

Skills: Artefacting 5, Blacksmithing 4, Convince 2, Deceive 2, Enchanting 4, Engineering 5, Evade 2, Explosives 1, Intimidate 3, Literacy 2, Mathematics 3, Notice 1, Pneumatic 3, Pugilism 3, Sorcery 2, Toughness 3.

Df (☐) Temporal Distortion: After resolving, this character teleports to any location within 3 yards of her current position and ends all Conditions affecting her. If this character suffered damage from the attack, she gains **Fast**.

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

Rush +2: This character's Charge has been increased by +2.

(1) Clockwork Gauntlets (Pugilism)

AV: 4 (14) ===== Rg: 1 ===== Resist: Df

Target suffers 2/4/5 damage.

☞ **Seismic Knuckle:** After damaging, the target suffers a Moderate Critical Effect.

✕ **Crush Skull:** After damaging, the target must discard a card or suffer the Amputated (Head) Severe Critical Effect.

(1) Voltaic Blast (Sorcery/Tenacity)

AV: 4 (14) === TN: 13 === Range: 10 yds === Resist: Df

This character chooses a direction when this spell is cast.

Every character in a one-yard-wide straight line between the caster and the end point of this spell's range must pass a TN 10 Evade Challenge or suffer 2 damage, ignoring Armor, and gain the **Blind** Condition until the start of this character's next turn.

(0) Hand Clap (Pugilism)

All characters within (0)3 must succeed on a TN 10 Acrobatics Challenge or be knocked **Prone**.

(0) Vent Steam

Until the start of this character's next turn, the area (0)3 around this character is considered to be Height 3 soft cover terrain.

THE CLOCKWORK QUEEN

The woman known as the Clockwork Queen is one of the most influential inventors in Malifaux's history. Some of the most prolific machines of the current age can trace their origin back to her prototypes, either directly or due to another device which her creations inspired.

Despite this, there is little known about the Clockwork Queen herself. The stories claim that she was the ancestor of a skilled engineer, but they can't quite agree on exactly which engineer that might be: Viktor Ramos, Charles and Ryle Hoffman, and Hannah and Anna Lovelace have all been put forth as possible descendants at one time or another.

Whatever the truth, the temporal breach created by Kizzy Shepard has given the Clockwork Queen access to technology far more advanced than anything she ever had in her own era. She has incorporated this technology into her machines and inventions, making them the rival of anything created by modern inventors.

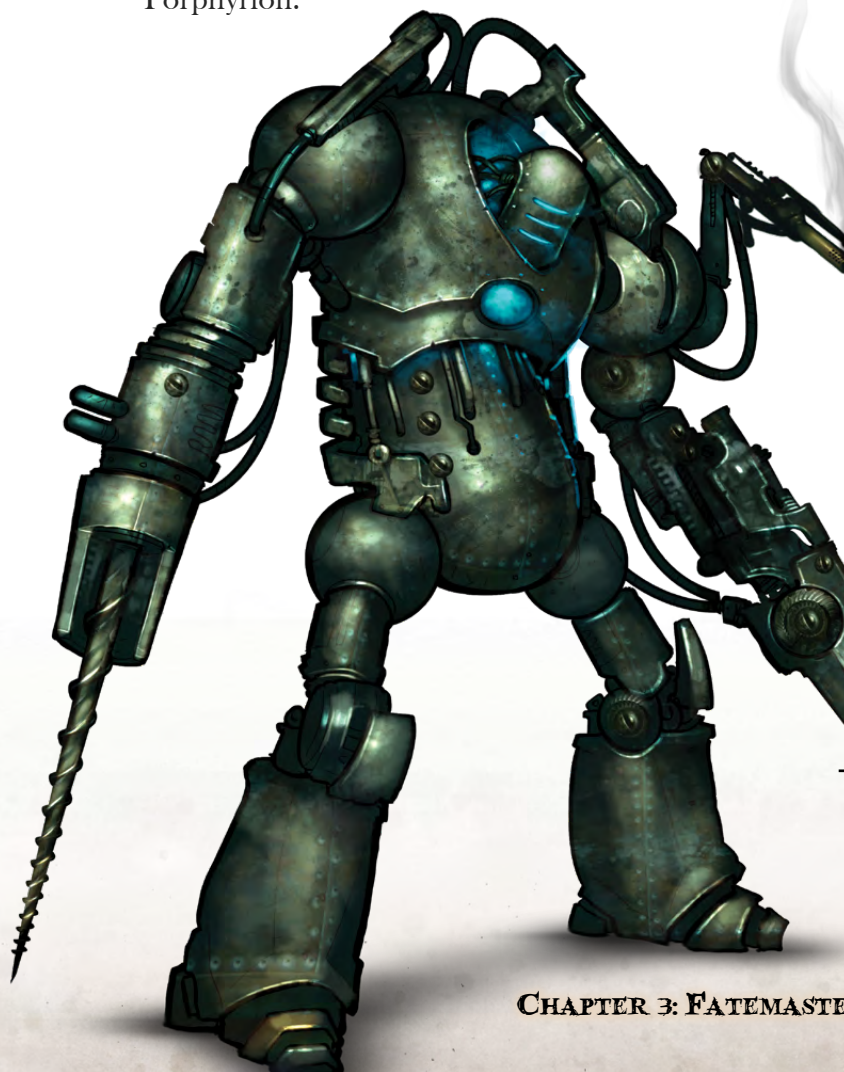


PORPHYRION

Porphyrion is a "Behemoth," a twelve-foot-tall construct designed for heavy military use. The schematics for this construct were originally drawn up by Larson's Steamworks, an independent manufacturer based out of the secluded Badlands settlement of Innocence. Harold Larson, the proprietor of the Steamworks, had hoped that the town's seclusion would allow him to pursue the creation of such a destructive engine of war without having to worry about another manufacturer catching on to what he was doing.

Unfortunately, Larson's Steamworks was destroyed by Nephilim, and Harold Larson disappeared with one of the few copies of the Behemoth's schematics.

Had it not been for the copy in Kizzy Shepard's possession, the Behemoth might never have seen the light of day. A twist of fate led to the Clockwork Queen coming into the possession of the Behemoth's schematics, which allowed her to finish constructing the greatest war machine of the 18th century: Porphyrion.



PORPHYRION

Enforcer (8), Construct

<i>Might</i> 3	<i>Grace</i> -2	<i>Speed</i> 0	<i>Resilience</i> 3
<i>Charm</i> -5	<i>Intellect</i> -5	<i>Cunning</i> -5	<i>Tenacity</i> -5
<i>Defense</i> 2 (10)	<i>Walk</i> 4	<i>Height</i> 4	<i>Initiative</i> 1 (9)
<i>Willpower</i> 4 (12)	<i>Charge</i> 6	<i>Wounds</i> 10	

Skills: Athletics 4, Centering 2, Evade 2, Heavy Guns 2, Notice 1, Pneumatic 3, Toughness 4, Wilderness 2.

Pneumatic Charge: When this character declares a Charge Action, it may choose to make a single (2) AP Close Combat attack instead of two (1) AP Close Combat attacks.

Steel Wall: At the end of this character's turn, if it did not take any Move or Charge Actions, this character gains **Armor +1** until the start of its next turn and provides Hard Cover to characters with Height 3 or lower.

(2) Oversized Pneumatic Drill (Pneumatic)

AV: 6 (14) ===== Rg: 3 ===== Resist: Df
Target suffers 5/6/9 damage. This weapon gains + to its damage flips.

☞ *Roasting Marshmallows:* After damaging, take a Shoulder-Mounted Flamethrower attack against the target.

(1) Shoulder-Mounted Flamethrower (Heavy Guns)

AV: 5 (13) ===== Rg: 9 ===== Resist: Df
Target suffers 2/3/4 damage. Characters damaged by this weapon gain **Burning +1**. Capacity 10, Reload 8.

(1) Prototype Gatling Rifle (Heavy Guns)

AV: 5 (13) ===== Rg: 15 ===== Resist: Df
Target suffers 2/3/5 damage. Capacity 50, Reload 4.
☞ *Stutter Fire:* After damaging, immediately make another attack with this weapon against a different target. This extra attack may not declare Triggers.

AIONUS

Henchman (10), Void

<i>Might</i> -1	<i>Grace</i> 3	<i>Speed</i> 2	<i>Resilience</i> 2
<i>Charm</i> -5	<i>Intellect</i> -2	<i>Cunning</i> 2	<i>Tenacity</i> 2
<i>Defense</i> 4 (14)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 6 (16)
<i>Willpower</i> 5 (15)	<i>Charge</i> 8	<i>Wounds</i> 10	

Skills: Art 3, Barter 2, Centering 3, History 5, Martial Arts 3, Music 2, Notice 4, Prestidigitation 5, Scrutiny 4, Toughness 5.

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, rounded up.

Between the Seconds: This character deals +1 damage to characters with the **Fast** or **Slow** Conditions.

Rush +2: This character's Charge has been increased by +2.

(1) Bony Fingers (Martial Arts)

AV: 5 (15) ===== Rg: 2 ===== Resist: Df

Target suffers 2/3/5 damage, ignoring Armor. This action can target characters that have been removed from reality as if they were within range.

📖 *Glimpse the Void:* After damaging, the target must pass a TN 13 Willpower duel or be removed from reality. Return the target to reality within 6 yards of this character (or its last position) at the end of the round.

✂ *A Life Wasted:* After damaging, the target becomes **Slow**.

(1) Age to Destruction (Prestidigitation/Tenacity)

AV: 7 (17) == TN: 14 == Rg: 10 yds == Resist: Wp

Target ages five years, plus five years per Margin of Success. In addition, the target suffers 1/1/2 damage and gains the following Condition until the end of Dramatic Time: **"Touched by Death +1:** When this character suffers damage, it suffers +1 damage."

✂ *Stolen Time:* After succeeding, if the target is **Fast**, it loses the **Fast** Condition, then this character either become **Fast** (which immediately grants him one additional AP) or heals 2 damage (if he is already **Fast**).

(0) Nowhere

This character teleports to any location within 5 yards.

AIONUS

Aionus has had many names over the long years, but none truly captures his essence. He is the guardian of time, waiting patiently and watching silently as mortals are born, live, and die. The wheels of time turn ever forward, grinding the vast possibility of the future into the unchangeable past, like ash after a flame.

At least, until Kizzy Shepard and the Fated came along and ruined everything. Aionus is determined to set things right, even if doing so means creating smaller paradoxes for the sake of fixing one that is much greater and far more dangerous.

Every moment the Fated spent in the past was like a nail driven into Aionus' skull, and he's not willing to endure the torment of their meddling any longer.



VOID WRETCH

These ravenous creatures are sentient slips of nothingness, predators from the space between dimensions where nothing exists, including themselves. They have been "borrowed" by Aionus to assist him in his battle against the Fated, and they are too mindless to object to such servitude.

Void Wretches serve without question, but they lack the capability to understand the paradox of their own non-existence. They simply wish to destroy reality, tearing it apart brick by brick until everything has ceased to exist. Fortunately, reality abhors the existence of Void Wretches, and they typically only survive for a few hours before the air, dirt, and grime of reality starts to fill them in and they gradually begin to exist.

Void Wretches have a unique relationship with time. They frequently appear as a result of temporal paradoxes or in the vicinity of dimensional portals, which makes them an infrequent but annoying hazard for anyone who makes regular use of dimensional or temporal magic.

Void Wretches have the ability to force their prey slightly out of phase with time, slowing their movements or speeding them up as necessary. When combined with their ability to dart through solid objects and to temporarily remove their prey from the time stream, this makes Void Wretches annoying and frustrating enemies to fight, particularly in large numbers.

VOID WRETCH

Minion (6), Void

<i>Might</i> 0	<i>Grace</i> 3	<i>Speed</i> 1	<i>Resilience</i> 0
<i>Charm</i> -5	<i>Intellect</i> -2	<i>Cunning</i> -2	<i>Tenacity</i> 2
<i>Defense</i> 7 (13)	<i>Walk</i> 5	<i>Height</i> 1	<i>Initiative</i> 3 (9)
<i>Willpower</i> 4 (10)	<i>Charge</i> 5	<i>Wounds</i> 5	

Skills: Athletics 2, Evade 5, Necromancy 3, Notice 2, Prestidigitation 2, Toughness 1, Track 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, rounded up.

Pure Nothingness: At the end of each round of Dramatic Time, this character suffers a cumulative -1 Defense, to a minimum of 0 Defense.

Time is Meaningless: This character gains **++** on all duels made against characters with the **Fast** Condition.

