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ABOVE THE  
LAW

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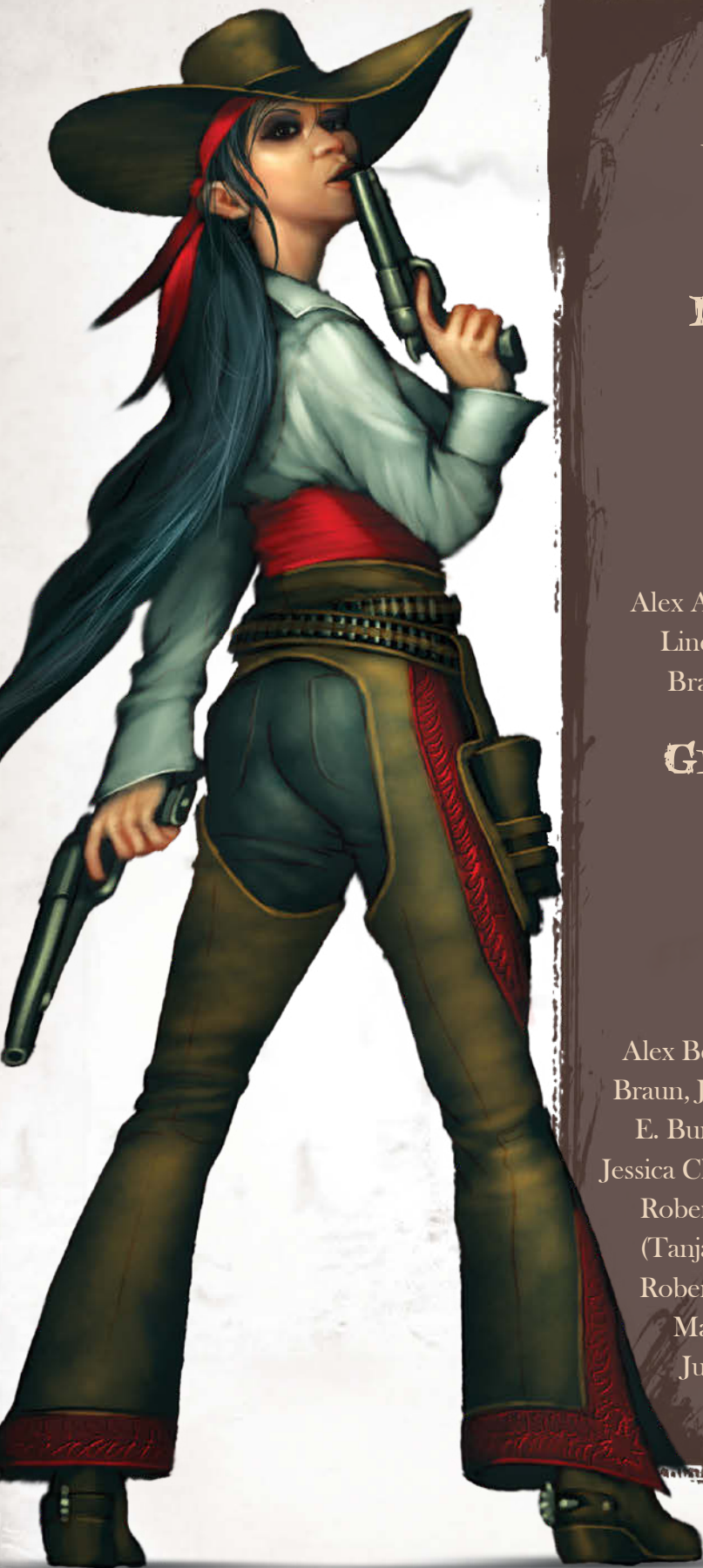
# ABOVE THE LAW

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# INTRODUCTION

*Above the Law* is an expansion for *Through the Breach*, a tabletop roleplaying game set in the world of Malifaux. *Above the Law* focuses on the Guild, the tyrannical organization that holds Malifaux - and the Earth - in its iron grip. Whether working within or against the Guild, this book provides a host of interesting new possibilities for players and Fatemasters alike.

This book expands on the options presented in the *Core Rules*, giving players new ways to bring their Fated to life. By combining the choices in this book with other expansion books, players and Fatemasters will have the tools they need to create new, compelling narratives about power and the various ways it can be manipulated and abused.

## THINGS YOU NEED TO PLAY

Playing *Through the Breach* requires the *Core Rules*, which contains the core rules for the game, including some steps for character creation. *Above the law* expands on these options and can only be played in conjunction with the *Core Rules*.

You will also need a few Fate Decks, which are standard decks of playing cards with two jokers (one red and one black), and character sheets. Some players enjoy using miniatures to represent their characters during combat situations, but anything from a chess piece to a button will do in a pinch.

In the *Core Rules*, Fatemasters will find advice on running the game, statistics for some enemies the players might encounter, and other useful information.



# WHAT'S INSIDE

Below is a description of what is in each chapter.

## CHAPTER 1: INTRODUCTION

You're reading this chapter now! Here you'll find an outline of what you can expect to find in this book and what you'll need to play.

## CHAPTER 2: THE GUILD OF MERCANTILERS

This chapter goes into depth on the Guild of Mercantilers. The secrets of the organization's history, structure, and inner workings are laid bare to the reader, giving them insight into the tyrants that control Malifaux... and much of the Earth.

## CHAPTER 3: NEW RECRUITS

This chapter details the process of creating Guild characters. It takes players through a step by step process of fleshing out their character's history and personality.

## CHAPTER 4: PURSUITS

This chapter introduces six new Pursuits and five new Advanced Pursuits. Each of these Pursuits is thematically tied to the Guild and its typical means of asserting control over others. From the crafty Bureaucrat to the patient Marksman, this chapter opens up whole new avenues for Fated characters.

## CHAPTER 5: TALENTS & MAGIC

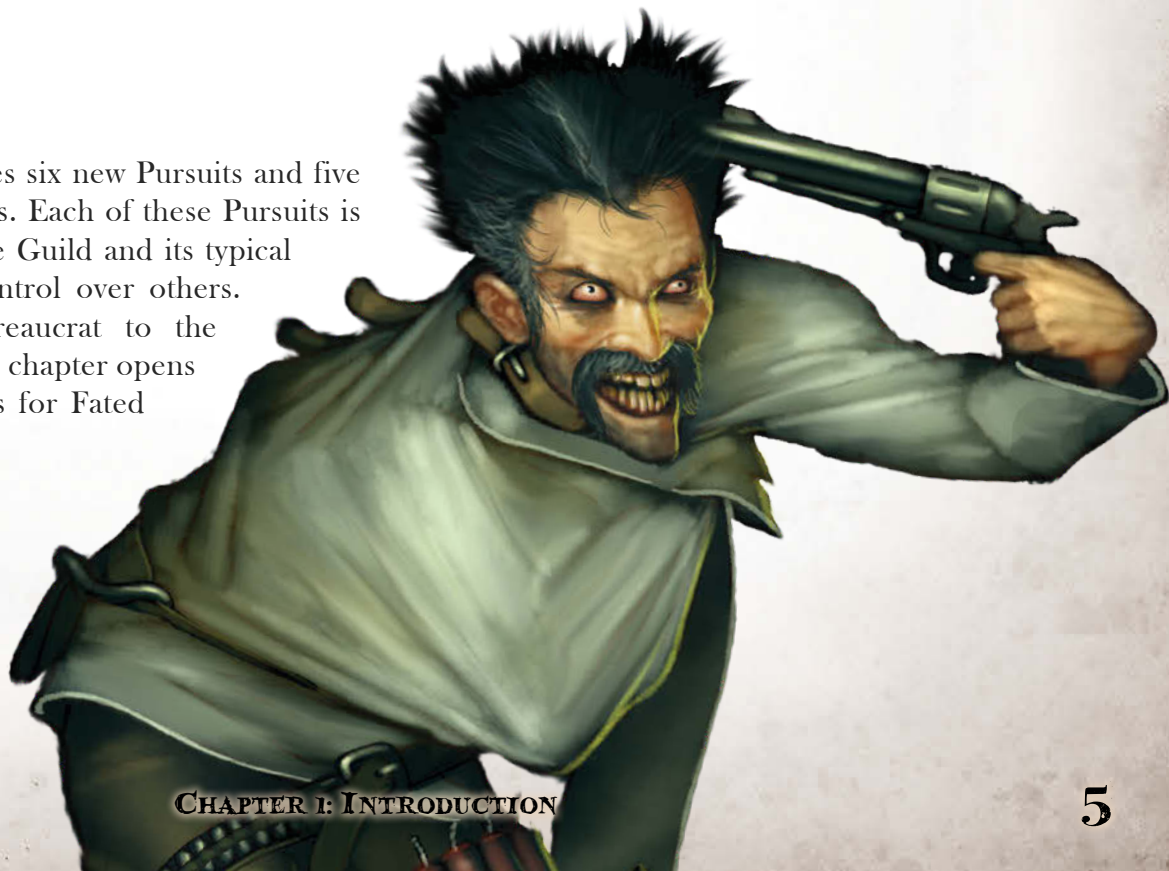
This chapter contains an expanded list of General Talents, including some specifically designed for Guild employees. In addition to these new Talents, this chapter contains fifteen new Magia (including three Guild-only Counter-spelling Magia), three new Immuto, a new Magical Theory, and a collection of unique Grimoires that are sure to spice up a campaign.

## CHAPTER 6: EQUIPMENT

This chapter introduces a variety of cutting-edge weapons that have been approved for use by Guild employees (or anyone fortunate enough to loot the corpse of one of those Guild employees).

## CHAPTER 7: BESTIARY

This chapter contains a wide array of opponents that the Fated may encounter, with a particular emphasis upon the employees of the Guild. Have your Fated been flaunting authority for too long? This chapter should set them straight!





# THE GUILD OF MERCANTILERS

For nearly a century, the Guild of Mercantilers has been the preeminent world power on Earth. Its representatives and agents are spread across the globe, woven throughout the courts and capitals of Earth's nations like threads of yarn... or the shackles of a chain gang.

The Guild purchases its influence with Soulstones, which it mines in Malifaux and ships back to Earth by the trainload. Each Soulstone is meticulously recorded by Guild appraisers, who note the gem's size, shape, cut, weight, and transparency. These gems are then doled out sparingly to the nations of the world for specific periods of time.

The Guild also handles the unpleasant task of keeping Soulstones charged. There are few major hospitals in the civilized world that do not have at least one Guild agent hovering in the shadows with an armed guard, ready to race to the room of a dying patient to charge their macabre gemstones.

Executions are another frequent haunt of Guild employees. A few paranoid conspiracy theorists have suggested that the Guild actively foments rebellion and criminal activity across the world to ensure that their Soulstones continue to have a steady source of souls to devour, but this idea is ridiculous; the Guild rarely has to look very far to find expendable people that the world will not miss.

If a nation obeys the Guild's commands and acquiesces to its demands without much more than a token gesture of complaint, its rulers will receive additional Soulstones in the following year. Those who object experience a reduction in their allotment or, in more severe cases, a brutal coup as the Guild shifts its funding (and military strength) into the hands of those more receptive to its requests.

Though it is careful to present itself as an independent organization, the Guild of Mercantilers holds the reins of the world in an iron fist.



# HISTORY OF THE GUILD

The Guild of Mercantilers has been a world power for the better part of a century. Despite this, the organization's history is a tapestry of lies, half-truths, and deliberate revision by later generations. Few beyond the ranks of its ruling elite know the true story, and even then, there is no guarantee that their version is correct. Misinformation and propaganda were the first weapons the Guild's founders learned to wield, and they were very thorough in their efforts to portray the Guild as the benevolent-but-firm-handed saviors of humanity.

Here, then, is a rarity in the world: the full, true history of the Guild of Mercantilers, with all of its dark corners and awkward stumblings fully exposed.

## THE FIRST BREACH

(1780 - 1797 AD)

The official records claim that the Guild came into existence near the end of the Black Powder Wars, but that is nothing more than a convenient abstraction. In truth, the roots of the Guild extend back to the days before the first Breach.

In the late eighteenth century, a group of mages, shamans, and sorcerers came together to discuss the problem of Earth's dwindling magic. There were many theories on why the magic that fueled their rituals and incantations was starting to fade, but they all agreed upon one thing: if the practice of magic was to continue, a new source of magical power had to be found.

These spellcasters joined together to search for this new source of magic. Calling themselves the Council, they traveled across the Earth, exploring rumors of mystical beasts and magical cabals. Even the most dubious of rumors was cause for investigation, and as they scoured the world, the Council's members collected the various arcane relics and moldering Grimoires that they came across.

Occasionally, the Council encountered other cabals of spellcasters. Each time they did so, they would invite the members of the cabal to join their ranks, with the reasoning that the restoration of Earth's magic would benefit them all. Many accepted the Council's offer, but a few chose to shun the Council's invitation, thinking it to be foolishness at best or a trap at worst.

When the Council finally succeeded in punching a hole between dimensions in 1787, it reaped the rewards of its hard work. The ritual had consumed the souls of the majority of the Council's members, but those who survived found that their magical powers had increased a hundredfold, granting them access to powers that would have taken an archmagus a dozen lifetimes to achieve.

Perhaps more importantly, the Council had discovered Malifaux and claimed the world as its own. The disparate cabals that still haunted the shadows of Earth made a few attempts to seize control of Malifaux, but the Council was simply too strong, both politically and magically. With few other options left to them, the more ambitious cabals began working against the Council from the shadows, spreading stories of their nefarious practices and sowing distrust among the people of Earth.

For the most part, these cabals worked independently of each other, but a few, drawn together by their hatred of the Council, exchanged correspondences and began working together to sow strife among the Council's members. If they could not directly defeat the members of the Council, they wagered, perhaps they could convince the Council to destroy itself.

Before any of these plans could come to fruition, however, the Breach collapsed and cut off humanity's only connection to Malifaux. In the span of a single night, the most powerful players and the greatest prize had been swept from the board,

The cabals and syndicates that had sprung up in the shadows of the Council could see the silhouette of the coming conflicts and wasted no time in seizing whatever power was within their reach. By the start of the Black Powder Wars five years later, the influence of these cabals and syndicates had spread across much of the known world.

## THE BLACK POWDER WARS

(1803 - 1814 AD)

After the collapse of the Breach, some of the cabals that remained on Earth began recruiting important generals and politicians from across Earth into their ranks. Tempted by promises of magical knowledge, these important recruits obeyed the commands of their unseen masters and urged their respective nations to start stockpiling as many Soulstones as possible.

As the world's most powerful nations began to consolidate their Soulstone resources, the other cabals began to notice, as did the smaller nations that had not yet come under the sway of a hidden syndicate. Diplomats became spies and thieves, and soon national policies were being decided by paranoia and fear.

In the spring of 1803, the Bulgarian people attempted to revolt against the crumbling grip of their Ottoman rulers. The uprising triggered a series of cascading alliances and treaties, and soon all of Europe had been plunged into a war that would later spread to engulf the entire world.

For a time, the influence of the cabals and syndicates waned as the nations of the world turned their efforts toward defending their borders and conquering their neighbors. Rebellion spread like wildfire through the world, and the cabals were caught up in its blaze. Disagreements and power struggles were common, and as the wars raged onward, the syndicates experienced significant betrayals and upheavals. Some were discovered by the people they were attempting to manipulate and forced to flee from their home countries, while others were seized by the military generals they had sought to control and reformed into military assets.

The strongest of the cabals and syndicates retained some measure of influence over the nations they were manipulating. Gradually, the Black Powder Wars became less about the nations involved in the war and more about the unseen cabals pulling their strings. Atrocities and betrayals that seem nonsensical in hindsight - such as the razing of New Zealand or the Danish civil war - were directly caused by one cabal attempting to wipe out another.

With each shift in power, each victory or defeat, the cabals gained and lost power. A crippling loss would sometimes shatter a cabal or syndicate, forcing its members to grab whatever artifacts or Soulstones they could find before fleeing for safety. Some of these surviving conspirators came together to form new cabals, while others flocked to whichever syndicate seemed the most powerful. It was a time of chaos, and loyalty was in short supply.

The early years of the war were marked by the cabals and syndicates attempting to leverage their magical power to their advantage, both on the battlefield and in political spheres. Though this strategy resulted in a number of early victories for the syndicates, it also came with risks, the most notable being exposure. Each time a mage took to the field to throw fireballs at her enemies or transform the corpses of the fallen into undead soldiers, she revealed that there was a group of sorcerers who were interested in the outcome of the battle.

There was also the danger of having to set foot on the battlefield to manipulate it. Many mages knew the proper spells to protect them against bullets and other forms of attack, but that did not stop them from meeting unfortunate ends. The loss of even a single mage, either through death, injury, or betrayal, was a serious blow to a cabal, and losing two or three mages in this way was a setback from which few syndicates were able to recover.





Midway through the war, a new cabal formed in central Europe. Its members were refugees and castoffs from other syndicates that had either undergone a coup, lost too many members to hold onto their power base, or been destroyed by their rivals. These sorcerers, mages, and soldiers had all witnessed the destructive power of magic first hand, but unlike their peers, they also recognized its weaknesses.

Uniquely, this new organization decided to invest heavily in mundane weaponry. The Industrial Revolution had introduced the foundations for creating weapons on a massive scale, and the cabal took advantage of those advances to design and produce the most devastating weapons the world had ever seen.

Manufacturing weapons on that scale required factories, however, and factories were expensive. To fund their manufacturing interests, the cabal turned to the banks of Europe, bringing them into the growing conspiracy in exchange for their financial backing. As the weapons rolled off the assembly lines, the cabal approached the struggling nations of Europe and offered to arm their troops with cutting-edge weaponry in exchange for their remaining Soulstone caches.

It was a hard bargain, but the rulers of those nations realized the implicit threat behind the offer: if they did not agree to work with this shadowy syndicate, it would take the same offer to their neighbors, who might just be desperate enough to accept. Fear was a powerful motivator, and the cabal wielded it with expert precision.

The introduction of the cabal's mass-produced weaponry changed the face of warfare as humanity knew it. The existence of rifled firearms, heavy artillery, and ironclad ships gave the cabal's forces a significant advantage in the fighting.

It didn't take long for other engineers to begin copying the cabal's weaponry, but its members had expected this. Any engineers or businessmen who attempted to duplicate or improve upon the cabal's designs were either invited to join the conspiracy, assassinated, or driven out of their factories by the cabal's armies.

The Black Powder Wars might have come to an end then and there, had it not been for the sudden appearance of a new world power. The nations of China, Japan, and Vietnam had banded together through a series of marriages that tied their royal houses together with bonds of blood. The so-called Three Kingdoms had remained neutral up until that time, but the cabal's forces had weakened their neighbors and made an attack too tempting to resist.

In the end, the Three Kingdoms broke their truces and marched on Eastern Europe, Russia, and Western North America. The infamous soul-hunting fog employed by the Three Kingdoms claimed thousands of lives, but in the end, the reluctance of the Three Kingdoms to arm their rank and file troops with firearms proved to be their downfall. Eventually, the Three Kingdoms announced their surrender and brought an end to the Black Powder Wars.

When the smoke had cleared, the cabal had succeeded in gaining control of the world. The last of their rivals were either dead or in hiding, and most of the world's Soulstones were in the cabal's hands. With only a few pockets of tired and battered resistance left, the conspiracy stepped out of the shadows and began operating in the open as the Guild of Mercantilers.

Publicly, the Guild presented itself as a loose federation of merchants, bankers, and European nobles who had pooled their Soulstones in the hope of bringing an end to the devastating and deadly wars. This was only a ruse, however, and privately, the secretive Minerva Council that ruled the Guild behind the scenes used the guise of a merchant guild to worm its way into the courts and parliament halls of the world.

A decade of constant warfare on a scale that nobody had ever imagined had taken a heavy toll upon the world, and most people were simply happy to have any excuse to end the fighting. By the time the people of the world started to realize that their saviors were actually tyrants, the Guild had already embedded itself in world politics like a bloated tick.

## **NAPOLEON'S BETRAYAL**

### **(1815 AD)**

History books and the Guild itself like to gloss over one of the most important aspects of the Guild's rise: it was able to amass such impressive power so quickly precisely because nobody actually believed the Guild capable of enforcing its demands.

The troops fielded by the Guild were all borrowed from established nations, and with the end of the Black Powder Wars, those soldiers returned to their home countries. In the eyes of the world, the Guild was nothing more than a group of idealistic, possibly delusional merchants and bankers who happened to control most of the world's Soulstones.

When the Guild announced its plan to regulate Soulstones and began rationing the magical gemstones out to the nations under its control, everyone agreed to the Guild's terms without a second thought. To most nations, it was an easy way to get back the Soulstones they had lost during the Black Powder Wars. The idea that the Guild would be able to force a nation like England or Russia to abide by the suggestions of its regulatory committees was simply laughable.

Truthfully, the assumptions made by the nations of Earth were not too far off base. The Guild had recruited some of the more capable soldiers and generals into their ranks at the end of the wars, but they lacked the ability to field a true army.

France was the first nation to rebel against the Guild. Emperor Napoleon Bonaparte, recently freed from exile as part of an agreement with a Guild diplomat, returned to France and began mustering an army. Upon reaching Paris, he and his followers overthrew Louis XVIII, a Guild-favored noble who had come to power at the end of the Black Powder Wars.

Napoleon recalled well over a quarter of a million veterans of the Black Powder Wars and seized the entirety of France's Soulstones for his own use. Bolstered by the groundswell of support from his people, Napoleon marched on Belgium with the intent of driving out the occupying British forces and claiming it for his own, the first step on his intended conquest of Europe.

Fearing that the conflict would reignite the Black Powder Wars and destroy everything they had worked to accomplish, the Guild demanded that Napoleon cease his campaign. The Emperor scoffed at the demands of "politicians and merchants" and sent the Guild's messengers back with a warning not to bother him again.

In its desperation, the Guild took bold action. Its politicians led small strike teams of soldiers into the courts of Britain, Russia, Austria, Switzerland, Prussia, Sweden, the Netherlands, and several German states and demanded that they be given the troops necessary to halt Napoleon's advance. Those who refused were brutally executed, as were their successors, until eventually, all of the nations had capitulated to the Guild's demands.

A coalition force of 150,000 soldiers led by Guild generals met Napoleon's army outside Waterloo. It was a massacre. Though outnumbered, the Guild's forces included a number of Guild mages who were able to harness the power of multiple Soulstones to freeze the muddy battlefield around the feet of Napoleon's soldiers. Trapped and unable to maneuver, the French soldiers were quickly cut down by the heavy artillery and advanced weaponry of the coalition forces.

After Napoleon's defeat, the Guild marched the coalition of soldiers into France, publicly executed Napoleon's senate, and restored the Bourbon monarchy to power. In exchange for sparing the people of France, Louis XVIII signed the Bourbon Concord, which restricted France's access to Soulstones and prevented France from ever mustering another army. Should the nation step out of line again, the Guild threatened, the entire nation's population would be forfeit.

At the end of the rebellion, the Guild offered the soldiers of the coalition forces three times their current military pay, universal citizenship for their families, and a position in the Guild's ranks in exchange for their service. The majority of the soldiers readily accepted the offer and refused to return home, weakening the armies of their homeland while simultaneously providing the Guild with the trained army it needed to enforce its demands.



## THE RULE OF FEAR

(1816 - 1827 AD)

In order to ensure that Napoleon's betrayal could not be repeated, the Guild increased the number of advisors present in the courts of its vassals and began to make "suggestions" as to how governments could curry its favor or avoid its displeasure. While some nations quickly fell in line out of fear, others chafed at the Guild's attempts at rulership.

The next decade was marked by a series of smaller rebellions all across Europe, none of which progressed very far before being quickly and brutally ended by the Guild. After each uprising, the Guild publicly executed not just those who had rebelled but also every member of the regime and their extended families. Only those who had warned the Guild about the plots of their comrades were spared from these executions. The new regimes placed into power by the Guild often included these treacherous politicians, and before long, the courts of Europe had become hives of fear and paranoia.

The Guild's retribution was not limited to the ruling elite, however. By the beginning of 1819, the people of England had become frustrated by the presence of the Guild, which had chosen the island nation as the seat of its power. A crowd of over sixty thousand protestors gathered at St. Peter's Field in Manchester to demand that the Guild leave their country and return rule to King George III. In response to their request, the Guild ordered a cavalry charge into the crowd, triggering a panicked rout that killed hundreds.

The people of England were horrified at the carnage. Newspapers across the country carried the story in all its grisly detail, further cementing the Guild's reputation as despotic butchers. When it seemed as if King George III was about to step forward and decry the Guild's actions, the Guild had him quietly murdered in his sleep. After a rushed coronation, his son, George IV, issued a reluctant statement condoning the Guild's actions and asking the people to cease their "seditious behavior."

A series of police raids resulted in thousands of arrests, both of those who had attended the protest and those who had expressed "seditious opinions," many of whom were politicians who had spoken out against previous Guild policies and suggestions. New policies were put into place to limit seditious behavior, including curfews and increased authority for Guild "peacekeeping forces."

With its population cowed, the Guild had no problem seizing control of the United Kingdom for its own purposes. Parliamentary elections became a farce, and the British military became, for all intents and purposes, an extension of the Guild's own forces.

England also served as a warning to the rest of the world. Across the globe, governments began to suppress anti-Guild sentiment wherever they could, reasoning that if they could nip such behavior in the bud, the Guild would have no reason to become involved.

As the years passed and one generation faded into the next, the Minerva Council's version of peace through tyranny began to gain supporters. The Guild still presented itself as advisors and independent merchants, but there was little doubt in the minds of humanity that they were the true power behind the thrones of Europe.

While it is easy to imagine the Guild as a selfish organization, the truth is a bit more complicated. Though despotic and violent, the Guild was always on the cutting edge of technology. It spared no expense in uniting the nations of Europe by public railway and telegraph lines, and it invested heavily in inventors and innovators, leading to a number of technological advances in photography and medicine.

The Guild was also surprisingly unbiased when it came to its views on women and minorities. As far as the Guild was concerned, a person's gender or race didn't matter so long as they were useful. The Guild's political and military forces became increasingly diverse as the years passed, and anyone who tried to treat a Guild officer differently due to their gender or race soon learned the folly of their prejudice... often at the end of a pistol.

## EXPANDING INFLUENCE

(1828 - 1850 AD)

As Europe settled into a disgruntled sort of peace, the Guild began to turn its attentions abroad. In South America, the Republic of Columbia and Peru were engaged in a war over various disputed territories.

The Guild initially approached Peru with the intent of using the nation to gain a foothold in the Americas, but the president rebuffed them, claiming that he would not see his nation become a puppet of "death merchants." In response, the Guild channeled a great deal of money and Soulstones into the hands of a Peruvian general, triggering a coup that brought down the ruling regime and replaced it with one more amiable to Guild influence.

With the new regime in place and advanced Guild weaponry in their hands, Peruvian forces marched on Gran Columbia. The resulting battles were swift and decisive, and the resulting peace treaties saw Gran Columbia divided up into the nations of Columbia, Ecuador, and Venezuela, all of which were saddled with Guild "advisors" to help guide the new regimes.

From there, the Guild turned its attention north, toward Mexico. A confusing and chaotic series of revolutions, counter-revolutions, wars, and coups had left the nation in a state of political upheaval and confusion. The Guild was drawn into this quagmire of political confusion, and it spent the better part of two decades vainly trying to force some measure of order upon the nation.

Eventually, the Guild wrote Mexico off as a lost cause and simply offered to purchase the site of the first Breach - Santa Fe - from the government. The president at the time refused, but when he was deposed two months later, his replacement, Santa Anna, was more than happy to line his pocket with wealth at the expense of his country's best interests.

In addition to Santa Fe and the surrounding lands, the Guild also purchased much of the barren desert between Texas and California, less out of any real plan for it and more out of being surprised at how little Santa Anna was willing to charge for it.

As the Guild struggled to bring order to its western interests, its agents back in Europe set about streamlining its bureaucratic processes. Of particular note were the German states, a collection of thirty-nine separate German-speaking countries that had organized into a federation of dubious influence.

Dealing with the German states was perpetually annoying for the Guild: individually, the states were somewhat insignificant in the grand scheme of things, but as a group, their customs unions and manufacturing capabilities made them strategically important.

To add an additional layer of complication, two of the states, Prussia and Austria, were far stronger than the others and possessed a great deal of influence over their fellow members. They also hated each other and had a long history of military conflict, which made any sort of negotiation with the federation as a whole incredibly difficult.