(1) Siphon Existence (Necromancy/Tenacity)

AV: 5 (11) ===== Rg: **///** 1 ===== Resist: **Wp**

Target suffers 2/3/4 damage.

Glimpse the Void: After damaging, the target must pass a TN 13 Willpower duel or be removed from reality. Return the target to reality within 6 yards of this character (or its last position) at the end of the round.

(0) Time Shudder (Prestidigitation/Tenacity)

AV: 4 (10) ===== Rg: 6 ===== Resist: **Wp**

Target gains this character's choice of either **Fast** or **Slow**.



WATCHER

Adapted from the crude scouting and prospecting constructs that saw use in the first days of Malifaux's resettlement, the bat-like Watchers are the remarkable creations of Charles Hoffman, the head of the Guild's Amalgamation Office. They serve the Guild as aerial scouts and reconnaissance agents, keeping an eye on important people and places from a distance.

WATCHER

Minion (5), Construct

<i>Might</i> 0	<i>Grace</i> 1	<i>Speed</i> 2	<i>Resilience</i> 0
<i>Charm</i> -5	<i>Intellect</i> -5	<i>Cunning</i> -5	<i>Tenacity</i> -5
<i>Defense</i> 3 (8)	<i>Walk</i> 5	<i>Height</i> 1	<i>Initiative</i> 5 (10)
<i>Willpower</i> 2 (7)	<i>Charge</i> 6	<i>Wounds</i> 4	

Skills: Acrobatics 2, Pneumatic 3, Notice 3.

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

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

Pneumatic Tracker: This character may substitute its Pneumatic Skill in place of its Cunning Aspect when using the Notice and Track Skills.

(1) Small Metal Claws (Pneumatic)

AV: 3 (8) ===== Rg:  1 ===== Resist: Df

Target suffers 1/2/4 damage.

Watchers are constructed from a paper-thin carapace that encloses a skeleton of pencil-thin brass rods and whirling gears. Their wings are crafted from either hide or canvas, depending upon the preferences of the artificer, which is pinioned in either metal or hardwood and powered by a super-compressed steam pump. This lightweight design allows Watchers to ride thermal air currents and remain aloft for long periods of time.

Watchers typically eschew combat in favor of operating as airborne scouts, either surveying distant locations or following indicated individuals from far overhead. Once assigned to a task, the winged constructs locate the designated site or individual, snap several photographs of the target using the camera built into their chests, and then return to deliver the information to their handlers. More than one criminal has found her excuses and alibis shattered in the light of photographic evidence provided by a spying Watcher.

Though most Watchers have a spotlight mounted in their head allowing them to illuminate their targets in the darkness, the Guild is still leery about deploying Watchers after sundown. For one, the glow of a Watcher's spotlight makes it stand out in the darkness, rendering it an easy target for any half-decent sharpshooter.

More embarrassingly, Watchers seem to suffer from a sort of partial night-blindness and occasionally end up flying directly into the sides of darkened buildings. To compensate for this, the Guild has taken to primarily using Watchers during the day, unless the information they might bring back is important enough to risk their potential destruction.



SEISHIN

A skilled medium can tear the spirits of the departed out of the aether and force them into service. Though too weak to be of much use on their own, these spirits can be twisted and woven together into composite spirits known as Seishin.

Because of their composite nature, Seishin are not fully sentient. Their ghostly forms are tenuous at best, and paying too much attention to them has roughly the same effect as poking a soap bubble: the Seishin's ethereal form simply disappears in the blink of an eye.

When carefully coaxed into action, however, Seishin can be useful allies. Their ability to pass through walls and other physical barriers makes them useful scouts, and other spirits find their presence to be invigorating and calming. This makes Seishin particularly useful for those mediums who wish to calm the angry spirits they sometimes press into their service.



SEISHIN

Peon (3), Spirit

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

Skills: Athletics 2, Notice 1, Pugilism 2, Stealth 1.

Ghost: If this character is the target of a successful attack, it is automatically killed. This character ignores and is ignored by other characters and terrain during any movement.

Representation of Power: At the start of this character's controller's turn, this character may teleport to a location within 3 yards of its controller.

Spiritual Empathy: Though unable to speak, this character can convey simple concepts to its controller (such as how many people are in a hallway, but not what they look like or the subject of a conversation).

Invigorate: Friendly Spirits within 102 of one or more characters with this Talent gain +2 Defense.

COURTNEY DENNEL

Courtney Dennel is, in her mind at least, an up-and-coming star who has had a few runs of bad luck. She's finally come to accept that she might not be star material, but she hasn't yet managed to gather enough courage to say those words aloud.

Just when things seemed bleakest and Courtney was starting to consider alternate means of keeping herself fed, the Amazing Chavis entered her life. She was star-struck from the first moment she laid eyes on the magician, and she dreamed of standing on the stage next to him and serving as his assistant.

Chavis already had an assistant, but this time, Courtney took her destiny into her own hands. One "unfortunate mugging" later and Courtney's competition was out of the picture. Plus, she had enough pocket money to get her hair done in just the right way!

When it came time for the auditions, Courtney's natural talents carried her to the front of the list, and she got the role. She was excited to finally find herself on stage and performing, even if she was just a distraction to keep anyone from looking too closely at Chavis' tricks and illusions.

Even when not performing, Courtney follows Chavis around in the hope of earning his affection. She cooks and cleans for him, holds his jacket and cape at social functions, and trudges out into the snow and cold to restock his groceries. He hasn't really thanked her yet, but Courtney is certain that he's just waiting for the right moment.

Any day now, he'll wave his hand and make a huge engagement ring appear on her finger.

Any day now...

Gear: Magician's Assistant Costume, B&D Pocket Pistol, 20 bullets.

COURTNEY DENNEL

Minion (5), Living

<i>Might</i> -1	<i>Grace</i> 1	<i>Speed</i> 0	<i>Resilience</i> -1
<i>Charm</i> 1	<i>Intellect</i> 0	<i>Cunning</i> 0	<i>Tenacity</i> 0
<i>Defense</i> 3 (8)	<i>Walk</i> 4	<i>Height</i> 2	<i>Initiative</i> 1 (6)
<i>Willpower</i> 2 (7)	<i>Charge</i> 4	<i>Wounds</i> 4	

Skills: Acrobatics 1, Bewitch 1, Deceive 1, Evade 1, Notice 1, Pistol 1, Stealth 1.

(1) Weak Flailing (Martial Arts)

AV: 0 (5) ===== Rg: $\frac{1}{1}$ 1 ===== Resist: Df
Target suffers 0/1/2 damage.

(1) B&D Pocket (Pistol)

AV: 2 (7) ===== Rg: 6 ===== Resist: Df
Target suffers 2/3/3 damage. Capacity 4, Reload 2.



KIZZY SHEPARD

Kizzy is an Abyssinian engineer with high ambitions. She recognizes that she's an intelligent woman with a great deal of technical knowledge, but rather than earn glory in the Abyssinian military or a small fortune by working with one of Malifaux's manufacturing companies, she's dedicated her life to making the world a better place.

More specifically, her research involves the study of the Breach, which she hopes to duplicate via technological means. To that end, she's convinced her patrons to provide her with data on the clashes between the armies of Earth and the Cult of the Burning Man, the latter of which is well known for their ability to open portals between worlds.

Unfortunately, Kizzy's magical skills pale in comparison to her mechanical knowledge, and by the time her machine was finished, she was no longer entirely certain just how it operated. She can explain how the power is transferred to the generators or how each gear moves and interacts with the machine as a whole, but the exact principles behind *why* it works are simply beyond her understanding.

She tries not to think too much about it. Working is working, right?



KIZZY SHEPARD

Enforcer (8), Living

<i>Might</i> 1	<i>Grace</i> -1	<i>Speed</i> -1	<i>Resilience</i> 0
<i>Charm</i> 1	<i>Intellect</i> 3	<i>Cunning</i> 1	<i>Tenacity</i> 1
<i>Defense</i> 2 (10)	<i>Walk</i> 4	<i>Height</i> 2	<i>Initiative</i> 1 (9)
<i>Willpower</i> 3 (11)	<i>Charge</i> 4	<i>Wounds</i> 6	

Skills: Artefacting 4, Bewitch 1, Blacksmithing 2, Bureaucracy 2, Carouse 1, Convince 2, Enchanting 2☞, Engineering 4, Evade 1, History 1, Leadership 1, Literacy 3, Lockpicking 1, Mathematics 3, Notice 2, Pugilism 2, Scrutiny 2, Sorcery 2☞, Toughness 2.

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

Blast Resistant: Reduce all damage this character suffers from (X) or ☞ effects by +1, to a minimum of 1.

Empower: This character gains +1 to her Magical Skill duels for every friendly Construct within ☞4.

(1) "Abyssinian Army Knife" Hand (Pugilism)

AV: 3 (11) ===== Rg: ☞ 1 ===== Resist: Df
Target suffers 2/3/5 damage.

☞ *Deconstruction:* When damaging, this attack ignores Armor.

(1) Mend Steel (Enchanting/Charm)

AV: 3☞ (11☞) === TN: 10☞ === Range: 2 yds === Resist: Df
Target Construct heals 1/2/3 damage.

(1) Vitriolic Projectile (Sorcery/Intellect)

AV: 5☞ (13☞) === TN: 12☞ === Range: ☞10 yds == Rst: Df
Target suffers 1/2/4 damage, ignoring Armor. This attack does not randomize when shooting at an engaged target.

COMPLICATIONS

This chapter provides you with some extra plot hooks, arranged by Act, for *A Stitch in Time*. They are intended to add time, difficulty, and interest to certain elements of the adventure.

Each section includes a summary of the complications within it and an idea of when they can be used. The Fatemaster can use this summary to quickly peruse what complications are available to them.

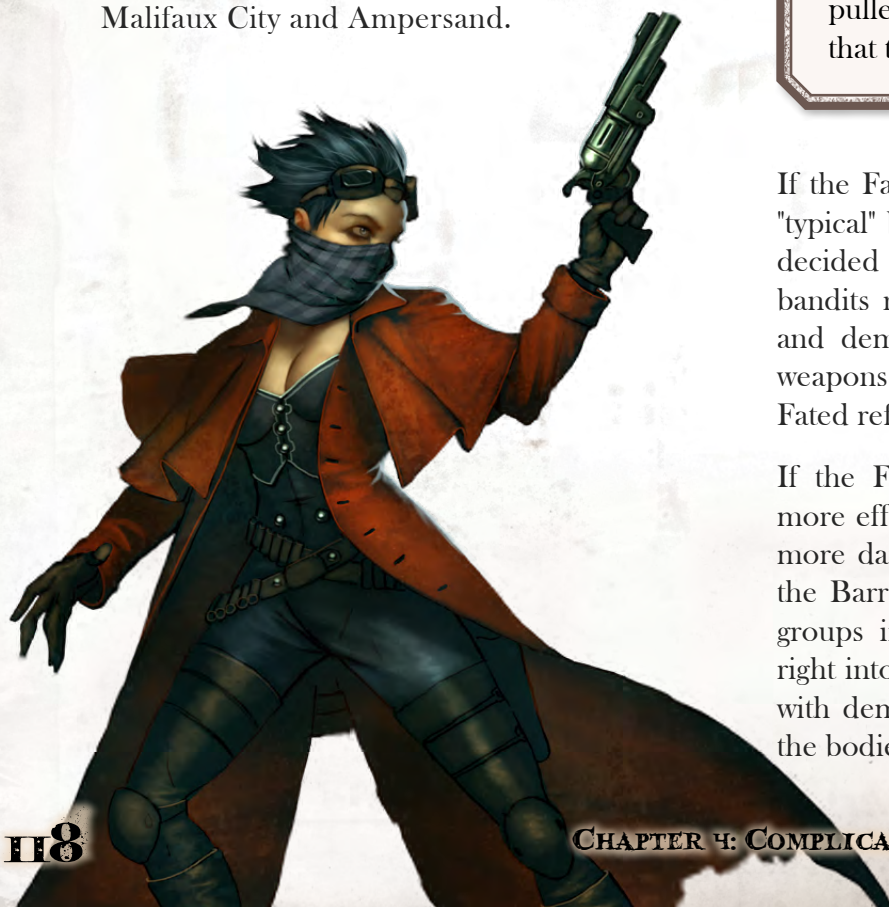
The Fatemaster is encouraged to review these complications before running an Act in case she wants to add one to the session (either to make the session longer or just because it sounds like fun).