In 1848, the Minerva Council saw its opportunity. A growing middle class within the German states had begun to push for unification, and the Guild used its agents and spies to fan the flames of discontent. Eventually, the Prussian King, Friedrich Wilhelm IV, caved to the demands of the people and promised to work toward German unification.

When the delegates from the various German states met, however, it was immediately apparent that reaching any sort of mutual agreement on how the new German nation should be organized would be difficult. Austria outright rejected the assembly and refused to attend, and Prussia refused to take command over a nation that did not include Austria among its states.

Just as things seemed poised to fall apart, a Guild lawyer, Otto von Bismarck, arrived with a bloodied and terrified Austrian ambassador. The discussions proceeded much more favorably with Bismarck watching over the proceedings, and after a few more days of discussion and debate, the German nations unified into a single nation and unanimously elected Bismarck as the first Chancellor of Germany.



## **THE OPENING OF THE KINGDOMS**

### **(1851 - 1855 AD)**

After their defeat in the Black Powder Wars, the Three Kingdoms retreated into isolation. A handful of merchants with special charters were allowed to enter the three nations and trade at their ports, but for the rest of the world, the East was forbidden territory.

For the most part, the Guild had been content to ignore the Three Kingdoms so long as they did not challenge the Guild's power elsewhere in the world. As its fleet of steamships grew in number, however, the Guild's need for fueling ports in the Pacific Ocean grew more pressing.

Before any sort of military campaign could be launched against the Three Kingdoms, however, the Guild would have to deal with India. The Sikh Empire had been a supporter of the Three Kingdoms during the Black Powder Wars, and the Guild's influence in the region was minimal at best. The Sikhs, meanwhile, had seized much of the Indian subcontinent during the wars and were only growing in power.

The Guild dealt with the problem in the most blunt manner possible: in the summer of 1851, its ships seized the harbor of Bombay as British troops marched into Lahore and captured the capital. Held at gunpoint and threatened with the mass execution of his people, the Maharaja surrendered in the autumn of the following year, and British troops took control of India's major cities.

The Three Kingdoms took notice of the hostile forces amassing near their borders and began rallying troops and shifting them westward into China. Instead of marching into the waiting Chinese army, however, the Guild's steamships sailed into the Three Kingdoms' eastern ports and began bombarding them with heavy infantry. After two months of constant bombardment up and down their coasts, Japan and Vietnam surrendered to the Guild in the summer of 1853.

Despite the Guild's capture of the Japanese emperor, the Vietnamese king, and their respective families, the Chinese emperor refused to surrender. The following two years were a juxtaposition of slow, plodding battles played out in the cramped lowlands and mountain passes of Nepal and Burma and devastatingly savage naval battles in the Pacific Ocean.

Fearing that the war would drag on for a decade and ignite another Black Powder War, the Guild launched a daring plan to have a small unit of elite mages and soldiers kidnap the Emperor. The information they purchased was incorrect, however, and the Emperor was not present when the strike team launched its attack. The Emperor's consort and most trusted advisor were both present, however, and the soldiers kidnapped them both before beating a hasty retreat.

Faced with the threat of their deaths, the Chinese emperor finally agreed to a surrender in 1853. The Guild promised that the emperor's family and advisors would be unharmed and that he would be given a position in the Guild's hierarchy that would allow him to continue to manage his nation, but this was nothing more than a ruse. Before the ink had fully dried on the surrender papers, the Minerva Council ordered the execution of every member of the former regime.

Days later, the imprisoned leaders of Japan and Vietnam were similarly executed, paving the way to an occupied Three Kingdoms. With British forces already occupying India and its own expanding interests in protecting the site of the former Breach, the Guild turned to local sympathizers - bolstered by a minimal detachment of Guild soldiers - to enforce its rule in the Three Kingdoms.

The arrangement might have worked, had it not been for the Katanaka family. The disgraced Japanese family quietly seized control of their fallen emperor's resources and began laying the foundation for rebellion across the Three Kingdoms. For the next fifty years, the Guild's occupation of the Three Kingdoms would be marked by deadly accidents, strange disappearances, and increasing levels of public discontent and outrage.

## ECONOMIC SUPERIORITY

(1856 - 1896 AD)

The Guild had no sooner finished its war against the Three Kingdoms than the occupied territories of India rose up in open revolt. The rebels were quickly defeated by the occupying British troops, but the officers refused to enact the Guild's "maximum retribution" policy of punishing the population. In frustration, the Guild set aside any pretense of the British military being independent and began deploying its own officers to command British troops.

More rebellions followed, but as the Guild took further command of the occupying forces, the reprisals became increasingly violent until the population had either been sufficiently cowed into submission or radicalized against the Guild and everything for which it stood.

Despite the sinkhole of manpower that Asia had become, the Guild was flourishing. In order to better manage its resources, the organization created the two Offices of Eastern and Western Diplomacy, which managed diplomatic relations and military strategy in their respective global hemispheres. Further divisions were created to separate the distribution and recharging of Soulstones from more mundane trade, which had become quite a profitable side business for the Guild since its interests expanded beyond Europe.

In addition to wealth, its trade routes and shipping capabilities gave the Guild a new tool with which to control the world: economics. By leveraging its significant buying power, the Guild could reward a nation by purchasing its trade goods and selling them across the world, or it could punish one by forbidding those goods from being sold in any markets that wished to retain a favorable standing. This proved to be a more effective means of rulership than fear and intimidation, and the lack of significant revolts in the latter half of the century stands as a testament to the Guild's skillful use of this weapon.

In the Western Hemisphere, the Guild focused a great deal of its attention upon Breachtown, formerly Santa Fe. The loss of Malifaux had limited the world's Soulstone supply, but the leaders of the Guild believed that, with enough effort and a great number of charged Soulstones, they could reopen the Breach.

First the Guild's mages attempted to repeat the Council's original ritual with hundreds - and later thousands - of Soulstones providing the magical energy. When that didn't work, the mages devised new rituals (all of which failed in a similarly disappointing method) and built machines intended to piece the dimensional barrier (none of which functioned as intended).

Eventually, the Minerva Council grew frustrated with the amount of resources their failed attempts were consuming. While they were meeting to discuss scrapping the project entirely, an excited messenger burst into their meeting chambers with an urgent message: the Breach had reopened, all on its own!



## RECLAIMING MALIFAUZ

(1897 AD)

The unexpected reopening of the Breach drastically and immediately changed the Guild's priorities. The small legion of Guild soldiers that had been stationed at Breachtown assumed defensive positions and pointed all of their heavy artillery at the dimensional portal while the leaders of the Guild panicked. Nobody could explain why the Breach had opened, so everyone assumed the worst and began to prepare for the arrival of an invading army.

Thousands of Guild personnel were recalled from across the world and sent to Breachtown. Hundreds of thaumaturges and mages worked in rotating shifts to stabilize the integrity of the portal, and gradually, the machines that had been intended to reopen the portal were retrofitted to stabilize it.

After a month of waiting for an attack that never came, the Guild decided to shift to the offensive. It armed its recently arrived soldiers with heavy weapons and sent them through the Breach to scout out the ruins of Malifaux City. The scouts found nothing of particular note, just a few fresh bloodstains on stone walls, some shell casings, and strings of hastily erected barricades. Of the city's former residents, there was no sign.

The Guild wasted no time in securing their control of city. The Resettlement Corps swept through the city, checking each building for Neverborn. Small groups skirted around the edges of the city and started clearing sections along the southern wall, intending to push an Neverborn they encountered northward toward the river. Throughout the entire operation, however, the Guild never encountered anything more dangerous than a few rats.

Once the first districts were clear, the Guild sent engineers and expendable laborers through the Breach to begin construction on a central fortress from which its members could manage the reclamation process. The citadel, which was christened the Guild Enclave, was soon bustling with personnel, including the newly appointed Governor-General of Malifaux, Herbert Kitchener.

Next came the factories. Once the first factory was finished, it began to produce the parts needed to make more factories. Those factories, in turn, started producing ammunition and additional weapons for the swelling ranks of the Resettlement Corps, steel rails for the Guild's locomotives, and armored battle constructs to support their flesh-and-blood troops.

The factories required people, however, and in order to staff them, the Guild was forced to bring civilians into Malifaux. Due to proximity, many of these initial workers were American and Mexican, but as time went on, people from all over the world began to approach the Guild and ask for permission to travel to Malifaux. Sensing an opportunity, the Guild opened the doors of Malifaux to the public... provided that they could afford the steep prices it charged for train tickets (not to mention the cost of traveling to Santa Fe).

Soon, there was an entire workforce of civilians preparing food, pouring drinks, mending clothes, and performing other menial duties for the factory workers and soldiers, and the city shifted from a military garrison into a full colony.

Eventually, the Governor-General grew impatient with the slowing progress of the Resettlement Corps and turned the Guild's sights toward the abandoned Soulstone mines north of the city. Convicts were taken from the jails of Earth, shoved into train cars, and shipped through the Breach to start mining Soulstone. Scores of troops were redirected from the Resettlement Corps and marched north to serve as guards and supervisors in the reopened mines. As its numbers dwindled, the Resettlement Corps transitioned from a military unit to a constabulary force, and the unclaimed parts of the city were sealed away behind tall barricades to form the Quarantine Zone.



## A FRACTURED CITY

(1898 - 1901 AD)

The Guild's reclamation of Malifaux City all but emptied its coffers, but gaining access to Malifaux's Soulstone resources proved worth it. As more and more of the magical gemstones were excavated, refined, and sent back to Earth, the Guild relaxed its restrictions on Soulstone ownership and began selling the smallest of the gems to wealthy individuals. Soon, the Guild had not only recouped the cost of seizing Malifaux but was making a tidy profit.

Its good fortune would not last.

The problems started with the convict riots. Malifaux is an inherently magical world, and those who remained in Malifaux for extended periods of time tend to develop magical powers. When the convict miners became endowed with these new powers, many of them attempted to escape from their captors. Some succeeded and others failed, but either way, each attempt ground that mine's production down to a halt.

To alleviate matters, the Guild hired independent miners and brought them to Malifaux to work in the Soulstone mines. It was a dangerous profession, though, and the workers soon formed the United Miners Union and demanded higher pay and safer working conditions.

The United Miners Union - and later the Miners and Steamfitters Union, once it absorbed the engineers who were creating machines to make the mining process easier - quickly became a thorn in the Guild's side. The workers controlled the majority of the Guild's mines, and whenever it attempted to root them out, the workers in other mines would go on strike and bring the excavation of Soulstones to a grinding halt.

In addition to the unionized miners, the Guild found itself in conflict with the Arcanists and Resurrectionists, two groups whose members embraced the magical potential of Malifaux in order to become terrifyingly powerful. The native Neverborn population was also a threat, and the number of attacks on human settlements rose sharply as the Guild's mining operations expanded.

To counter these rising threats, the Governor-General created the Special Divisions. The first of these Special Divisions was the Neverborn Hunters, though at the time, it was little more than an expendable mercenary group.

Other divisions sprung up as the need arose. The Department of Public Relations, Death Marshals, and Witch Hunters all came into being during these frantic years, each of them in response to one threat or another. Gradually, the branch of the Guild that governed Malifaux became more and more independent of its Earthside parent, partially due to the efforts of Governor-General Kitchener.

Kitchener had his own interests at heart when he accepted the position of Governor-General, but his goals shifted when he met Lucius Gustavius FitzWilliam Mattheson. Mattheson was every inch the cultured diplomat and skilled statesman, so the Governor-General was shocked when Lucius revealed that he was, in actuality, one of the native Neverborn.

Mattheson filled Kitchener's head with stories of the Tyrants, the ancient godlike beings that had once held all of Malifaux in their hands. The Tyrants had been mortal before they seized power through a series of complicated rituals and procedures, and Lucius claimed that he could help Kitchener claim this sort of power for himself... in exchange for a position of power among the new human regime.

The Governor-General accepted and named Lucius Mattheson as his official Secretary, catapulting the treacherous Neverborn directly into the heart of the Guild. Like a cancerous growth, Mattheson immediately began subverting the Guild's resources for his own mysterious goals.

## QUARANTINE AND MARTIAL LAW (1902 - 1904 AD)

In 1902, a terrible contagion brought Malifaux City to its knees. Dubbed the Piper's Plague after the strange piper who appeared in the most heavily infected neighborhoods, the disease was spread by swarms of uncommonly aggressive rats and insects.

Though these vermin were immune to the ravages of the disease, humans were not. The Piper's Plague progressed so quickly that the infected could often see their flesh rotting away before their very eyes, and the putrefying dead piled up faster than the Guild could properly dispose of the corpses. Desperate, the Governor-General ordered the corpses carried to the Quarantine Zone and dumped into the decrepit sewer system.

The Death Marshals did their best to contain the plague's spread, thinking it to be part of a Resurrectionist plot, but with little success. The advancement of the plague's symptoms eventually slowed to a much more typical rate, but its lethality remained. Fearing that the deadly contagion might spill out of Malifaux and onto Earth, the Governor-General instituted martial law in Malifaux and closed all non-vital travel through the Breach.

As the quarantine stretched on with no sign of ending, the people of Earth began to fear that another tragedy had struck Malifaux. The number of Soulstones passing through the Breach slowed to a trickle, and every nation, large and small, began stockpiling as many Soulstones as possible. Soulstones went "missing" from the caches of the world's nations with alarming frequency, and two of the factions vying for power in the quarantined city - the Arcanists and the Ten Thunders - began selling smuggled Soulstones to anyone willing to purchase them.

Faith in the Guild's ability to keep order in Malifaux had begun to wane, and many nations saw it as an opportunity to slacken the chains they had labored beneath for decades.

England, in particular, took great advantage of the Arcanist smuggling operations. As the seat of Guild authority, it had been subjected to the worst of the Guild's despotic laws and abusive nature.

The British Parliament had grown frustrated with their lack of power, but now that their coffers were filled with smuggled Soulstones, they saw their chance for freedom. In 1904, the King's Empire declared its independence from the Guild.

The announcement shocked the world. The Guild shifted its seat of operations to Vienna, Austria, and imposed sanctions on the King's Empire in the belief that such penalties would bring the rebellious nation to its knees.

Instead, England flourished. Parliament used its hidden cache of Soulstones to bribe smugglers and merchants into ignoring the Guild's trade embargoes, and the state seized many of the Guild's factories and offices and turned them toward its own efforts. Perhaps most importantly, the King's Empire recalled its armed forces back to England, leaving the Guild to deal with the occupied nations of India and the Three Kingdoms all on its own.