Beyond these, there are many other potential plot hooks that can be used to provide interesting scenarios for the Fated, and Fatemasters are encouraged to take advantage of whatever opportunities they see.

ACT I

Below is the complication for Act I.

- **BANDITS!** - Use this Complication if you want to add a bit more action to the journey between Malifaux City and Ampersand.



BANDITS!

The Northern Hills have a bit of a bandit problem. When a mining town fails, those with Union memberships are usually transferred to different mines elsewhere in the region. Those miners who didn't join the Union, however, are left to fend for themselves, and some have turned to banditry.

As the Fated are traveling to or from Ampersand, read the following text:

It's another long, boring day in a week that's been filled with long, boring days. The monotony of the Northern Hills and its rolling, red clay landscape is starting to get to you, and when you catch sight of the dust cloud being kicked up by approaching horses, you almost welcome it, if only for a change of pace.

Riding the horses are a motley group of men and women, their dusters flapping behind them as they cling to their horses and draw their pistols. From the bandanas they have pulled up over their faces, you're guessing that they're not here to talk.

If the Fated are on foot, then they've run across a "typical" bandit gang that noticed them walking and decided to take advantage of the situation. The bandits ride up, stop seven yards from the Fated, and demand that they throw their valuables and weapons to the ground and keep on walking. If the Fated refuse, the bandits open fire.

If the Fated are riding in a carriage, then their more efficient mode of transportation has attracted more daring bandits. The bandits are members of the Barrows Gang, one of the most feared bandit groups in the Northern Hills. The bandits jump right into shooting up the carriage and don't bother with demands: they plan to kill everyone and loot the bodies. Barrows Gang bandits are Enforcers (7).

In either case, there is one bandit per Fated.

The bandits' horses can be attacked during combat. They have a Defense of 6 (9), a Willpower of 2 (5), and 7 Wounds. If horse suffers 5 or more damage from a single attack, the bandit riding it is thrown from the mount, takes 1/2/4 damage, and becomes **Prone**. If still alive, the mount then flees from combat.

If the Fated are in a carriage, the driver ducks down and tries to avoid getting shot. Characters inside the stagecoach have hard cover from the attacks of the bandits, so the bandits focus their attacks upon any characters outside the carriage, using either their Run and Gun Action or simply a (1) Walk Action followed by an attack.

Should the driver be the only character outside the carriage (his seat is somewhat exposed), then the bandits focus their shots on him. Two shots knocks the driver unconscious, and the third kills him. If this happens, the carriage slowly rolls to a stop over the course of the next two rounds.

A character inside the carriage can climb outside and carefully crawl along the outside of the carriage to reach the driver's seat. This takes a total of three successful TN 10 Acrobatics Challenges, and each attempt takes 1 AP. If a character generates a Margin of Failure on one of these Challenges, she falls from the carriage, suffers 1/2/4 damage, and becomes **Prone** as the carriage and bandits ride past her.

The carriage moves 8 yards per round, which allows the bandits to keep up with it while mounted (and makes it difficult for a fallen character, be they bandit or Fated, to keep up with it).

If the Fated defeat half the bandits, the others will remain in battle for one last turn, after which they fall back, gather up their wounded, loot the dead, and ride back to their hideouts; they know when to cut their losses and run.

If the Fated bring any of the bodies of the bandits (or their heads) back to Malifaux City, they can turn in their remains for Guild bounties. Typical bandits earn the Fated three scrip each (most of the bandits had priors), while members of the Barrows Gang command a more impressive twenty scrip each.

MOUNTED BANDIT

Minion (5), Living, Horseman

<i>Might</i> 1	<i>Grace</i> 2	<i>Speed</i> 2	<i>Resilience</i> 1
<i>Charm</i> 1	<i>Intellect</i> 0	<i>Cunning</i> 1	<i>Tenacity</i> 2
<i>Defense</i> 5 (10)	<i>Walk</i> 5 [8]	<i>Height</i> 2	<i>Initiative</i> 4 (9)
<i>Willpower</i> 4 (9)	<i>Charge</i> 6 [8]	<i>Wounds</i> 7	

Skills: Acrobatics 1, Athletics 2, Carouse 2, Centering 2, Evade 3, Husbandry 2, Intimidate 3, Notice 2, Pistol 3, Scrutiny 2, Stealth 2, Toughness 2, Wilderness 1.

Df (♣) Quick Getaway: After resolving against an enemy, push this character up to 5 yards in any direction.

Bulletproof +1: Reduce all damage suffered by this character from Ranged Combat attacks by +1, to a minimum of 1.

Gunfighter: This character may use Pistols as if they were Range ♣ 2.

Unequaled Accuracy (Pistol): This character does not randomize when firing into an engagement using the Pistol Skill.

Mounted: The bracketed stats in this character's stat block represent its stats while mounted.

(1) Collier Navy (Pistol)

AV: 5 (10) ===== Rg: ♣ 2 or ⚡ 12 === Resist: Df
Target suffers 2/3/4 damage. Capacity 6, Reload 2.

📖 **Drop It!:** After succeeding, the target must pass a TN 10 Centering duel or drop one of the items held in its hands.

(2) Run and Gun

This character may discard a Twist Card. If she does, she may move a number of yards up to her Walk Aspect, make a single 1 AP Ranged Combat attack, and then move a number of yards up to her Walk Aspect.

ACT II

Below is the complication for Act II.

- **LOVE QUADRANGLE** - Use this Complication if you want to insert some soap opera drama into the adventure.
- **A TIMELY FORTUNE** - Use this Complication if you want to provide a Zoraida cameo while giving your players a chance to earn some prophetic boons. This Complication works best when inserted into the Act as a Paradox Event.

LOVE QUADRANGLE

When the Fated rescue Gwyneth from Archambault, it's possible that she might notice one of them in a romantic light. This is especially suitable if any of the Fated are playing up the scene for high dramatics or if anyone "single-handedly" rescued her from the undead. In this case, Gwyneth clings to that character's arm and makes special note of how she owes them her life. While it's more likely that Gwyneth will gravitate towards a man in this situation, it's not an absolute requirement for newfound love in her eyes.

The problems arise when Dr. Duer and Professor Mondragone arrive at the Hughes mansion and the Fated character discovers that they've been pulled into a love triangle (now love quadrangle) befitting any tawdry penny dreadful novel. If Gwyneth's crush is a woman (or undead or non-gendered, in the case of an Invested character), her suitors initially assume her interest to be platonic and are somewhat shocked to learn otherwise. They behave awkwardly around the Fated and don't really know how to approach the issue in any sort of proper way.

If Gwyneth's crush is a man, however, then the two eighteenth-century gentlemen know exactly how to approach the issue. At the end of the night, Dr. Duer approaches the Fated character, pulls them aside, and politely informs them that not only is Gwyneth "spoken for," but that she is only suffering from "confusion" as a result of her attack and would otherwise be completely uninterested in the Fated character.

If the character professes their disinterest in Gwyneth, Dr. Duer is relieved and says that it is for the best, as Gwyneth is a "noble woman who deserves a noble husband," which certainly makes more than a few assumptions about the Fated character's bearing.

If the character objects or claims that they are interested in Gwyneth - she's a relatively charming and intelligent heiress, after all - then Dr. Duer becomes incensed and demands that they settle the matter like gentlemen: with a duel.

If the character accepts, then Dr. Duer sets the duel for the following day (i.e., the day after they arrive in the past) at high noon, in the courtyard of Villa Mondragone. Mondragone attempts to talk Duer and the Fated out of it, calling dueling is a "silly and unnecessary practice," but Dr. Duer refuses to back down so long as the Fated insist upon courting Gwyneth.

The two duelists stand back to back and begin walking as the clock tower begins chiming out the hour. Upon the last chime, both duelists are to turn and fire upon each other. At that time, the Fated character makes a TN 12 Pistol Challenge. On a success, the character wins the duel and flips damage against Dr. Duer, who yields with no further struggle. On a failure, however, the Fated character suffers 2/3/4 damage as Dr. Duer shoots them. If the Fated character achieves a Margin of Failure on this Challenge, the doctor's aim is particularly good and the character suffers a Moderate Critical Effect.


Should Dr. Duer lose the duel, he is upset but holds to his word. He informs Gwyneth that he has pressing business back on Earth, and that after her sister has been rescued, he will be leaving Malifaux. Upset by the imminent departure of his long-time friend, Mondragone grows withdrawn and quiet, effectively removing himself from Gwyneth's courtship as well.

Gwyneth, for her part, becomes quite upset if she learns that Dr. Duer and the Fated character are arguing over which of them gets to "keep" her, especially when they should be worrying about how to rescue her sister. Unless a character can quell her (justified) anger with a TN 12 Convince Challenge, she loses all interest in Dr. Duer and the Fated character and instead thrusts herself into Mondragone's arms, more to prove a point than anything else.


A TIMELY FORTUNE


The Fated come across a small fortune teller's shop, "Shadows of Destiny," where an attractive woman beckons them inside by claiming that she can tell them what their future holds. If the Fated accept, the woman takes them into a darkened room decorated with heavy purple curtains. A round table with a matching tablecloth stands in the center of the room.


Once the Fated sit down, the woman introduces herself as Zoraida and takes a seat opposite them. She hands a deck of Tarot cards to one of the Fated and asks them to shuffle it and hand it back. The Fated's player then flips over the top card of the Fate Deck to determine their "future," as determined by the suit of the flipped card. If the flipped card's suit has already been flipped, then the character's future is hazy and indistinct. Otherwise, read the appropriate entry:

: Zoraida flips over the top two cards of the deck, one revealing a red-haired, blindfolded woman holding a sword and the other depicting seven swords splayed in a half-circle. "Justice and the Seven of Swords," she chuckles. "Your cause is true and just, but your foolish decisions undermine your purpose. Only careful deliberation will allow you to avoid the terrible future that your actions are even now bringing into existence."


(For the rest of the adventure, the character is **Slow** on the first round of Dramatic Time, but at the start of the third and every subsequent round, the character gains the **Focused +1** Condition.)

: Zoraida flips over the top cards of the deck, revealing the Eight of Swords and the Hanged Man. "You are trapped in a cage of swords, one of your own making. If you attempt escape, you will cut yourself, but your blood is the only thing that will save your friends." She watches you curiously. "How much blood will you shed for them, I wonder?"

(Until the end of the adventure, the character gains  to any Impose Challenge she makes, and any sort of personal sacrifice the character makes with the intent of protecting others should have a good chance of succeeding.)

: Zoraida turns over the top two cards of the deck, revealing the Lovers and the Two of Cups. "Romance is in the air," she laughs, evidently amused by the result. She taps the Two of Cups, drawing attention to the snake that winds between the two chalices. "New love is blossoming, but it is a love imperiled by danger and the cruelties of fate. Still, it could be a strength, should you risk heartbreak to embrace it."

(Either Duer, Mondragone, Gwyneth, or Adwyn has fallen in love with the character. At various points during the adventure, this person should attempt to seek out the character to discuss their concerns and doubts, perhaps even admitting to their attraction. If the character returns their affection, they will have an unshakable ally... perhaps one that will even return with them to the future at the adventure's conclusion.)



: Zoraida flips over the top two cards the deck and lays them out in front of you: Death and the Three of Cups. "There is death in your future and past alike, twisted together like entwined snakes," she says as she taps a slender finger against the cards. "Death is your gift. remember this, when your heart fills with sorrow."

(When the character confronts Possessed Hughes in Act III, she automatically passes the Centering Challenge to kill her if she asks for death.)

Red Joker: Zoraida flips over the Judgement card and pauses in surprise. "A great event is coming, a momentous moment that only you can influence. Fate hangs on your every word and deed, for good or ill."

(Once during the adventure, the character can declare that a single non-attack Skill Challenge succeeds with two Margins of Success.)

Black Joker: Zoraida flips over a single card: the Tower. She gasps as she sees it, then looks up to you in horror. "You bring destruction and damnation in your wake... get out! GET OUT!"

(Every character suffers   on their attempts to tackle the fleeing Adwyn and on any Centering Challenges made to kill her. Zoraida refuses to tell any further fortunes for the Fated.)

ACT III

Below are the complications for Act III.

- **DELIRIOUS THRALLS** - Use this Complication to make the battle against Delirium a bit more difficult for the Fated.
- **BANISHING THE GORGON** - Use this Complication if you want to give the Fated a chance at a happier ending.

DELIRIOUS THRALLS

Rather than dispose of the victims that it lured into the Eternal Chapel, Delirium has been keeping them imprisoned in the basement, where it can feed off their mental turmoil. With their minds shattered by the theft of their faces and Delirium's constant attention, these Delirious Thralls have a weak grasp on reality and can be easily manipulated by the aberrant Insidious Madness.

Starting on the second round of Dramatic Time, the Delirious Thralls climb to their feet, pushing aside the debris that fell upon them as they wail in pain and madness. All it takes is a slight mental push from Delirium to send them screaming toward the Fated.

The number of Delirious Thralls can be adjusted based on the combat capabilities of the Fated: generally speaking, adding one Delirious Thrall to the battle for every combat-focused Fated character will result in a tough fight.

BANISHING THE GORGON

If the Fated have the Gorgon's Tear in their possession (most likely as a result of snatching it from Gwyneth's hands after she uses it on her sister), they can attempt to banish the Gorgon's weakened spiritual essence back to the depths of the gem. To do so, the character holding the Gorgon's Tear must spend (1) AP to make a Counter-Spelling Challenge opposed by the Possessed Hughes' Willpower. On a success, the character manages to sever the magical and spiritual ties binding the Gorgon's essence to the Hughes sister, freeing her from the Tyrant's control.

DELIRIOUS THRALL

Minion (5), Living, Tormented

<i>Might</i> -1	<i>Grace</i> -2	<i>Speed</i> 2	<i>Resilience</i> -1
<i>Charm</i> -4	<i>Intellect</i> -2	<i>Cunning</i> -2	<i>Tenacity</i> -2
<i>Defense</i> 4 (9)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 2 (7)
<i>Willpower</i> 2 (7)	<i>Charge</i> 6	<i>Wounds</i> 4	

Skills: Athletics 1, Grappling 2.

Hideous: This character suffers \square to all Social Skill Challenges other than Intimidate.

Martyr Complex: When a friendly Woe within 6 yards suffers damage, that Woe may transfer 1 point of the suffered damage to this character instead of itself.

(1) Grasping Hands (Grappling)

AV: 4 (9) ===== Rg: /// 1 ===== Resist: Df
Target suffers 1/1/1 damage. If this weapon deals Severe damage, the target is **Paralyzed** until the start of this character's next turn or until this character takes an action other than Pass, whichever comes first.

☞ **Bite Throat:** When damaging, increase the damage of this action to 2/3/4. If this Action deals Severe damage, instead of becoming **Paralyzed**, the target gains the **Bleeding Out +2** Condition.

(1) Crazy Talk

This character may discard a card. If it does so, a Living target within 1 yard of this character must make a TN 10 Horror Duel.

The banishment is not permanent, however; it only takes a day for the Gorgon's essence to recover. After this time, if the gem is ever in the presence of Adwyn or Gwyneth Hughes for longer than a minute, the Gorgon reasserts her will and attempts to possess one of the women... and if successful, focuses her entire attention upon destroying the character that perverted her possession the first time around.

ACT IV

Below is the complication for Act IV.

- **BERNARD HUGHES** - Use this Complication if the Fated defeated the Gorgon and you want to emphasize the threat she poses to the world.

BERNARD HUGHES

Bernard Hughes has been under the sway of the Gorgon for some time. Though not a suitable host for her essence, Bernard has still been a useful tool, and after her defeat, she calls upon Bernard to remove the Fated from the picture (and to retrieve the Gorgon's Tear, if the Fated have it).


As the Fated are rebuilding Kizzy's breach machine, an enthralled Bernard travels to Villa Mondragone, forces his way past the servants, and attempts to murder the Fated. Read the following text:

The repairs on Kizzy's machine are progressing slowly but steadily; it's starting to look more and more like the device you remember from her workshop. You're so caught up in the repairs, in fact, that you barely even notice as one of Mondragone's servants escorts Bernard Hughes into the workshop.

Mondragone stands up from his workbench as he notices the older man. "Bernard, what a surprise. How is your daught...?"

Before he can finish the sentence, Bernard lifts the seven-barreled Nock Volley Gun in his arms and fires a shot from the hip. The blast catches Mondragone square in the chest, blowing a fist-sized hole in his chest and knocking him off his feet. He's dead before he even hits the ground.

Bernard's expression is serene as he turns and points the gun at his next target...

Bernard fights with eerie, almost mindless detachment. A TN 10 Scrutiny Challenge reveals that he's under some sort of magical influence; a TN 16 Counter-Spelling Challenge can free Bernard from the Gorgon's control. Each time one of the Fated uses an action that deals  damage, the Fated lose one Success Requirement from the Rebuilding the Time Machine Ongoing Challenge as the collateral damage destroys parts of the machine.

If questioned about why he is attacking them, Bernard only says that "she" desires it and that "she" wants the Fated killed. If defeated, the Gorgon's influence fades and Bernard breaks into tears and begs to see the Gorgon's Tear one last time.

BERNARD HUGHES

Enforcer (7), Living

<i>Might</i> 2	<i>Grace</i> -1	<i>Speed</i> 2	<i>Resilience</i> 1
<i>Charm</i> 1	<i>Intellect</i> 2	<i>Cunning</i> 1	<i>Tenacity</i> 2
<i>Defense</i> 4 (11)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 5 (12)
<i>Willpower</i> 4X (11X)	<i>Charge</i> 6	<i>Wounds</i> 7	



Skills: Athletics 2, Barter 3, Bureaucracy 3, Centering 1X, Literacy 2, Long Arms 2, Mathematics 2, Notice 3, Scrutiny 1, Toughness 2, Track 1, Wilderness 2.

Wp (X) Twisted Mind: After this character succeeds, the attacker suffers 2 damage.

(1) Shove (Athletics)

A target within 1 yard makes an Athletics Challenge against TN 11. On a failure, the target is pushed 1 yard away from this character, plus one yard per Margin of Failure.

(2) Nock Volley Gun (Long Arms)

AV: 4 (11) ----- Rg:  12 ----- Resist: Df
Target suffers 2/3/4 damage. This weapon can fire its entire Capacity as one action to gain  to its damage flip and to deal +1 damage per 2 bullets fired (rounded down). Capacity 7, Reload 4.

THE FUTURE

Below are some complications that can be added to future adventures to tie them back to *A Stitch in Time*.

- **TIME TRAVEL, THE SEQUEL** - Use this Complication if you want to send the Fated back to the past for a short while.
- **BURN WITH ME** - Use this Complication to introduce the Cult of the Burning Man.

TIME TRAVEL, THE SEQUEL

After enough time has passed for the Fated to realize just how greatly they have changed the future (their present), one of the characters from the past shows up in their era with a plea for help. This character could be either Professor Mondragone (the Fated did leave a functioning time machine in his care) or the Clockwork Queen (who could have teamed up with Mondragone, stolen his time machine, or simply built one herself, now that she realizes it's a possibility).

In any case, the character has noticed the appearance of another time traveler in the past: an influential inventor, William S. Preston, Esq., appeared out of nowhere and quickly made a great deal of money inventing the same sort of future technology the Fated possessed. The character is concerned about the repercussions such a person might have on the timeline (not to mention how it will impact the character's own contribution to history).

When the characters return to the past through a (more stable) temporal breach, they eventually learn that William S. Preston, Esq. is actually Rasul Layton, who, in several years, eventually builds his own breach machine using the schematics he developed with Kizzy and travels back to the past. It doesn't take long for Layton to start turning things to his advantage; he's quite wealthy in the past, and he's begun making plans to fight off the Neverborn of that era to keep the Breach from closing.

Will the Fated help him with his plan, knowing that it will greatly change their future? Or will they take advantage of their time in the past to correct their previous mistakes? Only time will tell...

"WILLIAM S. PRESTON, ESQ."

Henchman (10), Living

<i>Might</i> 1	<i>Grace</i> 2	<i>Speed</i> 2	<i>Resilience</i> 1
<i>Charm</i> 1	<i>Intellect</i> 3	<i>Cunning</i> 2	<i>Tenacity</i> 1
<i>Defense</i> 4 (14)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 5 (15)
<i>Willpower</i> 4 (14)	<i>Charge</i> 6	<i>Wounds</i> 8	

Skills: Artefacting 4, Barter 3, Bewitch 1, Centering 2, Convince 2, Deceive 2, Enchanting 3♣, Engineering 4, Lockpicking 2, Mathematics 3, Melee 3, Notice 3, Prestidigitation 3♥, Toughness 3.

The Darlin Theories (Magical Theory): "William" must have his Mechanical Focus to cast Spells. The TNs of his Spells and Manifested Powers have been lowered by the Rank of the Mechanical Focus (which is 4).

Coryphee Bodyguards: "William" is always accompanied by three Layton's Coryphee (pg. 89). While within 2 yards of at least one of these Coryphee, he gains +2 Defense and the Coryphee gains ♠ to its Defense flips.

Flashback: "William" may discard a Twist Card to accomplish something in the past. The task must be something he could have reasonably done in the past 12 hours, and it must be a task that would have taken no longer than 10 minutes to complete. He may not change something that has already happened or is immediately observable.

(1) Sword Cane (Melee)

AV: 4 (14) ===== Rg: ♣ 2 ===== Resist: Df
Target suffers 2/3/4 damage. Concealable.

♥ *Unnatural Speed:* After resolving, take this action again against the same target.

(0) Time Shadows (Prestidigitation/Intellect)

AV: 6♥ (16♥) ===== TN: 11♥

"William" surrounds himself with insubstantial phantasms of himself from alternate timelines. When he casts this spell, he secretly names a suit. Until the start of his next turn, any successful attack against him that does not include the names suit in its final duel total is considered to be a miss.

BURN WITH ME

A few weeks after the Fated return from the past, they're approached by a frantic Kizzy Shepard: someone has stolen the schematics to her breach machine! Her prototype was destroyed, but with those schematics, anyone could go back in time and start changing the past. She wants the Fated to help her track down the thief before it's too late.

As it turns out, the plans were stolen by Galena Kusche (pg. 119), a particularly inspired cultist who saw the stained glass windows of the Eternal Chapel (in the present) and realized that the Fated were time travelers. Kusche worships the Burning Man, the strange entity that appeared in the skies of Earth last year, and in her crazed insanity, she has hatched a plan to spread the blessings of the Burning Man across all of time.

The easiest way to find Kusche is to follow the trail of kidnapped engineers and stolen mechanical parts. The Cult isn't known for its technical skills, so Kusche and her congregation have been snatching up engineers and forcing them to build the breach machine under threat of death.

Confronting Kusche and her congregation is difficult, as their temple is located in a small Prussian village on Earth. Kusche creates small, temporary Breaches to kidnap engineers from Malifaux, often opening a portal right in their home as her congregation streams in to grab their victim. Sometimes, they even succeed in capturing mechanical engineers capable of building the device.

If the Fated cannot defeat Kusche before the machine is built (which will take months of time), she will eventually travel to London and use the breach machine to travel back to the hours just before the Burning Man appeared overhead. When the portals connecting Earth to Malifaux begin to open, she activates her machine, transforming the dimensional portals around her into temporal portals stretching back into Earth's past.

Unless the Fated can quickly destroy the machine, the insanity- and mutation-causing radiance of the Burning Man will shine out across dozens of different eras, seeding madness across Earth's history.

GALENA KUSCHE

Henchman (11), Living

<i>Might</i> 1	<i>Grace</i> 2	<i>Speed</i> 1	<i>Resilience</i> 1
<i>Charm</i> 3	<i>Intellect</i> 3	<i>Cunning</i> 2	<i>Tenacity</i> 1
<i>Defense</i> 4 (15)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 4 (15)
<i>Willpower</i> 3 (14)	<i>Charge</i> 5	<i>Wounds</i> 7	

Skills: Bewitch 1, Counter-Spelling 2, Deceive 2, Evade 2, Leadership 4, Melee 2, Notice 3, Sorcery 4, Toughness 2.


The Burning Man's Influence (Magical Theory): This character ignores the  penalty for casting spells on Earth.

Crazy +4: This character suffers -4 to the final duel total of any duel involving a Mental Aspect. They may hear voices or see things that are not actually there, at the Fatemaster's discretion.

Arcane Barrier: Each time this character takes a Magical Action, she gains Armor +1 until the start of her next turn.


(1) Curved Ritual Knife (Melee)


AV: 3 (14) ===== Rg:  1 ===== Resist: Df
Target suffers 2/2/3 damage.



 **Slit Throat:** After damaging, the target gains the **Bleeding Out** Condition.


(2) Uncontrolled Magics (Sorcery/Intellect)

Every character within a single location (no larger than a building) must succeed on a TN 14 Defense duel or suffer 2/3/4 damage. This action must declare a Trigger.