## SLIPPING GRASP

(1905 AD)

Under significant pressure from his superiors among the Guild, the Governor-General declared an end to martial law in Malifaux at the start of the new year. The announcement caused a great deal of excitement across Earth, and the Guild did everything it could to promote the image of increased stability in Malifaux.

Unfortunately, the chaos and confusion had already loosened the Guild's grasp on the world. It had relied too heavily upon English troops to enforce its presence in India and the Three Kingdoms, and now it was forced to spread its own forces thin in order to hold both regions.

India was the first to rebel. Its citizens rose up against their Guild oppressors in full revolt, first in the cities, then in the rural countryside. Guild soldiers waged desperate battles against the angry mobs that stormed their offices, and any captured Guild employees were dragged into the street, stripped of their uniforms, and beaten to death.

The Guild responded quickly and brutally. Trained soldiers were pulled away from the Three Kingdoms to help restore peace in India, and their numbers were augmented by pneumatic war machines that were specially shipped in from the factories in Malifaux. In less than two months, the rebellion had been stopped and roughly ten percent of the Indian population was dead.

Before India had been brought fully to heel, the oppressed workers and peasants of the Three Kingdoms also rose up against Guild rule. Spearheaded by a mysterious, masked man known only as "the Boxer," the rebels fought for the restoration of their traditional values, which they believed were in danger of disappearing entirely beneath the Guild's Western regime.

The Guild attempted to shift its forces and fight back against the rebels, but with little success. The majority of its troops were still attempting to enforce some measure of control over India, and the Boxer's rebellion was spreading like wildfire across China and the other Kingdoms.

Gradually, the Guild began to lose control of the region, and the rest of the world was watching.

Soon, Russia and the Ottoman Empire had begun to distance themselves from the Guild. The leaders of those nations began to hold closed meetings that didn't involve Guild representatives, and dozens of Guild-loaned Soulstones disappeared from their vaults without any sort of satisfactory explanation.

It was a direct challenge of the Guild's power, but with its attention torn between two different rebellions, retaliation simply was not an option. The Guild's representatives frowned and chided the rulers of the world on their reckless behavior but, ultimately, did not press the matter further.

The damage, however, had already been done. England had pulled itself free of the Guild's influence without any significant retribution, India and the Three Kingdoms had risen up in open rebellion, and the largest nations in the world had forced the Guild to capitulate to their wishes, rather than the other way around.

In the eyes of the world, the Guild's reign over Earth was coming to an end.



## **A WORLD AT WAR**

### **(1906-1907 AD)**

Despite its heavy-handed tactics and inflexible dogmas, the Guild's influence had, for the most part, ushered in an era of peace on Earth. It was a uncomfortable, brutal sort of peace, one peppered with rebellion and swift retributions, but it was peace nevertheless.

As the Guild's power waned, everyone suspected that a confrontation was coming. The independent nations of Abyssinia and the King's Empire were conscripting troops and producing alarming numbers of weapons, while Russia and the Ottoman Empire were pulling further away from the Guild and stockpiling their resources.

When the war finally did come, however, its nature surprised everyone.

In Malifaux, Governor-General Kitchener had been quietly preparing the rituals that would allow him to ascend to a higher state of existence. Lucius Mattheson had intended to string the Governor-General along with an impossible goal, walking him through rituals that would take two or three lifetimes to fully complete. To Mattheson's surprise, Kitchener was able to complete them in a mere four years.

Unfortunately for the Governor-General, a member of the Ten Thunders had learned of Kitchener's plans and sabotaged his ascension. Their agent swapped out a magical relic that Kitchener intended to use in the final ritual with a few bones that had come from the physical remains of a Tyrant. When the Governor-General attempted to draw upon the relic's power, he tapped into a mere sliver of the Tyrant's dormant power and was infused with far more aetheric energy than he had prepared for.

As his ritual spiraled out of control, the Tyrant Cherufe, buried in the soul of the nearby Sonnia Criid, saw its chance and attempted to harness the deluge of energy to ascend as well. Like two matches flaring to life next to each other, the essences of the two Tyrants melded into each other as the ritual reached its catastrophic climax.

Cherufe and the newly-formed Tyrant that had once been the Governor-General fused together into something more powerful than either. The entity rocketed upwards into the sky and through the dimensions as the Governor's mansion exploded around it.

In a desperate attempt to cling to the last vestiges of what it had been, the entity burned its way backwards through time, leaving echoes of half-sentient power scattered throughout Malifaux's past. After eons of maddening torment, the entity found a sliver of its former self and used the last of its sanity to force its way back to Earth. It appeared on the date that Kitchener first began to step past the threshold of mortality: April 10th, 1906.

Echoes of the entity that would come to be known as the Burning Man appeared in the skies above San Francisco. The Burning Man's insidious influence drove susceptible individuals (including many of the prisoners inside Alcatraz Citadel) insane, and the Mexican government pleaded with the Guild to investigate the matter. A little over a week later, on April 18th, the Burning Man warped space around itself, causing a massive earthquake that devastated San Francisco. Worse yet, the Burning Man's presence weakened the barriers between worlds and created dozens of temporary portals that vomited monsters from Malifaux into the burning city.

The demented worshipers of the Burning Man joined forces with these confused monsters and rampaged across western Mexico. Rather than rush to the aid of the Mexican government, the Guild chose instead to fortify its position around the Breach, lest an unexpected attack cause the organization to lose Earth's only stable connection to Malifaux.

Weeks later, when Governor-General Kitchener's mansion suddenly exploded, nobody thought it connected to the Burning Man. The Guild on Earth was too distracted by the Burning Man to properly deal with the situation, and when Kitchener's secretary, Lucius Mattheson, stepped in to assume control of the Guild's operations in Malifaux, his supposed masters praised his initiative.



For two months after San Francisco's destruction, the Burning Man appeared all over the world, spreading madness in its wake. The Guild tasked one of its most skilled mages, Philip Cromwell, with finding some way to constrain the mysterious floating entity, but despite Cromwell's significant powers and dozens of expended Soulstones, nothing seemed capable of halting the Burning Man's advance.

In late May, the Burning Man appeared above London. The Guild suspected that it might unleash another wave of monsters onto Earth and approached the British Parliament to offer assistance. If Parliament would allow the Guild to march its troops into England, the organization claimed, it could keep any monsters that might appear from spreading beyond London.

Parliament did not believe that the Guild's offer was genuine. There were suspicions that the rumors of San Francisco's destruction were nothing more than Guild propaganda and that the so-called "Burning Man" was either a trick of magic or some relatively harmless entity that had been conjured by the Guild above London simply to cause panic.

In response to the Guild's offer, Parliament ordered the arrest and interrogation of every Guild operative and sympathizer in London. From their cells, the Guild's employees and supporters witnessed the destruction of London.

As the sun sank below the horizon on June 1st, the Burning Man's hue changed from a fiery red-orange to a bright azure-blue. All across the city, in the streets, beneath the earth, and in the water and air, reality was torn asunder and the world of Malifaux rushed in through hundreds of portals. Most connected to the depths of Malifaux's oceans, and the pressurized water jetting out of them demolished buildings and flooded the city in a deluge of dark, icy seawater. Within seconds, whole streets were drowned beneath icy tidal waves that roared through narrow alleys and along crowded avenues.

It was only after thousands had perished and the hellish deluge had receded that the true horror came. The heat of the spring evening and the deadly cold of the seawater had produced a thick and bitter-smelling fog that hung over the city like a death shroud, and in that pale cloud, monsters roamed.

The pelagic horrors that would come to be known as the Gibbering Horde were confused to find themselves on the surface of a strange new world, but they adapted quickly and began to feed upon the dead and not-quite-so-dead in equal measure.

In an attempt to keep the ravenous monsters contained, the Guild sent disguised agents into the devastation to organize the resistance and reinforce key parts of the city with magical wards. Against a normal enemy, the wards might have been effective, but the amphibious nature of the Gibbering Hordes allowed them to traverse the city's rivers and flooded subway tunnels in order to evade the Guild's checkpoints.

In the end, the grotesque horrors of the Gibbering Horde succeeded at slipping away into the ocean and laying their eggs, effectively dooming Earth to a future of bloody conflict.

Less than a month after the Battle of London, another tragedy befell the Guild. During one of the Minerva Council's meetings, a crazed and disheveled Philip Cromwell pleaded for his fellow council members to embrace the Burning Man and all the opportunities it offered. When the Council refused, Cromwell murdered the Guild's Magister, and roughly two-thirds of the Council's members died in the resulting battle.

In the aftermath, Comtessa Jacinta Guillem i Roser Garcia assumed the position of Magister with the support of the surviving members. She immediately made the suppression of the Burning Man, its dimensional portals, and the monsters that lurched out of them the Guild's top priority.

## CRUMBLING POWER

(1907 AD)

If the sudden and unexpected deaths of Guild's leadership could be said to have a silver lining for the organization, it's that the careful balance of power between nobles, bankers, and mages was violently disrupted. The mages who had been able to erect defensive barriers in time to avoid the worst of Cromwell's betrayal were now in the majority and could dictate Guild policy without interference from the other voting blocs.

By the Guild's estimation, the world is perched on the brink of disaster. The Burning Man still drifts slowly across the sky, sowing madness and disaster in its wake. Cults spring up behind it wherever it goes, and their worship of and proximity to the Burning Man has infused them with strange and powerful magics the likes of which the world has not seen since the days of the Council.

The spawn of the Gibbering Horde that escaped into the ocean during the Battle of London have begun to spread out across Earth's oceans, and reports of attacks upon fishing, military, and leisure boats are on the rise. At the moment, these attacks are restricted to the Atlantic Ocean, but it is only a matter of time before the amphibious monsters spread elsewhere.

Across the ocean, the Mexican government is desperately trying to fight back against the monsters that were unleashed during the San Francisco earthquake. Their progress is hampered by the demented cultists that march at the vanguard of these nightmare hordes and preach about a return to their Aztec roots and the blood rites of old.

The Guild has lost control of Earth, and though it is straining to hold on to whatever power it can, the largest and most powerful nations are already pulling away from its grip. Rebellions have become more common in India, and the Three Kingdoms are on the verge of reclaiming their independence. Both Russia and the Ottoman Empire have demanded more Soulstones, and in its desperation to keep the two nations from following in the footsteps of England, the Guild has acquiesced to those demands.

In contrast to Earth, however, the Guild has found some measure of stability in Malifaux. Franco Marlow, the new Governor-General, blew into the city like a storm, reversing many of the petty and vindictive policies put into place by Lucius Mattheson since the death of his predecessor. In a short period of time, Marlow made a great many changes to how the Guild operated in Malifaux, often with an eye towards efficiency and public opinion. With all of the chaos that has engulfed the Earth, the Guild simply cannot afford to let slip its firm hold on Malifaux and its Soulstone resources.





# ORGANIZATIONAL STRUCTURE

The Guild is organized in a hierarchical structure and functions in a similar way to most militaries. There is a distinct chain of command, and the penalties for ignoring it are severe.

## THE MAGISTER

As far as the world is aware, the Guild is led by the Magister, who makes the major decisions regarding the Guild's overall operations and resources. The Magister is the chief administrator of the Guild's extensive bureaucracy and the architect of its foreign policy.

Until very recently, the position was held by Andrea Van Asch, a stern woman whose twenty-seven years of leadership had focused the Guild's ambitions upon the reclamation of Malifaux and the procurement of its Soulstones. Van Asch was among those who perished when the Minerva Council was betrayed by Philip Cromwell, and Jacinta Guillem i Roser Garcia was chosen to replace her. While it is still too early to tell just what sort of leader Jacinta will be, her focus for the moment seems to be trying to find some way to stop the Burning Man and the horde of monsters it has unleashed upon the world.

The Magister is, in turn, advised by the Minerva Council. This group of bankers, nobles, and mages are associated (through employment, hereditary lines, or apprenticeships) with the Guild's first founders. Ostensibly, the Minerva Council ensures that the Magister remains informed about any matters relevant to the Guild's interests. If the Magister has a question concerning magic, economics, or politics, the Minerva Council is there to provide assistance.

## THE MINERVA COUNCIL

Unbeknownst to the rest of the world - including most members of the Guild - the Minerva Council is the true power behind the organization. The Magister serves as little more than a figurehead for the Council's decisions.

At a glance, the Minerva Council's decision-making process seems relatively simple and elegant: every member votes on a resolution, and with three factions - the bankers, the nobles, and the mages - actual deadlocks are uncommon, even if everyone votes as a bloc (which often happens). In practice, the process is much more complicated and Byzantine, and arguments between (and within) factions are common and perennial.