 **Burning Darkness:** Every character damaged by this action gains **Burning +2** and gains the **Blind** Condition until the start of this character's next turn.

 **Poisoned Lightning:** This action's damage cannot be reduced by Armor, and every character damaged by this Action gains **Poison +2**.

 **Shattered Time:** Every character damaged by this ability becomes **Slow** and discards the top three cards of the Fate Deck. This character teleports the target to a safe location within 3 yards per discarded .

 **Screaming Flesh:** Every character damaged by this ability gains **Crazy +2** and suffers a Moderate Critical Effect.

(0) Quick Portal

This character teleports to a location within 10 yards.



FATED CHARACTERS

The following fourteen characters were specially designed to be used with this adventure as part of the *A Stitch in Time* Event. Each Faction has two characters made for this adventure, and as the *A Stitch in Time* Event progressed, these characters advanced in predetermined ways.

We've included these characters here so that your group can make use of them in whatever fashion you'd like. Whether it's using these characters to play through the adventure like the first groups that traveled backwards through time or just using them as colorful NPCs in other adventures, they're yours to do with as you see fit.

Each character presented in this chapter has ties to Kizzy Shepard, providing them with reasons to be involved in the adventure. Beyond that, only a brief background is given in order to allow players to make the characters their own. They should feel free to fill in the details and personality of their character as they see fit.

If one of these characters possesses the ability to cast Spells or Manifested Powers, they most likely have a corresponding Magical Theory that modifies those abilities. If no Magical Theory is listed, the character is assumed to have a Unique Magical Theory (which has no benefits or drawbacks).

Some characters (particularly those with the ability to command subordinate characters) have been provided with boxes of reminder text that explain rules the character is likely to use often as they progress through the adventure. These sections of reminder text should allow players to control their characters without having to continually check the rulebook to remind them how their abilities function.

Each of these characters has advanced a single step along their chosen Pursuit, as noted directly beneath their name. There are no restrictions on how these characters advance beyond that; their player can continue down that same path, or they can branch off into entirely new Pursuits!

CONRAD TRESLER

Conrad Tresler grew up in a family of burglars and thieves, but unlike his siblings, he never quite took to the family business. He was intrigued by the art of lockpicking, however, and his parents once thought that he might have a promising future as a safecracker.

Those plans came to an end when his family tried to rob the house of a Guild officer. The woman was home, and she shot Conrad's parents and pressed Conrad and his siblings into servitude as indentured servants for the Guild. Conrad bounced around for a few years before joining the Amalgamation Office.

Gear: Mechanical Focus (Rank 2), Watcher Construct (subordinate character, needs to be animated, stats on page 114), Toolbox, 10 scrip.

Destiny: "Once your vendetta is nigh upon the mountains, you will refuse to open the tome, and the sullen stars align for you. The red woman will light the path, and you will deal with the devil."

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

SUBORDINATE CHARACTERS

Subordinate characters do not generate an Initiative value during Dramatic Time and do not act unless they receive the (1) Order Action from their controller. If a subordinate character does not receive the (1) Order Action, it does not get a turn that round. A subordinate character may only take one turn per round.

On its turn, the ordering character controls the subordinate character. During its turn, the subordinate character may flip (but not cheat) cards as if it were a Fated character; at all other times, the subordinate character uses its Rank Value in place of card flips.

(1) Order: The character commands a subordinate character under her control. After this character completes her turn, the ordered subordinate character immediately takes its turn.

CONRAD TRESLER

Fated, Living, Tinkerer 1

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

Skills: Artefacting 2, Centering 1, Deceive 2, Enchanting 3, Engineering 3, Gambling 1, Leadership 3, Lockpicking 1, Martial Arts 1, Notice 1, Stealth 1, Toughness 1, Wilderness 1.

Gear Head (Tinkerer): When one of Conrad's subordinate Constructs fails a Pneumatic duel during Dramatic Time, he may draw a card.

The Darlin Theories (Magical Theory): Conrad must have his Mechanical Focus to cast Spells. He may reduce the TN of any Spell or Manifested Power he casts by the Rank of the Mechanical Focus (which is 2).

Clear Orders: When Conrad takes the Order Action to give commands to one or more subordinate characters, he may Cheat Fate for those characters.

Loyal Protector: When Conrad is within 2 yards of one or more of his subordinate Constructs, he may add the Height of the largest such Construct to his Defense.

Languages: English, German.

(1) Quick Strike (Martial Arts)

AV: +3 ===== Rg: $\frac{1}{2}$ 2 ===== Resist: Df
Target suffers 1/2/3 damage.

(1) Animate Construct (Enchanting/Charm)

AV: +3 ===== TN: 10 $\frac{1}{2}$ ===== Rg: 1 yard
Target inanimate construct becomes a Minion (5) subordinate character under Conrad's control for 1 hour.

SEONG GANG

Fated, Living, Boozer 1

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

Skills: Bewitch 1, Carouse 2, Culinary 1, Doctor 1, Evade 1, Gambling 1, Intimidate 2, Leadership 1, Melee 2, Notice 1, Shotgun 3, Toughness 2.

Moonshiner (Boozer): When Seong fails a Crafting duel (such as Culinary), she may draw a card.

Drinking "Problem": Seong gains a **+** on any Culinary Challenges made to brew alcohol.

Undermine Confidence: Seong gains a **+** to Intimidate Challenges made during Dramatic Time.

Languages: English, Korean.

(1) Truncheon (Melee)

AV: +3 ===== Rg: **1** ===== Resist: **Df**
Target suffers 1/3/4 damage. If this weapon deals Severe damage, the target suffers a Weak Critical Effect in addition to any other Critical Effects.

(1) US&E Pump Action (Shotgun)

AV: +4 ===== Rg: **12** ===== Resist: **Df**
Target suffers 2/3/4 damage. Capacity 4, Reload 2.
What If...More Powder?: When damaging, this attack adds **+** to its Moderate and Severe damage values.

(1) Have a Drink

Make a Bewitch + Charm Challenge against the Carouse + Tenacity of a Living character within 1 yard. On a success, the target imbibes an offered flask of alcohol.

(0) Hidden Stash

This character may discard a card to find one flask of alcohol (of any type she desires) that she has hidden away among her belongings. If the discarded card had a value of 10+, she finds one additional flask of alcohol.

SEONG GANG

Seong's parents were accountants for the Guild, so it was a given that she would follow in their footsteps when she was old enough. Unfortunately, Seong wasn't a particularly bright girl, nor did she possess any particularly amazing leadership skills. In fact, if Seong possessed any defining feature, it was laziness.

Eventually her parents gave up on trying to find her a respectable position as a clerk or officer and just badgered her into joining the Guild Guard. She's been with them for six months so far, and it's been a miserable experience for everyone involved. The only weapons she has shown any real talent for have been shotguns, and then only because they don't rely upon her less-than-amazing aim.

Seong's superiors have written her off as an expendable failure, and in truth, much of it is her own fault: faced with the high expectations of her parents, Seong decided to retreat into a bottle. After an incident involving her confusing a small child for a Gremlin and shooting at it, Seong was finally placed on extended leave in order to sober up.

Gear: Truncheon, US&E Pump Action Shotgun, 20 bullets (shot), Portable Still (**+** to Culinary Challenges), 5 flasks of alcohol (any type), 3 scrip.

Destiny: "Once your strangers travel in three, you will run from the melancholy light, and the reaper walks the path alongside you. Spirits run sour in your veins, and she is part gore and part kin."

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

FLASKS OF ALCOHOL

When the rules reference "flasks of alcohol," it is only as a unit of measurement; any similar amount of alcohol (around six ounces) will have the same effect, regardless of whether or not the drink is actually in a flask.

When a Living character imbibes a flask of alcohol, she gains the **Intoxicated** Condition for 10 minutes. If the character was already **Intoxicated**, she instead gains the **Poison +1** Condition.

AMANDA ALONSO

Amanda Alonso grew up in Mexico City, the daughter of a single mother. Her mother made ends meet through theft and prostitution, but neither was a particularly lucrative career, and as a result, Amanda grew up in hunger and poverty.

Eventually, Amanda and her mother were caught and shipped off to Malifaux to work in the granite mines. It was hard work, but Amanda kept quiet, fearing further punishment. The Guild eventually decided that she was docile and transferred her north to one of its Soulstone mines.

Desperate and fearing that she would die in the mines, Amanda waited for a moment of distraction and attacked the guardsman next to her, tearing open his throat with her teeth. Leaping from the speeding train into the snow, she stumbled through the snow until she was found, nearly frozen, by the Cult of December.

The Cult nursed Amanda back to health on human flesh and taught her how to hunt and survive in the frozen mountains. She still worried about her mother, however, and when the cult's leader asked for volunteers to travel to Malifaux City to help an inventor with a special project, Amanda volunteered, hoping to learn something about her mother's fate.

Gear: AG Harpoon Gun, 5 Harpoons (reusable).

Destiny: "After the reaper has come for innocence, you will take an eye for the eye was taken, but your misfortune will not be your own. The blood-stained cheeks will weave the grasses, and you will fall."

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

THE WELL FED CONDITION

"Well Fed +1: This character gains +1 to her Physical Aspects, to a maximum Aspect value of 4. The value of this Condition cannot exceed +3."

Whenever a character gains the **Well Fed** Condition, the entire Condition's duration refreshes.

AMANDA ALONSO

Fated, Living, Ghoul 1

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

Skills: Archery 2, Athletics 1, Evade 2, Grappling 3, Intimidate 1, Music 1, Notice 1, Pick Pocket 1, Scrutiny 1, Stealth 1, Track 3, Wilderness 3.

You Are What You Eat (Ghoul): When Amanda fails a Close Combat duel (such as Grappling) during Dramatic Time, she may draw a card.

Frozen Heart: Amanda is immune to Horror Duels and the **Paralyzed** Condition.

Unnatural Vigor: Amanda's Wounds have been increased, and she may reduce any damage she suffers by the value of her **Well Fed** Condition (to a minimum of 1 damage). This reduction does not stack with Armor.

Languages: English, Spanish.

(1) Grab and Chew (Grappling)

AV: +5 ===== Rg: 1 ===== Resist: **Df**
Target suffers 1/1/2 damage, ignoring 1 point of Armor. If this weapon deals Severe damage, the target becomes **Paralyzed** until the start of Amanda's next turn or until she takes a non-Pass Action, whichever comes first.

(1) Harpoon Gun (Archery)

AV: +3 ===== Rg: 12 ===== Resist: **Df**
Target suffers 2/4/6 damage and becomes **Slow**. Capacity 1, Reload 2.

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

(2) Grim Feast

Amanda may devour the corpse of a Living or Undead character of Minion rank or higher to gain the **Well Fed +1** Condition for 1 hour.

FELIX MOHREN

Fated, Living, Animator 1

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

Skills: Art 1, Artefacting 3, Centering 3, Convince 1, Engineering 1, Evade 1, History 3, Homesteading 1, Husbandry 1, Melee 1, Notice 1, Pistol 2, Toughness 1.

Always More Scrap (Animator): When a Cobbled or Amalgam controlled by Felix is killed or sacrificed by an enemy during Dramatic Time, Felix may draw a card.

The Darlin Theories (Magical Theory): Felix must have his Mechanical Focus to cast Spells. The TNs of his Spells and Manifested Powers have been lowered by the Rank of the Mechanical Focus (which is 3).

Reset Fate: At the end of Dramatic Time, before he discards any unwanted Twist Cards, Felix may reshuffle his Twist Card discard pile back into his Twist Deck.

Cobbled Creator: When Felix creates a Cobbled, he may spend its Cobbling Points points to increase its stats, as shown on page 131. He may only have one Cobbled created at a time.

Languages: English, Yiddish.

(1) Ashwood Club (Melee)

AV: +3 ===== Rg: 2 ===== Resist: Df
Target suffers 2/2/4 damage. If this weapon inflicts Severe damage, it causes a Weak Critical Effect in addition to any other Critical Effects.

(1) Cobble Together (Artefacting/Intellect)

AV: +4 ===== Rg: 8 yards ===== TN: 7
Create a subordinate Cobbled with 4 Cobbling Points from a pile of scrap roughly the size of a small dog. If the Cobbled acts on the round it is summoned, it gains **Slow**.

(1) Axton & Co. Model 1842 (Pistol)

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

FELIX MOHREN

After facing discrimination for his religious beliefs in Europe, Felix brought his family to Malifaux via the Guild's homesteading program. As he was repairing their water pump, however, magic leapt from his hands and twisted it into an obedient metal creature.