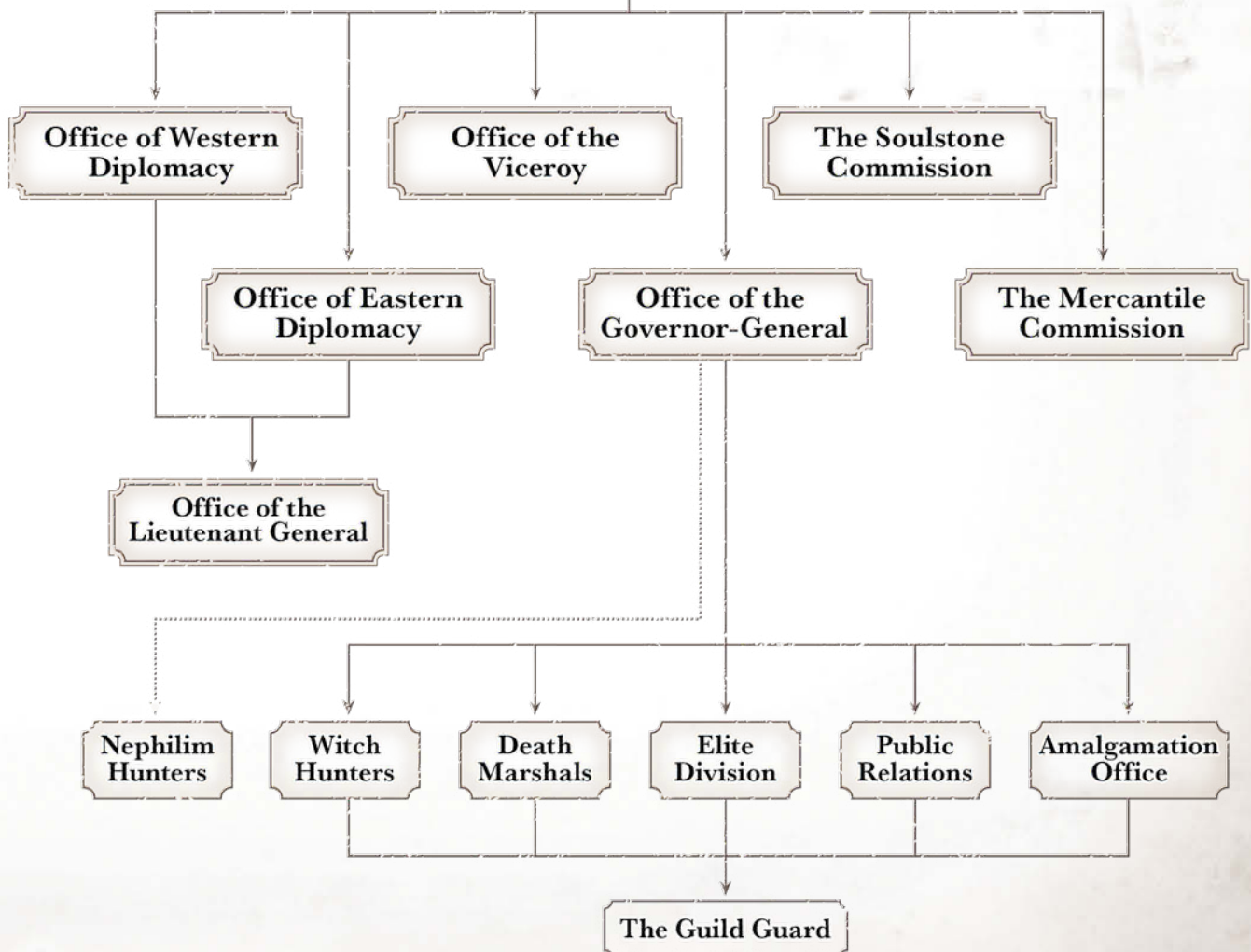
In 1906, the Minerva Council was betrayed by one of its own, Philip Cromwell, a mage who became corrupted by the influence of the Burning Man. Cromwell's attack upon the Council devastated the ranks of the bankers and nobles, leaving only a handful of each faction alive. In the aftermath, the mages seized control of the Council - and the Guild - and placed one of the surviving nobles, Jacinta Guillem i Roser Garcia, into the position of Magister.

Her "promotion" was intended as a peace offering to the nobles to show that the current situation was only temporary and that the seats previously occupied by the nobles and bankers would be filled with qualified replacements... once the war effort against the Gibbering Horde and the Cult of the Burning Man had turned in their favor. Neither the bankers nor the nobles are happy with this delay, but for the moment, the wars breaking out across the world have provided the mages with the excuse they need to hold onto their majority for a little while longer.

# THE GUILD

## THE MINERVA COUNCIL

### The Magister





## THE OFFICES OF DIPLOMACY

While the Magister and the Minerva Council dictate policy and politics, the execution of that policy falls to the Guild's two executive branches: the Office of Eastern Diplomacy and the Office of Western Diplomacy. These branches oversee diplomatic and peacekeeping efforts in their respective global hemispheres.

Each Office is headed by a Secretary General who ensures that conflicts in their sphere of influence are kept to a minimum. They accomplish this through a legion of diplomats, envoys, and spies, all of whom monitor and guide the actions of the nations under their control.

The Secretary Generals and their subordinates frequently work hand-in-hand with members of the Soulstone Commission to dole out Soulstones to the nations of Earth. Nations which have obeyed the Guild's instructions and otherwise proven their loyalty and compliance are given not only more Soulstones than their neighbors, but also those Soulstones with higher lades (a measurement of the gem's raw worth).

Each Soulstone loaned by an Office of Diplomacy is carefully chosen, tracked, and monitored by the Soulstone Commission. There are a number of rules and regulations that nations must follow to avoid having their Soulstone supplies rescinded and future shipments halted, and it falls upon the Offices of Diplomacy to track each nation's compliance with the Guild's rules. When a sanction is levied against a nation, the relevant Office of Diplomacy demands that the nation return a specific portion of the Guild's Soulstones by a certain date (typically one month from issuance of the sanction).

The Guild treats any refusal or inability to return the requested Soulstones as a declaration of war. The Secretary General generally takes one of two approaches. If the nation's military forces are weak, the Lieutenant General is ordered to march troops into the nation to eliminate its leadership and find the Guild's Soulstones. In situations where the nation has a stronger military, the Secretary General provides political and military resources to neighboring nations and revolutionary groups and agitates them toward action.

## THE OFFICE OF THE LIEUTENANT GENERAL

Subservient to both Secretary Generals is the Lieutenant General, who is responsible for recruiting, training, and maintaining the Guild's armed forces. Living troops are typically sent to Breachtown and the surrounding camps for training, ensuring that the greatest concentration of Guild troops is always near the Breach. In contrast, the Guild's mechanical war constructs are stabled in multiple hangars across the world, ensuring that they can be rapidly deployed to reinforce its troops wherever additional force might be needed.

When a nation resists Guild control (or, more frequently, when a nation asks the Guild to help it deal with rebels within its borders), the Secretary Generals call upon the Lieutenant General to move troops into the area.

Once the Lieutenant General has been placed in control of a given situation, they have complete authority over the operation until the end of its duration. This concession ensures that the Lieutenant General is able to resolve the situation in an efficient manner, without having to worry about politics, economics, or public opinion.

Since every Lieutenant General has been at least somewhat hawkish, the Secretary Generals tend to avoid bringing them into a conflict unless it is absolutely necessary. The Guild's forces are very good at dealing out violence, but that violence sometimes spirals out of control and causes political troubles far beyond the ones that the Lieutenant General was asked to resolve (as was the case with the Russian pogroms and the razing of Sweden).

Because the Lieutenant General's duties encompass the entirety of Earth, commanding every military operation the Guild undertakes is a logistical nightmare. To effectively execute the duties of their office, the Lieutenant General employs a staff consisting of dozens of subordinate generals, quartermasters, and logistical experts. A team of specialists is placed in charge of each operation, and together, they manage the movement of troops and supplies in the Lieutenant General's name.

The ongoing occupations of India and the Three Kingdoms have become operational nightmares for the Guild. A steady succession of Lieutenant Generals have found their ambitions and careers ground down by the constant conflict in those regions, and today, the position is seen as something akin to career suicide by most high-ranking Guild officers. There is simply no good way to resolve the conflict in either nation: the Guild's withdrawal from either is tantamount to an admission of failure and would trigger an unpredictable shift of power in Asia, but the occupations are also a constant drain on resources and manpower.



## THE SOULSTONE COMMISSION

The more mercantile aspects of the Guild fall under the auspices of the Soulstone Commission and the Mercantile Commission. These two branches work together on a frequent enough basis that employees are occasionally moved between them to assist with staffing shortages or backlogged orders.

The Soulstone Commission is responsible for managing the Guild's supply of Soulstones. Under the Commission's watch, Soulstones are harvested from the ground in the Soulstone mines of Malifaux, shipped back to Malifaux City to be inspected, classified, and cut, and then shipped through the Breach, where the Commission parcels the gems out to the nations of Earth according to the recommendations of the Diplomacy Offices.

This branch also handles the unpleasant task of recharging the Guild's Soulstones, including those that it has loaned out to the various nations of Earth. As a result, the agents of the Soulstone Commission have something of a ghoulish reputation, even among other members of the Guild. They lurk around the hospitals, hospices, and prisons of the world with small caches of Soulstones, often accompanied by heavily armored guards, waiting for the sick and injured to perish.

The necessities of the Soulstone Commission's duties have eroded away at a great deal of the world's ethical and moral resilience. The Guild has forced most of the nations under its control to implement harsher laws and mandatory death sentences, resulting in a steady supply of condemned prisoners whose souls are destined for imprisonment and eventual consumption. The only escape for these condemned souls is a lifetime of constant toil in Malifaux's mines, though the number of "work furloughs" issued by the Guild for this purpose has dropped significantly since the rise of the Miners and Steamfitters Union.

As deadlines and unmet quotas loom, agents will sometimes take matters into their own hands, suffocating the infirm or murdering orphans to provide the souls they need. The Guild formally forbids such action but rarely punishes those who are accused of such atrocities.



## THE MERCANTILE COMMISSION

In contrast to its partner branch, the Mercantile Commission handles the mundane aspects of Guild commerce. As a world power, the Guild has an incredible amount of access to the nations of Earth and their goods and resources. The Mercantile Commission has exploited that advantage to gain a monopoly on international trade.

Over half of the world's trade is handled, in some manner or another, by the Mercantile Commission, making it the largest of the Guild's branches in terms of employees and physical holdings. It is the profits generated by the Mercantile Commission that fund the Guild's private armies and other interests, and as such, those who work for the Commission are among the Guild's best and brightest employees.

Every year, these employees publish a new catalog detailing all of the various wares that are publicly available to its customers. The first of these catalogs was only one hundred pages in length and was generally kept on the counters of importers and exporters. In the past half-century, the primary catalog bloomed to its current size of over six hundred pages, and the Guild will ship it to a buyer's home for a low fee which is applied as a credit to the owner's first order above a certain amount.

Since 1898, the catalogs have included color images of carpets, furniture, clothing, and china. They are available in twelve different languages and now include a guarantee from the Magister promising that a customer will receive their money back if they are not satisfied with the items they have purchased.

When necessary, the Mercantile Commission works with the Offices of Diplomacy to fix exchange rates, manipulate currencies, and force embargoes on stubborn nations. If the situation calls for more drastic measures, the Mercantile Commission will either hire mercenary pirates to harass shipping lanes (if they are attempting to appear uninvolved) or consult with the Lieutenant General to advise on which harbors to mine and which merchant vessels to torpedo (if stealth is less of a concern).

## GUILD SCRIP AND CURRENCY MANIPULATION

When the first Breach opened and people from all over Earth streamed into Malifaux, they found themselves facing an unexpected issue. Each person brought their native currency to the new world, and working out the exchange rates between each of those currencies was a significant barrier to the city's growing economy. Eventually, the city's residents began using the Spanish dollar (i.e., the eight-real coin or the piece of eight) as Malifaux's default currency.

When the Guild returned to Malifaux City a century later, they had a much more elegant solution to the problem of multiple currencies. The Mercantile Commission created its own currency, the Guild scrip, and mandated that every store and shop within the city accept the scrip as legal tender.

Every new resident arriving in Malifaux was greeted by members of the Mercantile Commission who offered to exchange their money for the Guild's scrip, often at favorable rates. Nearly everyone accepted, and before too long, investors back on Earth saw the steady rise of the Guild's currency as a good investment. Scrip began to change hands on both sides of the Breach, and now it stands poised to become a global currency.

Much of the scrip's success, as it turns out, is the result of constant currency manipulation on behalf of the Mercantile Commission. Its economists frequently purchase the currencies of other Earth nations, driving up the worth of scrip even as the Guild offers increasingly worse exchange rates to Malifaux's newest arrivals.

## THE OFFICE OF THE VICEROY

The Office of the Viceroy manages Breachtown, formerly Santa Fe, and the surrounding area. Though the scope of the Viceroy's influence is much less than that of other Guild departments, the security of the Breach is of tantamount importance to the Guild.

The Viceroy commands one of the Guild's armies, which is ostensibly stationed at the Breach to ward off any attack that might come from the natives of Malifaux. In practice, the army functions more as a deterrent to other nations, ensuring that any attempts they might make to seize the Breach would end in failure (or at the very least, a great deal of bloodshed).

The immediate area around Breachtown is populated by dozens of training camps. It is here that new Guild soldiers are trained in marksmanship, physical fitness, weapon maintenance, first aid, and basic survival techniques.

While the army stationed around the Breach is intended to act as a deterrent, necessity has reduced these highly trained soldiers to cargo inspectors, immigration officers, and constabulary forces. Each train that passes through the Breach must be checked for contraband, a time-consuming and never-ending process that has made the trained soldiers of the garrison army somewhat bitter about their decidedly non-military assignments.

Despite the Guild's intentions, smuggling contraband (or people) into or out of Malifaux is not especially difficult. Most of the trains that return from Malifaux have at least one car that has been packed with Soulstones, and its protection is of the utmost priority to the Guild. Any sort of suspected threat results in soldiers being transferred from immigration to guard duty. The resulting lack of manpower all but forces the soldiers tasked with immigration to rush their inspections, lest a delay disrupt the Guild's precise timetables.

If enough people are waiting for a train that is about to depart, the soldiers will often simply wave everyone through the checkpoint without inspection, under the assumption that anyone intending to cause trouble will just get picked up by Guild employees on the other side of the Breach.

## THE OFFICE OF THE GOVERNOR-GENERAL

The Office of the Governor-General is one of the more unique branches of the Guild. The Governor-General is tasked with maintaining order in the entirety of Malifaux, a task which has historically been quite difficult. Any sort of problem in Malifaux seems to cause a reduction in the Guild's Soulstone exports, which is, ultimately, the only reason the Guild cares about Malifaux at all.

The heightened magic of Malifaux is capable of turning just about any disgruntled convict or rabble-rouser into a dangerous mage, and those mages can cause a great deal of trouble for the Guild. Governor-General Kitchener used his authority to create a number of Special Divisions that have been tasked with hunting down and eliminating these rogue spellcasters, with varying degrees of success.

Ultimately, the Guild's greatest problem in Malifaux is corruption. The Guild Guard is prone to taking bribes and abusing the populace, and the various Special Divisions have all been corrupted by their individual duties. The Witch Hunters have essentially become a coven of powerful spellcasters, the Death Marshals employ necromancy to hunt down and capture other necromancers, and the Ortega family - the most prominent Nephilim Hunters - are dogged by rumors concerning their improper relations with the various creatures they have been tasked with hunting.

Despite numerous power struggles between dangerous factions, the predations of Malifaux's native Neverborn, and a soaring mortality rate, the Guild likes to pretend that the situation in Malifaux is under control. The news that filters through the Breach minimizes the threats lurking in Malifaux's shadows and instead focuses upon drawing new settlers and workers through the Breach with enticing homesteading programs and the promise of a fresh start in a new world.

It's only after a settler arrives in Malifaux, often having spent the majority of their personal savings to get there, that they realize just how dangerous of a world they have entered.