Thinking it a blessing in disguise, Felix tore apart the interior of his barn and used his newfound magic to create a mechanical ox to help him plow his fields. His neighbors reported the creature to the Guild, however, forcing Felix and his family to turn to the Arcanists. Now, they protect his family from the Witch Hunters in exchange for his service.

Gear: Artificer's Toolbox (+ to Artefacting Challenges), Axton & Co. Model 1842, 10 Bullets, Mechanical Focus (Rank 3).

Destiny: "After the branch snaps beneath your sorrow, your eyes will be open unto the abyss, and you will read the horror in the clouds below. The blood-stained cheeks will weave the grasses, and you will splinter the white door."

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

SUBORDINATE CHARACTERS

Subordinate characters do not generate an Initiative value during Dramatic Time and do not act unless they receive the (1) Order Action from their controller. If a subordinate character does not receive the (1) Order Action, it does not get a turn that round. A subordinate character may only take one turn per round.

On its turn, the ordering character controls the subordinate character. During its turn, the subordinate character may flip (but not cheat) cards as if it were a Fated character; at all other times, the subordinate character uses its Rank Value in place of card flips.

(1) Order: The character commands a subordinate character under her control. After this character completes her turn, the ordered subordinate character immediately takes its turn.



FELIX'S COBBLED

Minion (5), Construct

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

Skills: Evade 2, Pneumatic 2.

(1) Bash (Pneumatic)

AV: +3 ----- Rg: 1/2/4 ----- Resist: Df

Target suffers 1/2/4 damage.

(2) Frenzied Flurry

This character's controller may discard a Twist Card to make this character take three 1 AP attack actions with a Close Combat weapon against a single target.

COBBLING POINTS

When Felix creates a Cobbled, he may spend its Cobbling points to augment it in any of the following ways:

- **1 Point:** Increase the AV of the Cobbled's Bash or Fling attack by +1 (max +3).
- **1 Point:** Increase the Cobbled's Defense by +1 (max +3).
- **1 Point:** Increase the Cobbled's Willpower by +1 (max +3).
- **1 Point:** Increase the Cobbled's Wounds by +1 (max +3).
- **1 Point:** Increase the Cobbled's Walk and Charge by +1 each (max +3).
- **1 Point:** Increase a Skill associated with a Physical Aspect (even a Skill the Cobbled does not possess) by +1 rank, to a maximum of 4 Skill ranks.
- **1 Point:** Increase the damage of one of the Cobbled's attacks by +1. Each time you choose this option, the damage values are increased, starting with Severe, then Moderate, then Weak. No value may be increased more than once.
- **2 Points:** The Cobbled gains 1 rank in the Pistol Skill, as well as the following attack:

(1) Fling (Pistol)

AV: +3 ===== Rg: 8 ----- Resist: Df

Target suffers 1/2/3 damage.

ASHLEY MORGAN

Fated, Undead, Drudge 1

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

Skills: Art 1, Artefacting 1, Athletics 1, Barter 1, Engineering 1, Evade 3, History 1, Literacy 1, Pugilism 3, Scrutiny 1, Stealth 1, Stitching 1, Toughness 3.

Long Days (Drudge): When Ashley fails a Training duel (such as Athletics, Evade, Stealth, and Toughness), she may draw a card.

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

Hard Worker: Ashley gains  to all Athletics Challenges. If she succeeds on an Athletics Challenge, she gains a Margin of Success.

I Thought You Died?! The first time that Ashley is killed, she returns to life to rejoin her companions at some point during the next day. This Talent may only be used once.


Long Suffering: Ashley's Wounds have been increased by +2.


Undead Amalgam: Some of Ashley's body parts belonged to other people. Her Aspects have been adjusted slightly, and identifying her as an Undead creature requires a TN 10 Scrutiny duel. She is immune to any Condition that references a Living anatomy (such as **Bleeding Out** and **Suffocation**).

Languages: English, French.

(1) Spiked Pneumatic Arm (Pugilism)

AV: +5 ===== Rg:  1 ===== Resist: Df

Target suffers 2/4/5 damage. This weapon may ignore one  on the Damage flip.

 **Dissection:** When damaging, deal +1 damage if the target does not have the Armor ability.

ASHLEY MORGAN

Since she was a little girl, Ashley Morgan has been painting pictures of the world. At first, her drawings were just cute little scribbles of dogs and kittens that her parents hung up in their galleries, but as she grew older and increased her skills, she began to attract a following of her own. Her greatest triumph was having her art included in a prestigious showing in downtown Philadelphia, and afterwards, her name became quite well known in artistic circles.

Upon the advice of her friends, Ashley packed up her things and traveled to Malifaux with the intention of doing an entire series on the strange new world. Unfortunately, her work attracted the attention of the demented Professor Von Schtook, and as she was walking home from her studio, the Professor's undead minions grabbed Ashley and dragged her down into the sewers.

The horrors inflicted upon Ashley in the Professor's twisted University of Transmortis resulted in her eventual death and dismemberment. Instead of letting her rest peacefully, however, the Professor resurrected Ashley as an undead amalgamation of sewn-together body parts and mechanical limbs.

Ashley's had difficulty adjusting to her current situation. She's attended all of the "classes" demanded by the professor, assisting him and his other "students" as they hack apart their victims and rebuild them into monstrosities much like herself, but she still longs for the life she lost. Sensing some of her distraction, the Professor granted Ashley a "leave of absence," allowing her to return to the surface in exchange for helping Kizzy Shepard, an inventor with whom he has a few tenuous ties.

Gear: Pneumatic Arm (Full Limb, Enhanced Fist), 10 scrip.

Destiny: "If you wager everything upon a single blow, tattered banners flap in a foul wind, but the prison's bars are forged from guilt. The earth will crack open in protest, and your visage will be reflected in the mirror of flesh."

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

SIEGBERT DE LA CRUZ

The first time Siegbert heard the whispers of the dead was at his father's factory. A worker had been crushed in a metal press, and Siegbert conveyed his final thoughts to the man's family. As he grew older, the whispers grew louder, and he continued to help the departed whenever possible.

While some people might crumble beneath the strain of ghostly voices, Siegbert managed to leverage his condition into a successful writing career. At the moment, he's working with a local inventor in order to gather research for his next book, which deals with a murdered engineer and his quest for revenge.

Gear: B&D Pocket Pistol, 20 bullets, 3 scrip.

Destiny: "Once your stains have been bound within, the dusk of a new sun will light your steps into the cave, but everything rots away in the end. The mask donned for peace will blind you to bloodshed, and you will thrice damn him."

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

SUBORDINATE CHARACTERS

Subordinate characters do not generate an Initiative value during Dramatic Time and do not act unless they receive the (1) Order Action from their controller. If a subordinate character does not receive the (1) Order Action, it does not get a turn that round. A subordinate character may only take one turn per round.

On its turn, the ordering character controls the subordinate character. During its turn, the subordinate character may flip (but not cheat) cards as if it were a Fated character; at all other times, the subordinate character uses its Rank Value in place of card flips.

(1) Order: The character commands a subordinate character under her control. After this character completes her turn, the ordered subordinate character immediately takes its turn.

SIEGBERT DE LA CRUZ

Fated, Living, Spirit, Medium 1

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

Skills: Barter 1, Bewitch 1, Convince 1, Engineering 1, Intimidate 1, Leadership 1, Literacy 3, Necromancy 3, Notice 1, Pistol 3, Pneumatic 1, Printing 2.

Shrieking Spirits (Medium): When one of Siegbert's non-Peon Spirit subordinates is killed within 6 yards of him, he may draw a card.

Honest: Siegbert gains + to all Convince and Leadership Duels.

Spirit Beacon: At the start of his turn, Siegbert may discard a card to summon a subordinate Seishin (pg. 115) within 3 yards. He may only control one Seishin at a time.

Languages: English, French, German, Spanish, Dutch.

(1) B&D Pocket (Pistol)

AV: +5 ===== Rg: 6 ===== Resist: Df
Target suffers 2/3/3 damage. Capacity 4, Reload 2.
Armor-Piercing Bullets: When damaging, this attack ignores Armor.

(1) Mark of Jigoku (Necromancy/Tenacity)

AV: +3 ===== Rg: 8 yards ===== Resist: Wp
Target gains the following Condition until the start of this character's next turn: "Adversary: Spirits gain + to attacks targeting this character."

(0) Sense Spirits

This character becomes aware of the presence of any characters with the Spirit Characteristic within 10 yards (even if they are invisible or hidden).

MAGDALENA ROSALES

Fated, Living, Performer 1

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

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

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

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

Distracting Performance: When Magdalena is performing in any manner, her allies within 10 yards gain **+** to their Deceive, Pick Pocket, and Stealth Challenges for the duration of the performance.

Helping Hand: When Magdalena takes the Assist Action during Dramatic Time, the target of her assistance gains the **Focused +1** Condition. When Magdalena takes the Pass Action during Dramatic Time, she may add 1 to the Initiative Value of every other friendly character within (X)3.

Languages: English, French.

(1) Driving Whip (Flexible)

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

(1) Volyer Revolving (Pistol)

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

MAGDALENA ROSALES

The woman who now calls herself "Magdalena Rosales" was born to a prostitute on the streets of Paris. Her childhood was hard and filled with indignities, but she's put that life behind her and created a new persona for herself using the money she earned on the streets.

Malifaux was supposed to be Magdalena's chance to make a better life for herself, but soon she found herself at the Honeypot Casino, working as a hostess and prostitute. Fortunately, her employer, Jakob Lynch, has agreed to let her audition as a stage performer... provided that she ingratiates herself with an inventor and steals her completed device for him.

Gear: Well-Rehearsed Song Lyrics (**+** to Music Challenges), 8 scrip.

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

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

THE ASSIST ACTION

(1) Assist: The character takes the time to help another person within 1 yard with an action. The acting character declares a willing target that she wishes to help and an action that she wishes to help with.

If the Assisting character has at least 1 rank in the Skill used by the action, the target may add the assisting character's ranks in the Skill to her final duel total if she attempts the noted action on her next turn. If the assisting character is a subordinate character, only half the assisting character's ranks (rounded up) are added to the final duel total.

A character can only gain the benefit of a single Assist action at one time. If she is assisted again before she has a chance to make the Skill Flip using the first character's assistance, the second character's assistance must be for a different action than the first.

GUIGNOL

Guignol is a mysterious bounty hunter who appeared in Malifaux City a little over two months ago. He's claimed several bounties thus far, each time rolling into town with a collection of severed heads tied to his belt, each time rolling back out into the Badlands with a fistful of scrip.

Unbeknownst to those who deal with him, Guignol is not a man, nor is it even human. The mercenary is actually an advanced puppet which has been given dark life by the puppetmaster Collodi. Every mission the puppet has gone on up to this point has merely been a prelude to its true performance: namely, getting close to the inventor Kizzy Shepard.

Collodi is interested in some of the woman's machines, which demonstrate a level of craftsmanship and innovation that the puppetmaster has rarely seen in a human. In order to ensure that she remains safe until Collodi can create a proper vessel to contain her spirit, the puppetmaster created Guignol and tasked the puppet with protecting her.

It took the deaths of a few dozen bandits and petty criminals, but soon Guignol had amassed enough of a reputation to make it a valid candidate for the inventor's bodyguard. When Shepard's current bodyguard disappeared (murdered, crammed into a small trunk, and dumped into the river), Guignol was waiting to take his place.

The inventor has yet to suspect that Guignol is anything other than a silent and somewhat mysterious mercenary, which suits the puppet just fine. It will be one less complication to navigate when it comes time to deliver her to the puppetmaster.

Gear: Dueling Swords x2, Porcelain Mask.

Destiny: "Standing at the crossroads of truth and sorrow, the steed of iron will carry you to the trial of steel, and you will stand in the eye of the storm. The truth is a sword in your hand, and you will disappear beneath the flood."

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

GUIGNOL

Fated, Construct, Scrapper 1

<i>Might</i> 2	<i>Grace</i> 0	<i>Speed</i> 1	<i>Resilience</i> 1
<i>Charm</i> -1	<i>Intellect</i> -1	<i>Cunning</i> -1	<i>Tenacity</i> 3
<i>Defense</i> 4	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> +2
<i>Willpower</i> 5	<i>Charge</i> 7	<i>Wounds</i> 6	

Skills: Acrobatics 1, Artefacting 1, Athletics 3, Centering 1, Deceive 3, Intimidate 1, Melee 3, Notice 1, Scrutiny 1, Stealth 1, Toughness 1, Track 1.

Bloody Minded (Scrapper): When Guignol fails a Close Combat duel (such as Melee) during Dramatic Time, it may draw a card.

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

Into the Fray: Guignol's Charge Aspect has been increased by +2.

Paired Weapons (Melee): When Guignol is wielding two melee weapons, one in each hand, it gains +1 to any attacks made with either weapon. Despite fighting with two weapons, Guignol only makes a single attack flip and only deals damage with one of its wielded weapons; the second weapon merely gives it a bonus to hit.

Standard Chassis: Guignol's Height, Defense, and Armor is determined by its chassis. Guignol is immune to any Condition that references a Living anatomy (such as **Bleeding Out** and **Suffocation**).

Languages: English.

(1) Dueling Sword (Melee)

AV: +5 ===== Rg: 2 ===== Resist: Df
Target suffers 2/3/4 damage.

Duck and Weave: After succeeding, this character increases its Defense by +1 until the start of its next turn.


ABEBA KETEMA

Fated, Living, Academic 1

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

Skills: Artefacting 2, Bureaucracy 2, Convince 2, Counter-Spelling 2, Doctor 2, Engineering 3, Evade 1, Heavy Guns 1, History 2, Homesteading 1, Long Arms 2, Mathematics 1, Notice 1.

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

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

Self-Sufficient: Abeba's Willpower has been increased +1, but she cannot take the Assist Action and cannot voluntarily take part in Ongoing Challenges alongside other characters (though the Fatemaster can still force her to participate if it makes sense for the Ongoing challenge in question).

Student of Knowledge: Abeba gains the following Trigger on all Academic Skills:



 *Insight:* After resolving, draw a card.

Languages: English, Amharic.

(1) Weak Flailing (Pugilism)

AV: +0 ----- Rg:  1 ----- Resist: Df
Target suffers 0/1/2 damage.


(1) Hawken Rifle (Long Arms)

AV: +4 ----- Rg:  16 ----- Resist: Df
Target suffers 2/3/5 damage. Capacity 1, Reload 2. The Range of this weapon is increased by +10 for each  it receives from the **Focused** Condition.

ABEBA KETEMA

Abeba Ketema is an Abyssinian researcher who came to Malifaux both to study the strange constructs and machines left behind by the people of ancient Malifaux and to escape her father. Though she cares for him, Abeba is tired of his attempts to convince her to join the Abyssinian military. In her mind, the military is more concerned with using its superior technology to bully smaller and less advanced nations than in protecting the people of Abyssinia from harm.

She's found something of a sympathetic ear in Kizzy Shepard. The Abyssinian inventor has become a good friend, and Abeba has temporarily put aside her own research in order to help Kizzy with her latest invention.

Gear: Research Books ( to History Challenges), Hawken Rifle, 10 bullets, 5 scrip.

Destiny: "Once you rise from the ashes, you will wait when you should act, and your blood will run black. The other place beckons with the voice of oblivion, and the mage's knee bends before your river."

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

MAGICAL SHIELDING

The Counter-Spelling Skill can be used for Magical Shielding. Protecting a character with Magical Shielding is a (1) Action. It has no range, but it does require line of sight from the shielding character to the protected character. The shielding character can only protect one character at a time in this way.

The shielding character may end the Magical Shielding as a (0) Action. It automatically ends if the protected character moves out of line of sight of the shielding character.

A character protected with Magical Shielding adds the shielding character's ranks in Counter-Spelling to the final duel total of any Defense or Willpower duel she makes to resist a Spell or Manifested Power.

THE AMAZING CHAVIS

Although Sewati Chavis comes from a long line of sorcerers and spellcasters, he never possessed much talent for the magical arts. He poured what few skills he did possess into illusion, becoming a passable but thoroughly mediocre magician.

After arriving in Malifaux, Sewati found himself shown up at every turn by Colette Du Bois, a rival magician that he had previously encountered on Earth. In his attempts to upstage her show at the Star Theater, he's approached an inventor, Kizzy Shepard, in the hope of convincing her to build him a teleportation device once she finishes her current project.

Gear: Collier Navy Pistol, 10 bullets, 1 scrip.

Destiny: "Once your stains have been bound within, your eyes will be open unto the abyss, for the hunter shall lay down to sleep upon the lilies. Denying the battle will win the war, and she will kiss the hanged man's lips."

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

SUBORDINATE CHARACTERS

Subordinate characters do not generate an Initiative value during Dramatic Time and do not act unless they receive the (1) Order Action from their controller. If a subordinate character does not receive the (1) Order Action, it does not get a turn that round. A subordinate character may only take one turn per round.

On its turn, the ordering character controls the subordinate character. During its turn, the subordinate character may flip (but not cheat) cards as if it were a Fated character; at all other times, the subordinate character uses its Rank Value in place of card flips.

(1) Order: The character commands a subordinate character under her control. After this character completes her turn, the ordered subordinate character immediately takes its turn.

THE AMAZING CHAVIS

Fated, Living, Illusionist 1

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

Skills: Acrobatics 1, Bewitch 1, Centering 2, Deceive 2, Evade 1, History 1, Lockpicking 3, Notice 2, Pick Pocket 2, Prestidigitation 3, Sorcery 1, Stealth 1.

Nothing is Real (Illusionist): When an enemy successfully disbelieves one of Sewati's illusions for the first time during Dramatic Time, he may draw a card.

Sychophant: Sewati is accompanied by Courtney Dennel, his lovely assistant and subordinate character (pg. 116). If Courtney is killed, he may gain a new assistant after a few days spent in any reasonably populated area.

Languages: English.

(1) Collier Navy (Pistol)

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

(1) Illusions (Prestidigitation/Charm)

AV: +5 ----- TN: 10
Create an animated illusion that appears real to observers for 1 minutes. You must declare all details of the illusion at the time it is created. The illusion will not react to external stimuli, but it can be commanded with a (0) Order Action. Those viewing the illusion believe it to be real unless there is reason for them to doubt it (TN 10 Willpower duel to disbelieve it). Characters coming into physical contact with an illusion automatically disbelieve it.

(1) Hocus Pocus (Prestidigitation/Charm)

AV: +5 ----- TN: 10 ----- Rg: 8 yards

Choose one of the following effects:

- Create a sound audible to everyone in sight.
- Say something that can only be heard by one person you can see.
- Shove an object that weighs 5 lbs. or less.
- Make a small object invisible for 5 minutes.
- Create or extinguish a small source of light.

DARRYL FISHBOCKER


Fated, Living, Gremlin, Augmented 1

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


Skills: Archery 2, Athletics 1, Carouse 1, Deceive 3, Evade 2, Homesteading 2, Pugilism 2, Stealth 1, Toughness 2, Wilderness 1.

End of the Line (Augmented): When Darryl fails a Might duel (such as Athletics or Pugilism), he may draw a card.

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

Hysterical Frenzy: Darryl gains  to his attack and damage flips when he has zero Wounds or fewer.




More Machine Than Man (Brain Pan): Darryl's brain is covered with a glass dome. His Willpower has been increased by +1, and he is immune to Horror duels.

Scapegoat: Whenever something goes wrong, everyone assumes that Darryl was somehow involved, and he receives the majority of the blame for it. On the plus side, he gains a  to his Deceive duels.



Steam Coils: Once per session, Darryl may activate his Steam Coils to gain +5 Speed until the start of his next turn. This increases his Walk to 6 and his Charge to 8.

Languages: English.

(1) Kick With A Metal Leg (Pugilism)

AV: +3 ----- Rg:  1 ----- Resist: Df
Target suffers 1/2/4 damage. This weapon may ignore one  on the Damage flip.
 *Electrocute:* When damaging, this attack ignores Armor.

(1) Shortbow (Archery)

AV: +5 ----- Rg:  8 ----- Resist: Df
Target suffers 2/2/3 damage. This weapon may fire without needing line of sight, but if it does so, the attack suffers  and neither attack nor damage can be cheated.

DARRYL FISHBOCKER

Darryl's had a hard life, even for a Gremlin. Ever since he was just a little child, his siblings blamed him for all of their mischief, which resulted in him taking the brunt of his litter's beatings, paddlings, and smacks upside the head. Adulthood didn't change very much, because everyone remembered what a "problem child" he had been and just assumed that he was involved whenever something went wrong.

The worst of it came after Patti Fishbocker tried to make some homemade dynamite. Darryl had just lit his pipe when the building behind him exploded, sending him pinwheeling through the sky minus one leg and a good portion of his skull. He was rescued by two local engineers who shooed the pigs away from his brain, stuck it back into his skull, and made a new leg to replace the one he had lost.

Unfortunately, Darryl later learned that they had only saved him because the village boss wanted to beat him within an inch of his life, on account of how Darryl had blown up a third of the village and killed a bunch of Gremlins with his "reckless pipe-lighting." Rather than stick around for the beating, Darryl fled into the night, eventually winding up in Malifaux City.

He's been doing odd jobs for a human lady, Kizzy Shepard, in exchange for a bit of food and a space to sleep in a warm corner of her workshop. Just like the Gremlins back home, however, she's taken to blaming him whenever something in her workshop goes wrong, which usually results in Darryl getting hit with a broom. He takes comfort in the fact that thus far, she's only hit him with the soft end.

Gear: Pneumatic Leg (Partial Limb, Steam Coils), Shortbow, 10 arrows, 6 scrip.

Destiny: "If you inscribe your name in the book of love, the king will watch his empire crumble, and your paper world will burn to cinders. The owls judge you from the shadows of the lodge, and the crown of frogs is lost among the broken reeds."

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

MAMA MAUDE

Mama Maude grew up in New Orleans, the daughter of a tailor and a traveling gambler. When her father never came home from a game, Maude's mother assumed that his debts finally caught up with him and moved in with her sister, a hoodoo priestess.

Decades later, Maude traveled to Malifaux at the behest of a strange vision. She settled in the Bayou, casting bones and waiting for her visions to come true. The omens have become more clear in recent days, and in following them, she's come into the service of Kizzy Shepard, an inventor whose destiny is still too clouded to Mama Maude to understand.

Gear: Crow Bone Necklace (Grimoire: Mind Control, Telekinetic Push, Alter Range, Increase AP, Reduce AP), 10 scrip.

Mastered Magia: Wrench

Destiny: "As you walk the lonely road, your eyes will be open unto the abyss, and the page turned is empty of promises. The circle will bind as well as the grave, and it shoulders aside the guardian."

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

IMMUTO

Mama Maude has access to the following Immuto when casting Spells:

Alter Range: +2 TN to increase Range one step or -2 TN to reduce Range one step: \mathbb{A} 1, \mathbb{A} 2, \mathbb{A} 3, \mathbb{A} 5, \mathbb{A} 10, \mathbb{A} 15, \mathbb{A} 30, \mathbb{A} 50. If the Spell does not have \mathbb{A} or \mathbb{A} , ignore those symbols.

Increase AP: -3 TN, Spell becomes 2 AP.

Reduce AP: +5 TN, Spell becomes 0 AP.

THE ROOTED CONDITION

"Rooted: This character may not take Walk or Charge Actions. If this character is pushed, this character suffers 3 damage, then end this Condition."

MAMA MAUDE

Fated, Living, Dabbler 1

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

Skills: Art 1, Evade 2, Convince 1, Gambling 1, History 1, Husbandry 1, Music 1, Necromancy 3, Notice 2, Scrutiny 2, Sorcery 2, Stitching 1, Toughness 1, Wilderness 1.

Epiphany (Dabbler): When Mama Maude fails a Magic duel (such as Necromancy or Sorcery) during Dramatic Time, she may draw a card.

Hedge Magic (Magical Theory): When Mama Maude casts a Spell or Manifested Power, a single instance of the Natural Immuto is applied to the spell for free. This Immuto affects the target regardless of whether they suffered any damage from the magical effect.

Great Fate: When Mama Maude draws her Control Hand at the end of the Prologue, she draws an additional card.

Languages: English, Cajun French.

(1) Nature's Wrath (Sorcery/Tenacity)

AV: +3 ---- TN: 10 \mathbb{A} ---- Rg: \mathbb{A} 3 ---- Resist: -

A Living target must make a TN 10 Toughness Challenge. If it fails, it suffers a Moderate Critical Effect and is **Rooted**. The TN is increased by +2 per Margin of Success.

(1) Grasping Roots (Sorcery/Intellect)

AV: +4 ---- TN: 7 \mathbb{A} ---- Rg: 5 yards ---- Resist: Df

Target is pushed 2 yards in any direction, then it gains the **Rooted** Condition until the start of your next turn.