## THE GUILD IN MALIFAUX

When people in Malifaux refer to "the Guild," they are often speaking about the Office of the Governor-General. Even for most of the Guild's employees in Malifaux, the difference is largely academic. The Office of the Governor-General influences nearly every aspect of life in Malifaux City in one way or another, and its long reach also extends to most of the region's Contract Towns and satellite settlements.

At the top of this pyramid of tyrannical misery perches the final Guild authority this side of the Breach, the Governor-General. Only two men have held the position since the reopening of the Breach, and both have changed the landscape of the world in significant ways.

### GOVERNOR-GENERAL KITCHENER

Herbert Kitchener joined the British army as a young man and advanced quickly through its ranks. He was originally assigned to the Royal Engineers, but after distinguishing himself during a survey of western Palestine, the Guild snapped him up and transferred him to a military assignment in Egypt.

Kitchener pushed himself hard, increasing in ability after each new promotion. He was a rising star in the Guild, and his victories at the Battle of Ferkeh and the Battle of Hafir against the Sudanese people earned him worldwide fame and a promotion to the rank of major-general. He was widely disliked by his fellow officers for his cold personality and ruthless leadership, but those same qualities were seen as virtues by his superiors.

When the Breach reopened in 1897, Kitchener was promoted to the newly created position of Governor-General to manage all of the Guild's operations Breachside. Shortly after his arrival in Malifaux, however, Kitchener began to develop magical powers that allowed him to seize control of the minds of others. He became obsessed with furthering his own ambitions and went so far as to allow one of the Neverborn to masquerade as his second-in-command in order to learn more of the creature's arcane knowledge.

Lucius Mattheson's influence over Kitchener was corruptive, but it was the death of Kitchener's son, Francis, that truly pushed him over the edge. The Governor-General had arranged for a small unit of Guild guardsmen to assassinate his son's prostitute lover, but they bungled the operation, shooting him while allowing her to escape.

Kitchener fell into a spiral of obsession, one that Mattheson was all too happy to feed. He sought to become a Tyrant, one of the most powerful beings in existence, but he was undone by the Ten Thunders, who learned of his plans and disrupted his final ritual, causing his essence to merge with another Tyrant. They transformed into the ghostly figure that now haunts the skies above Earth: the Burning Man.

### GOVERNOR-GENERAL MARLOW

Franco Marlow is an experienced and highly skilled mage who was invited to join the Minerva Council after his former instructor retired from the position. Though involved in many of the Guild's doomed attempts to reopen the closed Breach, Marlow was primarily tasked with the elimination of rogue spellcasters, specifically Spanish necromancers, French diabolists, and Three Kingdoms mist-callers.

The sudden disappearance and presumed death of Herbert Kitchener created a power vacuum within the Guild's hierarchy. The Minerva Council had been concerned with the increasing corruption of the Office of the Governor-General for a few years, and nobody trusted one of Kitchener's subordinates in a position of leadership. Multiple candidates were proposed and lobbied for by their respective supporters, but in the end, Marlow was named as the new Governor-General.

Unlike the others vying for the job, the position was a notable step downward in power for the old mage. The mage faction of the Minerva Council wanted more control over the day-to-day operations of Malifaux, and Marlow sacrificed much in order to make it happen. He's not especially pleased about his new station and often comes across as blunt and brusque, but his curmudgeonly nature is tempered by a willingness to work with his enemies if doing so will ultimately serve the Guild's agenda.

## A FRAGILE TYRANNY

In Malifaux, the Guild rules over humanity with an iron fist, presenting itself as the only thing standing between civilization and the horrors of an unknown world. Everything that passes through the Breach - whether people, food, supplies, firearms, or luxury goods - is subject to an import fee, and many of the largest and most successful businesses are either owned by or affiliated with the Guild.

Despite numerous challenges to its power - the political rivalry of the M&SU, the terrorism of the Arcanists, the economic losses caused by the smuggling of the Ten Thunders, and the moral depravities of the Resurrectionists - the Guild has managed to maintain control of Malifaux City and the Breach. It has been a constant struggle every step of the way, and the Guild has shed a great deal of blood over the past decade to remain in power.

The Office of the Governor-General subscribes to two separate doctrines that have allowed the Guild to flourish on the other side of the Breach. The first is to always control the flow of information. The Department of Public Relations has ensured that the people of Malifaux generally view the Guild as either a benevolent organization or a harsh dictator, and both views have proven effective in keeping the majority of the city's population in line.

The second doctrine is simply a repurposing of the Guild's philosophy of shock and awe. Whenever a threat to the Guild's power arises, the organization responds with overwhelming force, creating the perception that it is far larger and more powerful than it actually is. Through the careful maneuvering and redeployment of troops and the revision of unpleasant facts into more favorable half-truths and lies, the Guild has managed to retain its precarious position as Malifaux's ruler.

## THE SPECIAL DIVISIONS

Initially, the Office of the Governor-General consisted of little more than the Governor-General's personal retinue and advisors and the soldiers of the Malifaux Resettlement Corps. As the Guild seized control of Malifaux City and its occupation gradually turned into rulership, the Resettlement Corps was turned into the Guild Guard, shifting them from a military unit into a constabulary force.

As the years passed and new enemies and threats arose, the Governor-General created new departments assigned with specialized tasks and elite task forces designed to deal with specific enemies. In time, these various strike forces became known as the Guild's Special Divisions (save for the Guild Guard, which is often referred to within the Guild as "the least special division").

Each Special Division operates independently and has been given a great deal of freedom with regards to how it accomplishes its goals. Arguments and disagreements between Special Divisions are relatively common, especially when the Guild Guard becomes involved.

While the Special Divisions technically have the power to commandeer guardsmen as needed, doing so without going through the chain of command tends to result in "misunderstood" orders and a great deal of passive-aggressive retribution if it happens repeatedly. Annoyed guardsmen have been known to shoot "feral" pets, take loved ones into "protective custody," and to "accidentally" shoot people in the back in the middle of a chaotic battle.

Despite these arguments, for the most part, the different Special Divisions tend to work together relatively well. They each know their own strengths and weaknesses, so it's not uncommon for one Special Division to consult with another if they encounter something beyond their experience.

On occasion, Guild officers will pull members from various Special Divisions together to form temporary strike teams, often with the explicit goal of catching a known fugitive or investigating a mysterious phenomenon.



## THE GUILD GUARD

While the Guild's primary interest in Malifaux lies in the gathering of Soulstones, the stability of Malifaux City is integral to the organization's continued control of the Breach. As the city shifted from a military outpost to a thriving frontier town and later to a bustling city, policing the population became increasingly necessary.

To satisfy this need, the Guild Guard was created from the Malifaux Resettlement Corps. At first glance, this arrangement made sense: the city had been reclaimed without any resistance, and the Resettlement Corps was holding defensive positions in a city that wasn't under siege.

Unfortunately, the Resettlement Corps was made up of veteran soldiers who had been recruited based upon their service history and combat experience. Very few of them appreciated being transformed into constables, and even fewer of them appreciated the drop in pay that came with such a transition. Many of the new guardsmen quit within the first week, simultaneously depriving the Guild of the brunt of its armed forces in Malifaux and flooding the streets of the city with highly trained mercenaries.

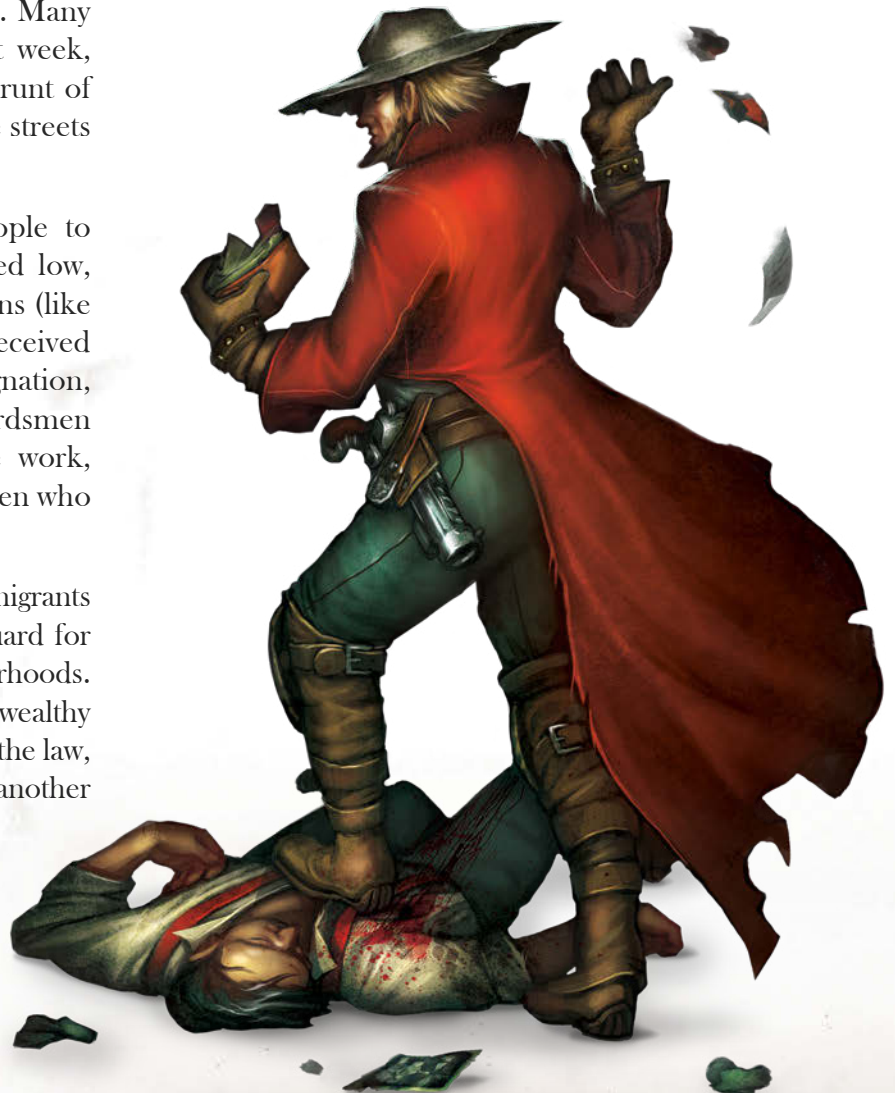
The Guild scrambled to hire enough people to fill the vacancies, but their salaries remained low, even as the "more important" Special Divisions (like the Death Marshals and Witch Hunters) received increased funding. Out of resentment, resignation, and pragmatism, many of the remaining guardsmen began to line their pockets with freelance work, often right alongside the same men and women who had completely abandoned the Guild.

Concerned with their safety, the wealthier immigrants to Malifaux began to pay members of the Guard for increased attention and patrols in their neighborhoods. When those same wealthy immigrants (now wealthy citizens) found themselves on the other end of the law, all it took to make their problems go away was another handful of scrip.

This corruption has only deepened in the years since, and today, bribery and extortion are commonplace among the members of the Guild Guard.

If there's a robbery or a murder, Guild guardsmen are often the first responders (sometimes because they are the ones who committed the crime in the first place). The amount of effort that goes into solving any particular crime tends to vary depending upon where it takes place and the importance of the people involved, and it's not uncommon for guardsmen to solicit bribes while interviewing a victim or their family.

The Guard is also responsible for patrolling the sewers, the city walls, and the barricades that separate the inhabited parts of the city from the Quarantine Zone. Due to the danger of these patrols (especially in the sewers and along the southern and western stretches of the city walls), these assignments are typically handed out as punishments for those who have either botched other investigations or made trouble for their superiors.



## RECRUITMENT AND TRAINING

Unlike many of the Special Divisions, the Guild Guard accepts applications from just about anyone who comes in off the street. Since the Division tends to bleed manpower at a fairly regular rate, the Guard is always hiring.

Potential recruits are given a brief test to weed out the worst applicants, and a certain level of physical well-being is necessary for further consideration: while many guardsmen become overweight and out of shape while on the job, most of them were trim and athletic when hired. Applicants with obvious anti-Guild sentiment are turned away at the door.

After the interview, the applicants have a brief meeting with a Guard sergeant to explain the parameters of the job, such as how beats are to be walked, the amount of pay being offered, and how much of a "training fee" they are expected to pay to their partners during their first year of employment.

Provided that an applicant is comfortable with the job as explained to them, they are given weapons and a uniform and sent out on patrol with a more experienced guardsman. It is not uncommon for an applicant who presents herself to the Guild Enclave in the morning to end up walking a beat by that evening.

The bulk of the new recruit's training is handled by their partner, who describes the neighborhood to which the recruit has been assigned, revealing which areas are problems, which of the area's residents can be trusted, and which residents are surely up to no good. This is often where a new guardsman gets their first taste of corruption: the members of the Guild Guard are uncomfortable with the idea of a guardsman who isn't at least somewhat corrupt, so new recruits are frequently placed in compromising situations where they must choose between their integrity and a wad of Guild scrip.

Recruits who refuse to accept protection money or "rewards" for finding stolen items are generally seen as liabilities by their more corrupt brethren. These unfortunate souls often end up being reassigned to desk jobs or transferred to the barricades of the Quarantine Zone.

## OPERATING PROCEDURES

Though it is a constabulary force, the Guild Guard still exists to serve the needs of the Guild. Guardsmen are paid by the Guild for their service, and in return, they are expected to help silence any dissent against the Guild that they might come across.

This mandate takes precedence over any sort of justice or truth that guardsmen might uncover over the course of an investigation. If a Guild employee is discovered to have committed a crime, the Guard is generally expected to sweep the incident under the rug. The means by which this is handled generally depends upon the employee's rank and the severity of the crime in question.

If the employee is low rank and the crime isn't all that serious, investigating guardsmen will likely just attempt to solicit a bribe to keep the matter quiet. If the employee pays up, then the guardsman just doesn't investigate the crime. As the crime becomes more serious, the cost of the bribe increases, as it may involve disposing of evidence or silencing witnesses.

Of course, this only applies to employees of low rank. If a Guild employee is of significant importance and influence, most guardsmen skip the bribe entirely and just make the crime (and any witnesses) go away, reasoning (quite correctly) that it's probably not in their best interest to get involved in an extended investigation of such crimes.

The Guild Guard doesn't have any guidelines outlining the use of force, and as a result, most guardsmen see violence as an acceptable means of resolving a situation involving "unlawful" citizens. This is a broad category that ranges from being a shabby-looking juvenile with no adults in sight to simply disrespecting a guardsman. This violence rarely escalates to lethal force, but beatings with fists or batons are not uncommon.

The response also varies depending upon a guardsman's location. In Downtown, for instance, outright violence is frowned upon, but in the Southern Slums, beatings are seen as proactive: suspicious victims are, in the minds of the guardsmen who patrol the region, probably on their way to commit a crime anyway.



Occasionally, members of the Guild Guard are called upon to support the other Special Divisions. Most of the time, this support is less about the special knowledge and skills of the Guard and more about raw manpower: the Witch Hunters or Death Marshals might need help setting up roadblocks to hem in a fugitive, or the Department of Public Relations might need some muscle to assist it in raiding an underground newspaper office.

It's not uncommon for the Special Divisions to request the assistance of specific guardsmen who have worked alongside them in the past, which is something of a mixed blessing. On the one hand, the guardsmen in question become very well-versed in the Special Division's unique protocols and operating methods and are of much greater worth in the field. On the other hand, working alongside a Special Division too often can sometimes be seen as trying to angle one's way into a promotion out of the Guard, which tends to annoy those guardsmen who aren't tapped for such service.

In addition to patrolling the city, the Guard is also responsible for staffing the Guild Gaol and the Malifaux Sanitarium. While this originally meant nothing more than guarding the inmates that had been tossed into their cells and forgotten about, the high rate of psychotic episodes in Malifaux has forced the Guild to seek a solution to the spiraling madness that seems to envelop so many of the city's residents.

The Guild's solution was to hire a handful of alienists (psychologists) to study the maladies of the patients and devise effective treatments. While the efforts of these psychological scientists have yet to make much progress, they have no shortage of patients upon which to practice their crude and often bloody experiments.

These "guardsmen" are only members of the Guild Guard for the sake of the Guild's accountants: having the asylum managed by a single Special Division makes for an easier calculation of payroll, expenses, and funding.

## CONSTRUCT SUPPORT

The Guild Guard makes frequent use of construct support, often with the assistance of one or more members of the Amalgamation Office. These constructs usually accompany larger patrols of guardsmen through the more dangerous parts of the slums and sewers, but in times of great civil unrest, smaller patrols might find themselves paired up with a Guardian or Riotbreaker for increased protection.

Similarly, if a fugitive is proving difficult to track down, the Guard will frequently employ Watcher and Hunter constructs to track them through the city and beyond its walls. If the fugitive is particularly dangerous - as with Arcanists or Resurrectionists - then the Guard might even arrange for the assistance of a mighty Peacekeeper.

By far the most common constructs used by the Guild Guard are the Wardens. These bulky constructs serve as the primary enforcers in the Guild Gaol and the Malifaux Sanitarium. With restraint claws that can be fired into a crowd to grab crazed prisoners and metal fists that can beat the defiance out of the most violent convicts, these merciless machines are favorites of the Guard.

Where the Wardens are popular, the Plague Pickers are loathed by the Guild's guardsmen. Getting assigned to accompany one of these hulking constructs into the Quarantine Zone is usually a punishment. It's not just that any sort of foray into the Quarantine Zone is dangerous: the Plague Pickers were designed to safely collect and dispose of corpses, and they accomplish this by impaling any corpses they find upon the steel spikes that adorn their turtle-like backs.

Though efficient, Plague Pickers have two major design flaws that make working alongside them both stressful and incredibly unpleasant. For one, they lack the means to properly remove the corpses once they have been impaled, a gruesome task that must be performed by the accompanying guardsmen once the construct has returned to the Enclave. Secondly, if a guardsman becomes wounded or covered in gore, a Plague Picker might mistake them for a corpse, much to the guardsman's (often fatal) surprise.



## THE OFFICES OF THE GUILD GUARD

The offices of the Guild Guard take up the majority of the Guild Enclave's central building. High-ranking officers and their personal staff have their own offices, while mid-ranking guardsmen are forced to make due with a simple desk in the "bullpen," a large, open work area. Lower-ranking members of the Guard are even more constricted, having only a single locker to hold their personal belongings.

The bullpen itself is usually quite busy as guardsmen come and go, carrying reports from one desk to another as they confer and deliberate amongst themselves. Patrol schedules and job assignments are hammered out in this cauldron of activity and scribbled on the massive chalkboard that dominates one wall. Assignments change and shift with regularity; it's not uncommon for a guardsman to arrive at work to find that she's been moved to a different patrol, shifted to a desk assignment, or even moved to a different shift entirely.

If there's a single word to describe the personal offices of the Guard's ranking officers, it's "cluttered." An overwhelming amount of paperwork is generated by the Guild Guard every day, and most of it ends up on the desks of various secretaries and personal assistants. It's incredibly easy for a single report or requisition assignment to get lost amidst this paper blizzard, so most guardsmen have taken to filling out multiple copies of each form as a precaution, which only makes the overall problem worse.

This general disorganization only serves to encourage the corruption that has taken root within the Guild Guard. Reports can be "lost" every day without drawing suspicion, and if details need to be changed, a guardsman can always claim that they were simply filling out a second copy after the first went missing and that they must have "misremembered" the details of the original report.

## DIVISION HEAD: COLONEL DASHEL BARKER

Through a combination of hard work and uncompromising loyalty to the Guild, Colonel Dashel Barker worked his way up through the ranks of the Guild Guard to become what he is today. Or at least, that's the official story behind his string of promotions. In truth, he was promoted because he was a useful tool to Lucius Mattheson: he was willing to get his hands dirty and knew how to not only keep his own mouth shut but also how to encourage the silence of those under his command.

Since rising to the position of Division Head, Dashel has found himself under heavy pressure from Governor-General Marlow to "clean up" the Guild Guard. Dashel has made a good show of it, but his profanity-laden shouting has only caused the underhanded activity of the Guard to move out of the spotlight and into the shadows.

As far as Dashel is concerned, that's as good as things are probably going to get. He would much rather focus his attention upon the protection of the city and the increased safety of the men and women under his command... even if it means that they shoot first and ask questions later.



## THE WITCH HUNTERS

The longer a person remains in Malifaux, the more likely they are to manifest magical powers. When the convicts working in the Guild's Soulstone mines began teleporting out of their work camps and throwing fireballs at their guards, the Governor-General realized that these manifestations posed a significant threat to the Guild's control of Malifaux.

To address the issue, he created the Witch Hunters and placed them under the command of Sonnia Criid, a headstrong woman who had already had a great deal of success in unraveling the city's arcane mysteries. Criid was given near unlimited power and the ability to run her Division in whatever manner she chose: Governor-General Kitchener only cared about results.

By the end of the year, the Witch Hunters had become the most hated of the Guild's Special Divisions, a dubious honor that they retain to this day. Criid was ruthless in the execution of her duties, and she exploited the Guild's vague definition of unlawful magic to strike out at its political opponents, regardless of their magical capabilities.

In truth, very little has changed since those early days. The Witch Hunters are still the boogymen of Malifaux, snatching people from their jobs or invading their homes in the middle of the night. Those seized by the Witch Hunters have no legal recourse to protest their capture: there is no trial, no judge, and no appeal. Some detractors have accused the Witch Hunters of being the Guild's "secret police," a claim which even Guild supporters have trouble denying.

Despite this sinister reputation, the Witch Hunters are quite effective at blunting the efforts of the Arcanists and other rogue spellcasters. Freedom from any sort of due process or oversight allows the Witch Hunters to react quickly and decisively to emerging situations, and their diverse knowledge of strange magics and weird relics is a valuable resource for the other Divisions.

## RECRUITMENT AND TRAINING

Joining the Witch Hunters is typically handled in one of two ways, depending upon whether or not the applicant is interested in a field position. Candidates who are seeking a typical office position are interviewed by an assessor who goes over the applicant's credentials and history. If the applicant seems suitable for the position, they must then submit to a second round of questions with a different assessor, this time while under a magical compulsion to tell the truth.

Few applicants are aware of this second interview before it is already in progress.

Those who do well in both interviews are given introductory positions and are magically monitored while on and off the clock, often for months at a time. If anything stands out as running counter to the questions the recruit answered in their interview, or if the recruit is discovered to have any questionable acquaintances, the Witch Hunters launch a formal investigation... which often results in the recruit's sudden termination and mysterious disappearance. If nothing stands out as unusual, however, the surveillance is eventually shifted to other targets and the new recruit is accepted as a trustworthy member of the Division.

This process is similar for applicants who desire a field position but with a few more steps. If the applicant has any sort of magical talent, they are asked to demonstrate it, with fatal consequences if they use a Magical Theory that is considered unlawful by the Guild. Magical talent isn't strictly necessary to be a member of the Witch Hunters, but applicants who lack spellcasting abilities must be particularly impressive in other areas to make up for the loss.

Criid leaves the training of new field agents to senior members, rarely bothering with the process herself. The regime involves combat training, with a clear focus upon two-handed melee weapons, as well as magical instruction appropriate to the recruit's talents. The Witch Hunters favor fire magic as a general rule, but they also understand the value of diversity and have an expansive library of Grimoires containing just about every Magia and Immuto known to mankind.



## OPERATING PROCEDURES

The majority of a Witch Hunter's work is investigative in nature. A network of spies, snitches, and concerned citizens remain vigilant for anything out of the usual, which is reported to Witch Hunter investigators. Each incident is fully investigated, though in times of great volume that task is sometimes handed off to the Guild Guard.

Sometimes, a reported incident is nothing more than a misunderstanding, but more often than not, magic is involved in one capacity or another. If the perpetrator follows one of the legal Magical Theories and did not actually break the law, they are simply warned against causing such disturbances in the future. Those who draw upon less legitimate sources of magic - or those who flee at the sight of the Witch Hunters - are deemed threats and are ruthlessly hunted down and captured.

The most common time for a person to manifest new powers is when they first arrive in Malifaux. For this reason, a unit of Witch Hunters is always assigned to Malifaux Station to watch new arrivals and arrest anyone who seems to be acting suspiciously. This is often the first time that a new arrival sees the Witch Hunters and their hooded Witchlings, and the Guild uses it as a warning: this is your fate, they say, if you consort with illegal spellcasters.

If an agent discovers someone who has manifested magical powers for the first time, the agent is required to assess the situation and act as appropriate. If the new mage is willing to learn the Thalarian Doctrine and seems loyal to the Guild, they can be brought in for training and added to the Division's watch list. Guild employees who develop magical powers might even be transferred to the Witch Hunters so that their new powers can be properly utilized by their employees.

Should a new mage be deemed a possible risk, they are brought to the Guild Enclave under the pretense of filling out some routine paperwork before being released. After being escorted into a specially warded room intended to dampen magical power, though, the mage is arrested and punished.

In any case, any arcane items discovered over the course of the investigation are either confiscated and turned over to Criid or, in the case of items that are too large to be easily transported, guarded until a senior Witch Hunter can arrive to investigate further.

When hunting a rogue mage, the Witch Hunters generally try to surprise their quarry in unexpected places, such as ambushing them at work or invading their home in the middle of the night. This not only increases the odds of catching the potential mage in a vulnerable position but also allows the Witch Hunters to station agents and Witchlings at every entrance save one, which controls which direction a fleeing mage will run. This flight takes them right into a prepared ambush, allowing the Witch Hunters to take the mage down quickly and with as little collateral damage as possible.

If a mage evades this ambush, the Division uses its Witchlings like hunting dogs to track and engage the fleeing mage. Should the target escape, the Witch Hunters fall back upon the resources available to them and attempt to either draw the mage out of hiding or discern their hiding place. Some common tactics involve the surveillance of the mage's workplace and known associates, magical divination, and the arrest and public hanging of loved one. If none of these tactics proves successful, the Division resigns itself to posting a large bounty and waiting for a lead.

Standard operating procedure requires that Witch Hunters attempt to capture their quarry alive if possible. Unfortunately, some mages, such as those with the ability to teleport or control minds, are simply too dangerous to transport in any reasonable way and are often executed on the spot. Even if a mage possesses more conventional powers, they might still be fatally injured in battles with the Division's Witchlings, which explode into searing fireballs when killed.

In the event that a mage is captured, they are stripped of any mechanical limbs, weapons, and odd items they might possess. Captured necromancers are turned over to the Death Marshals, while practitioners of other types of magic are taken to the Guild Enclave for punishment.



## WITCHLINGS

Captured mages and spellcasters with either powerful abilities or willful personalities are handed over to Sonnia Criid. Sonnia leads these doomed souls deep into the earth beneath the Witch Hunter offices to the specially prepared chamber that she calls the Yellow Crypt.

Once secured, Criid engulfs the mage in roaring flame, horribly burning her captive as their magical power is turned back in on itself. Their body and soul are both scorched, leaving the mage an empty, charred husk without humanity, memories, or the slightest shred of magical power.

The ashen form left behind in the wake of the mage's immolation is called a Witchling Stalker. Criid turns these Witchlings over to her Witchling Handlers, who are tasked with taking the broken creature she created and coaxing together just enough of its former personality to serve the Guild's wishes. Using a mixture of lies, half-truths, and Guild maxims, the Witchling Handlers use elements of the Witchling's former life to turn it into a loyal and obedient warrior with about as much capacity for independent thought as a well-trained dog.

A portion of the fire that burned away a Witchling's soul remains within them, smoldering like dim coals. With training, the Witchling learns to draw upon this flame to cloak their blades and bullets with magical fire. As a final twist of either cruelty or blunt pragmatism, Criid entwines these smoldering flames with the Witchling's life force, ensuring that its death will trigger a searing explosion that horribly burns anyone standing nearby.

In the rare event that the Witch Hunters capture a particularly powerful spellcaster, Criid takes her time burning away their soul, shaping them in the same way that a potter might sculpt a pot. After the mage's mind has burned away, she channels their magical power into their bodies, repurposing it into raw muscle.

The resulting creations are called Witchling Thralls. These near-mindless creatures are fonts of magical power and brute strength, and once they've been properly broken, the Witch Hunters treat them as living, magical artillery.

## SANCTIONED SPELLCASTERS

Not every spellcaster is powerful enough to survive the transformation into a Witchling. The majority of the mages captured by the Witch Hunters instead become Sanctioned Spellcasters.

Standard procedure dictates that any captured mage be fitted with a control collar at the earliest opportunity. These mechanical devices fit around a spellcaster's neck and allow the person holding the key to control the wearer's magic. They're also equipped with explosive devices that ensure the wearer's compliance (or, failing that, their swift and very messy death).