(1) Soporific Growth (Necromancy/Charm)

AV: +3 ---- TN: 10 \mathbb{X} ---- Rg: 5 yards ---- Resist: Wp

Target performs a 1 AP Action of this character's choice (which may not be to attack itself or to divulge information). Once the action is complete, the target gains the **Rooted** Condition until the start of your next turn.

(0) Imbue Protection

Target a friendly character within 1 yard and discard a card. The target gains the following Condition for five minutes: **"Imbued Protection +1:** When this character suffers damage, reduce the damage by +1 (to a minimum of 0), then reduce the value of this Condition by the same amount." Increase the value of this Condition by +1 if the discarded card was 6-10, or by +2 if it was 11 or greater.

HARUKA AKIYAMI

Fated, Living, Guard 1

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

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

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

Df (☹) Glancing Blow: When suffering damage, reduce the amount of damage suffered by 1, to a minimum of 0.

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

Wall of Muscle: Haruka's Height has been increased to 3. The range of all ☞ weapons wielded by Haruka is increased by 1 yard, to a maximum of 3 yards.

Languages: English, Japanese.

(1) Breaching Axe (Heavy Melee)

AV: +4 ===== Rg: ☞ 3 ===== Resist: Df

Target suffers 2/3/4 damage.

☹ *Critical Strike:* When damaging the target, this attack deals +1 damage for each ☹ in the final duel total.

✕ *Finisher:* After damaging, if the target is **Paralyzed**, the target is killed.

HARUKA AKIYAMI

Haruka's family has served the Katanaka family for generations. His parents were cooks for the former daimyo, and he grew up eating the same delicious meals that were served to the daimyo and his family. Some might even say that Haruma "grew up" a bit too much; by the time he was fifteen, he was already larger than many of the daimyo's warriors (both in height and width). When he was called to into the daimyo's court on his twenty-fifth birthday, he had become an eight foot tall, four-hundred-pound giant of a man.

Due to his intimidating size, Haruka was sent to Malifaux to serve the Katanaka family's interests on foreign soil. He follows his orders as best he can, frightening shopkeepers and fighting off attackers when it is asked of him, but in his heart, Haruka is a man of peace and quiet joy. He enjoys nothing more than enjoying a good meal or quietly reading a new story, and a portion of his payment goes toward supporting the seven adorable kittens that he's rescued from the streets and taken into his home.

Gear: Breaching Axe, Duster (Protected ☹), Trail Gloves (Protected ✕), 4 scrip.

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

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

THE IMPOSE ACTION

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

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

CHOUKO KATANAKA

Chouko is a distant cousin of Baojun Katanaka, the daimyo of the Katanaka family and the Oyabun of the Ten Thunders. Since her arrival in Malifaux three months ago, she has been managing the Qi and Gong, one of the Ten Thunders' most profitable brothels.

While such a position would be enough for most people, Chouko considers it little more than a stepping stone on her path. Her ambition is great, and she has been ingratiating herself with the daimyo's daughter, her cousin Misaki, in the hopes of maneuvering herself into a position of influence once Misaki assumes control of the Katanaka family.

Chouko is no fool, however, and she knows that the only way to earn such a position is to prove her loyalty and usefulness. To that end, she has volunteered for an assignment involving an important inventor, hoping that it will bring her the success she needs to attract her cousin's attention.

Gear: Geisha Makeup (+ to Bewitch Challenges), Armored Fighting Claw (Protected ✕, provides Chouko with her Armor), 4 scrip.

Destiny: "When your death rattles at the door, she will sit alone amongst your misery, and you will be repaid thrice for the sins you have sold. The shards you pass through leave a bloody trail, and the Empress will know the traitor."

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

CHOUKO KATANAKA

Fated, Living, Overseer 1

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

Skills: Acrobatics 1, Art 2, Bewitch 2, Carouse 1, Centering 2, Deceive 1, Doctor 1, Leadership 3, Literacy 1, Martial Arts 3, Music 1 Notice 2, Scrutiny 2, Stealth 1.

Oversight (Overseer): When Chouko fails a Social duel (such as Bewitch, Deceive, Leadership, or Scrutiny), she may draw a card.

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

Governor's Gift (Male): Chouko gains a + on all Bewitch and Scrutiny duels made against men.

Management Material: When Chouko joins an Ongoing Challenge, she may discard a card to use the Leadership Skill as if it were one of the Skills Allowed by the Ongoing Challenge for a set number of Durations, as determined by the value of the discarded card. If the discarded card had a value of 1-5, she may use the Leadership Skill for one Duration. If it had a value of 6-10, she may use it for two Durations, and if it had a value of 11+, she may use it for three Durations.

Supervision: Chouko may discard a card to add the suit of the discarded card to the final duel total of any friendly character that can see or hear her (including herself).

Languages: English, Japanese, Mandarin.

(1) Fighting Claw (Martial Arts)

AV: +5 ===== Rg: 1 ===== Resist: Df
Target suffers 1/3/4 damage. This weapon may ignore one □ on the Damage flip.

☞ *Low Blow:* After succeeding, the target becomes **Dazed** until the end of its next turn.

APPENDIX

TAROT TIE-INS

Below is a list of possible Tarot Tie-Ins for each Act, pulling from the Destiny Steps of the pregenerated characters included in this adventure. Use these as ideas to help fuel your players' Destiny Steps or to inspire ideas for Destiny Steps that aren't listed here.

The first two letters of a Tie-In stand for the Tarot used. In this case, CR stands for Cross Roads Tarot (from the *Core Rules*), AL stands for the Assembly Line Tarot (from *Into the Steam*), LL stands for the Lifeline Tarot (from *Under Quarantine*), and WW stands for the Waterways Tarot (*Into the Bayou*).

The next two letters indicate the card's position. EC is Endeavor Card, MC is Mind Card, RC is Root Card, and BC is Body Card.

Finally, the two values - the number and suit - indicate the specific card tied to that destiny step.

ACT I

CREC 8☷: "Once your strangers travel in three" is easy to work into the adventure with a bit of tinkering. Whenever the Fated encounter a new character, they are accompanied by two companions. For instance, Ms. Limpett has two assistants in the bakery, Layton has a second Coryphee accompany him down from his room, there's a third Gudgeon in the entryway of Captivating Salvage and Logistics, and AFE is consulting with two additional constructs when the Fated show up on its door.

CRRC 8♣: "Once your vendetta is nigh upon the mountains" could come into play once the Fated arrive at Ampersand, which is located in the shadow of Slate Ridge. The Fated encounter a construct they had previously slighted and maybe even forgotten about (such as a machine that ran away from them or a professional rival). The construct wants revenge and will work to turn the machines of Ampersand against the character, necessitating a very quick business transaction (or fight) with AFE.

ACT II

CREC 7♣: "After the reaper has come for innocence" might very well refer to Archambault kidnapping either Gwyneth or Adwyn. If this is the case, it's recommended that the kidnapped girl's family mention that she is "an innocent soul," and that Archambault is "like the grim reaper himself," just to drive the point home a bit further.

CREC 3♠: "When the seven gifts are opened" could take on a particularly dark meaning once the Hughes sister has been kidnapped: in addition to the ransom note, Archambault sends seven small packages, spread out over the course of a few hours, to the Hughes mansion to prove that he is serious. Inside each package is a severed finger, toe, or ear. This will likely drive the other sister and her father into a panicked frenzy.

CREC 13♠: "When your death rattles at the door" is a particularly relevant bit of prophecy in an adventure featuring skeletal undead. In this case, it is recommended that the Fated hear a rattling sound at the mansion's door in the early morning, followed by a heavy knocking. When the Fated answers the door (or peeks out a window), they find one of Archambault's *Morts Vivants* standing at the door with the ransom note. The skeleton fights back if attacked but otherwise slinks back into the city and down into the sewers; it does not return to Archambault (he'll retrieve it in a few days), so following it is only a waste of time.

CRMC 4♠: "You will refuse to open the tome" could be a direct reference to the Gorgon's Tome carried by Archambault. If this is the case, it is recommended that the grimoire be referenced quite a bit whenever Archambault is present, and when they talk about him, the Hughes family should call particular attention to the "dark tome" and its "terrible power," possibly even including a mention of it being the very tome wielded by the Necromancer years earlier.

ACT III

CREC 6X: "Once your stains have been bound within" might come up when the Fated fight against Delirium. Whenever the spectral creature touches them, they can feel it dredging up memories from their past, forcing them to (briefly) relive all of the dark and terrible things they've done. If this is the case, each time Delirium strikes the character, they also become **Dazed** until the end of their next turn, until they are able to push those feelings back down inside them and focus on the matter at hand.

ALBC 13: "The steed of iron will carry you to the trial of steel" is easy to work into the adventure. As the Fated are returning to the mansion after defeating Delirium, a steel carriage pulled by two mechanical horses pulls up next to them and offers them a ride (and storage space to carry the parts of Kizzy's machine). This also serves as a warning to the character about the upcoming battle with the Gorgon: the "trial by steel."

LLBC RJ: "If you wager everything upon a single blow" hints at a high-stakes confrontation with the Gorgon. If this is the case, the possessed Hughes sister does not ask to be killed and is instead fully possessed by the Gorgon. During the battle, when it is the character's turn, subtly mention that the Gorgon is standing near the edge of the balcony or beneath the huge bell, hinting that the character might be able to end the battle with a single, desperate attack. Whether that attack succeeds or not, though, is in the hands of fate...

CREC 4: "After the branch snaps beneath your sorrow" can make the battle at the Eternal Chapel quite interesting. When the Fated first step into the chapel, describe the floor as having a tree design carved into it, with the trunk near the back of the church and its branches radiating toward the front. When the character finally confronts Delirium, it attempts to steal the character's face above all others... and if it succeeds, the mask that appears on its head is frowning, much like the theater mask for "tragedy."

ACT IV

CREC 6P: "Once you rise from the ashes" is best handled by allowing the character to be the one who discovers the interocitor plans in Mondragone's workshop. If this is the case, play up Kizzy's despondence and depression, only to have her become exceedingly happy once the character reveals the discovered plans that will allow them to return home.

CRMC 10: "Your eyes will be open unto the abyss" could very well describe the time vortex at the end of the Act, particularly if it is referred to as an "abyss of unwholesome, swirling light." To further drive the point home, perhaps the character is the only one who can perceive Aionus for what he really is: part of the time vortex swirling around him, clad in the guise of a man. Such a revelation could very well change how the character interacts with the guardian of time.

CREC 11X: "After you bleed the coal from the bones" could be a reference to Porphyron. If this is the case, then the Clockwork Queen activates the machine just as the Fated arrive in her lair. After the first time the construct suffers damage, the metal plate covering its boiler is damaged, revealing the coal-burning furnace that powers the mighty construct. If the character is able to throw water (using the Thrown Weapons Skill) onto the furnace, the player can flip a card from the Fate Deck. On a , Porphyron continues to function without hindrance. On any other result, however, the fires extinguish and the construct grinds to a halt at the end of the current round.

WWMC 11P: "The king will watch his empire crumble" might well be a reference to the Clockwork Queen... or in this case, the Clockwork King. If this is the case, replace the Clockwork Queen with the Clockwork King, a black man who has turned to disreputable ways after his colleagues refused to acknowledge his contributions to science. This will necessitate a few dialogue changes, but for the most part, the adventure should otherwise be able to continue as written... possibly with the character bringing an end to the Clockwork King's mechanical empire.

NEED MORE ADVENTURE?

Once you've finished navigating the past, why not visit some other part of Malifaux? You can find more *Through the Breach* adventures on DriveThruRpg.

Whether trying to find the missing hand of a Gremlin boss or trying to help a dead woman solve the mystery of her own murder, there's always another adventure on the horizon with our Penny Dreadful One Shots.



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A
STITCH
IN TIME

Wyrd

TRAPPED IN THE PAST

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Kizzy Shepard is a brilliant inventor, but her latest invention has a bit of a snag. It was supposed to create a portal between Earth and Malifaux, easing tensions in Malifaux and giving the people of Earth a better way to fight back against the Cult of the Burning Man and their strange portal magics.

Instead, it created a portal between Malifaux's past and present. Now the Fated will have to carefully maneuver through the days of the first Breach while Kizzy attempts to repair her machine and return them to the present, all while trying to avoid the wrath of a Canadian necromancer and one of the infamous Tyrants.

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A Stitch in Time is a four session adventure for the *Through the Breach* roleplaying game that hurls the Fated back through time to the days of the first Breach. It requires the *Fated Almanac* or *Core Rules* to play.



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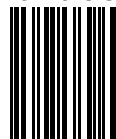
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