If the spellcaster is executed or turned into a Witchling (or more rarely, released), the Control Collar is removed, allowing it to be reused on other spellcasters. If the Witch Hunters decide to keep the mage, however, the collar is welded shut and the mage becomes one of the Guild's Sanctioned Spellcasters.

From that point onward, the mage's life belongs to the Guild. While they are allowed to return to their lives, they have a strict schedule to which they must adhere, and any sort of deviation or tardiness is just cause to detonate the collar (and with it, the mage's head). The person holding the control collar's key can command the Sanctioned Spellcaster to cast spells or manifested powers, but any attempt to do so without an order also causes the collar to detonate.

The Witch Hunters manage all of the Sanctioned Spellcasters under the Guild's control. They're primarily used as semi-sacrificial spellcasters and are frequently "loaned out" to guardsmen in need of a bit of magical support. When necessary, the Witch Hunters will force their captives to attune themselves to specific Grimoires, ensuring that the Sanctioned Spellcaster has the appropriate tools for whatever dangerous mission they are about to attempt.

The Sanctioned Spellcasters themselves are, obviously, less than enthusiastic about this arrangement. Some of them seek to sabotage their masters in whatever small ways they are able, but the fear of instant death ensures that most stay in line and blindly follow whatever orders they are given.

## THE OFFICES OF THE WITCH HUNTERS

The offices of the Witch Hunters can be found in the buildings on the northwestern side of the Guild Enclave. They encompass three separate buildings, each of which is linked to the subterranean prisons that are used to hold the Guild's captive spellcasters. Few people spend much time in these specially warded cells, save for when Sonnia Criid has left the city for an extended period of time.

A single tunnel connects the prison to the Yellow Crypt, the special chamber that Sonnia uses to transform rogue mages into obedient Witchlings. Nobody is allowed to enter the Yellow Crypt without Sonnia's permission, and the few who have tried (including more than a couple of curious Guild employees) have been utterly incinerated by the burning wards that protect it. Sonnia Criid is not a woman who easily parts with her secrets.

Above the prison, the offices are more mundane and normal. Each senior Witch Hunter has an office, from which they manage the agents under their direct command. Depending upon their capabilities, a team might be assigned to hunt down rogue mages, investigate arcane items, catalog seized Grimoires, or enchant the runed blades used by field teams.

Entire buildings are devoted to housing Sonnia Criid's personal library and artifact collections. These recent additions were made as a concession to Criid's steadily growing collection of confiscated magical lore, simply on the assumption that keeping the extensive collection on Guild property increases the likelihood of Criid's continued loyalty.

The largest of the Witch Hunter buildings is a squat stone construction that is often mistaken for the Guild Gaol. This flame-warded structure serves as a barracks for the Division's Witchlings, who can often be seen training in the adjoining courtyard. Most of the Witchling Handlers assigned to managing these damaged wretches also have rooms in the barracks, ensuring they are present should there be a problem with one of their charges in the middle of the night.

## DIVISION HEAD: SONNIA CRIID

Much of what the Witch Hunters are is a direct result of Sonnia Criid's leadership. She is a manipulative and ruthless woman who, like the Arcanists she hunts, is dedicated to the advancement of arcane knowledge and magical power... provided that it all ends up in her own hands. Whenever a rogue spellcaster is captured or defeated, their Grimoires and enchanted items pass first into Sonnia's hands and then, some time later, into the hands of the Guild.

During the Event of 1902, Sonnia was possessed by the Tyrant Cherufe. Its fathomless power boosted her pryomantic skills to absurd levels, and even after the Tyrant's apparent death and her long recovery from its fiery death throes, she remains one of the most dangerous spellcasters in all of Malifaux (and, arguably, all of Earth as well).





## THE DEATH MARSHALS

In 1898, a particularly brave necromancer attacked Governor-General Kitchener and his staff. The arrival of a patrol of Guild guardsmen was the only thing that saved the Governor-General from being killed and reanimated as a mindless zombie. The Governor-General's staff was not quite so fortunate, and their animated corpses escaped with the necromancer.

After recovering from the attack, Kitchener made a public aethervox speech condemning the actions of the "Resurrectionists," as he called them, and announcing the creation of a new Special Division: the Death Marshals. Since that day, the Death Marshals have fought against the Resurrectionists and their undead minions at every turn.

In the years since their creation, the long dusters, wide-brimmed hats, and heavy pine boxes carried by the Death Marshals have almost become a uniform unto themselves. Functionally, the heavy clothing serves to shield the faces of the Death Marshals from view: nearly all of them have been corrupted by the malignant necromantic energies they employ.

The longer a Death Marshal serves, the more their flesh withers and their organs rot, until eventually, they have the appearance of a walking corpse. Even those rare few Death Marshals who are immune to this creeping corruption tend to adopt the uniform of the others, if only out of solidarity for their less fortunate peers.

Some of the oldest Death Marshals have been so infused with necromantic energy that they have actually become undead themselves. These veterans continue to work for the Guild despite their "condition," and the other Death Marshals do their part to ensure that the Guild as a whole does not realize just how corrupted their peers have become.

## RECRUITMENT AND TRAINING

The Death Marshals tend to recruit new members from outside the ranks of the Guild. They focus upon those who have lost loved ones to the predations of the undead, reasoning that those unfortunate souls have anger and rage that the Death Marshals can hone into a potent weapon. This recruitment method also ensures that the Death Marshals tend to be one of the least corrupt Special Divisions, as most of its members are there for vengeance, rather than personal compensation.

A few Death Marshals have transferred in from other Special Divisions, but they are only begrudgingly accepted, at least until they prove their dedication to the cause. Lady Justice personally meets with each of these new recruits, and those that she deems to be "morally pliable" are often relegated to desk jobs where they cannot be corrupted by the dark magics the Death Marshals employ on a daily basis.

Because Death Marshals study a great deal of necromantic lore, the Guild considers rogue Death Marshals to be a serious threat. To forestall this danger, each new Death Marshal is required to leave a drop of their blood with Lady Justice, ensuring that they can be hunted down if they become corrupted. Given the hatred that most Death Marshals feel toward the Resurrectionists, few of them object to this precaution, reasoning that they would rather be dead than see themselves become a monster.





Once a new recruit has given their blood to the cause, they may choose to receive preliminary training. This initial training primarily consists of physical fitness drills, martial instruction, and marksmanship practice. Recruits who already have some level of martial prowess (such as those with military backgrounds or those who have transferred into the Death Marshals from other Guild divisions) are allowed to bypass this step upon request.

Next comes a trial by fire. The recruit is placed in a fight against a variable number of undead creatures retrieved from the Quarantine Zone. Often, a new recruit is pitted against a handful of Mindless Zombies or a few Canine Remains, but particularly experienced candidates may be tasked with defeating a more powerful undead creature. Generally speaking, if the Death Marshals administering the trial are annoyed with a particular recruit, the odds of having to fight an especially dangerous undead threat increase in proportion to their annoyance.

During the fight, the recruit is given no assistance from the watching Death Marshals, and death is a very real possibility. The undead show no mercy in a "real" fight, the Death Marshals reason, so pretending otherwise would do a disservice to the recruit. Those who survive will know the fear of being outnumbered and surrounded by zombies without any chance of rescue, and having known and overcome that fear, the new recruit will be ready when they inevitably find themselves in a similar situation.

If the trial is passed, the recruit's training begins in earnest. They are flung into a three-week conditioning regime consisting of constant drilling and advanced melee and marksmanship training, all of which are administered by the Judge, Lady Justice's second in command. As the recruit becomes more accustomed to the brutal pace set by the Judge, they are taught their first snippets of necromantic lore, allowing them to avoid fatigue and heal their wounds by consuming the corpses of fallen undead.

When the recruit finishes their training, they are often exhausted, both mentally and physically. As they rest and recover, senior Death Marshals visit to congratulate the recruit and welcome them into the fold.

There is no ceremony to mark the passage of a recruit into a full Death Marshal. Once they have recovered from their training, they are simply issued a Peacebringer pistol and given an assignment, often at the side of a more experienced Death Marshal. The path walked by the Death Marshals is a difficult one, and while Lady Justice and the Judge appreciate their service, the new recruit's commitment to a path of corruption and sorrow is not something they care to celebrate.

Nevertheless, it's considered a custom for a Death Marshal's peers to take them out drinking the first time they kill an undead or Resurrectionist "in the wild." The leaders of the Death Marshals might be stoic and aloof, but the rank and file tend to treat their situation with a morbid sense of humor, often cracking jokes or making bad puns to lighten the otherwise oppressive mood that tends to hang over the Death Marshal compound.



## OPERATING PROCEDURES

A great deal of the Death Marshals' time is spent on preventative measures.

Because most Resurrectionists use animated corpses in their sinister plots, the Death Marshals have enacted a number of laws that regulate the disposal of dead bodies. As a result, citizens only have twelve hours following the discovery of a corpse to report it to a Guild official. Those who are suspected of waiting longer are considered Resurrectionists, even if they lack any capacity for necromantic magic.

The Death Marshals also license and inspect the city's cemeteries and crematoriums to ensure they have not come under the influence of a Resurrectionist or become a haven for the undead. The Division's attempts to enact strict laws against the burial of the dead (as opposed to cremation) have thus far been largely ineffective, primarily due to pushback from the majority of Malifaux's residents (and a number of Guild employees).

As a compromise, the Death Marshals employ the services of "bag men" who dig up recently buried corpses, sever their heads, and then incinerate those heads. In a nod toward the various religious beliefs of the citizens, the Death Marshals then return to each grave and scatter the ashes atop them, ensuring that the dead are still buried "whole."

When they receive reports of undead or a Resurrectionist, a team of Death Marshals is dispatched to investigate. If the rumors prove accurate, the unit tracks any necromancers and undead back to their lair and deal with the issue in a very violent manner. Death Marshal combat doctrine favors attacking the leader of an enemy force in an attempt to disrupt its leadership capabilities, as most undead become disorganized and confused when the necromancer commanding them is removed from the picture.

Because Resurrectionists are annoying good at returning from beyond death, the Death Marshals prefer to trap them inside enchanted coffins that imprison the necromancer in an extradimensional space. The Resurrectionist can then be interrogated or buried forever, depending upon the situation.

## GUILD MARSHALS

While everyone who works for the Death Marshals are technically Death Marshals themselves, this naming convention has led to no end of confusion among members of other Divisions. To compensate for this, the Division's support staff are referred to as Guild Marshals within the ranks of the Guild.

The majority of these Guild Marshals are quartermasters, accountants, secretaries, and recruiters. The accountants and quartermasters are perhaps the most important of these individuals, second only to recruiters, for they keep stock of their Division's ammunition reserves and track the plots in which captured necromancers have been buried, ensuring that they can be quickly retrieved if further interrogation becomes necessary.

The most illustrious member of the Guild Marshal support staff is the Jury. The Jury and her subordinates handle informational logistics for the Death Marshals. This broad category encompasses both the secretaries that organize case files and track Resurrectionist movements and the interrogators that extract information from captured Resurrectionists.

The Death Marshals also manage the morgue, which is in turn managed by the Guild's Head Coroner. Until recently, the Head Coroner was Douglas McMourning, an eccentric genius whose inability to manage even the simplest of paperwork was a constant thorn in the Guild's side. It was only after McMourning was revealed to be a Resurrectionist that all of his "eccentricities" were revealed for what they were: the symptoms of a deranged mind. McMourning and his assistants fled in the chaos of a greater Resurrectionist attack, leaving the offices of the morgue in shambles.

McMourning's replacement, Mark Walkenhurst, has been doing his best to bring some semblance of sanity to the morgue, but the legacy of McMourning's corruption and betrayal looms large over the position, forcing him to contend with far greater scrutiny than his predecessor. Random inspections are common, and new procedures require that every autopsy be performed in the presence of an armed Death Marshal.

## THE OFFICES OF THE DEATH MARSHALS

The Death Marshal compound is located in a large, gothic building near the eastern side of the Guild Enclave. Its offices encompass three entire floors, plus the morgue and its various subterranean storage vaults. The offices themselves are stark and dour, with little in the way of personality to differentiate one from another.

Because of their physical corruption, which often manifests in sunken features, pale skin, and patches of missing hair, most Death Marshals prefer to arrive at the Guild Enclave in uniform, rather than change at work. As a result, the changing rooms that are present in most other Divisions have been converted into office space.

Adjoining the offices of the Death Marshals is an interior garden roughly the size of a quarter block. This garden can only be accessed via the Death Marshal offices. It serves as a convenient place for marksmanship training and marching drills, but its true purpose is buried six feet underground.

Necromancers and powerful undead that have been captured in the timeless void of a Death Marshal's enchanted coffin are buried in this garden, effectively imprisoning them forever. This ensures that such dangerous enemies cannot return from beyond death to harass the people of Malifaux and keep them close at hand for future interrogation or study.

## DIVISION HEAD: LADY JUSTICE

The woman who now calls herself Lady Justice is among the few Death Marshals who seem to be immune to the malignant effects of the necromantic magic they wield. The source of her purity is unknown, but there are rumors that she was once a necromancer herself, before whatever tragedy that claimed her eyes also gave her a new perspective on life.

Finding the truth is all but impossible: as part of her price for joining the Guild, all records of her past were destroyed by Governor-General Kitchener, leaving only her sobriquet to describe her.

Lady Justice is stoic and precise; she prefers to let her decisive actions speak in place of her words. When pressed into conversation, she is intelligent and thoughtful, with an unfaltering sense of morality and ethics. This moral righteousness, in such sharp contrast to the wretched nature of her opponents, has served to make Lady Justice one of the most beloved members of the Guild in all of Malifaux. Her image adorns countless recruiting and propaganda posters across the city, and stories of her exploits frequent the headlines of the *Malifaux Daily Record*.

Her employees respect and admire her, and her enemies fear her attention. To Lady Justice, that is a sign that she is finally walking the correct path.





## THE DEPARTMENT OF PUBLIC RELATIONS

The task set before the Department of Public Relations is twofold: improve the Guild's image within Malifaux and keep the true state of affairs in Malifaux from being known on Earth. These two maxims have shaped the Department of Public Relations since its inception, transforming it into the vortex of spin-doctoring, censorship, and outright lies that it is today.

Of all the Special Divisions, the Department of Public Relations is the only one that is not deployed in any sort of militaristic or peacekeeping fashion. Its agents are reporters, photographers, aethercasters, and actors, many of whom have never fired the pistols they keep safely tucked into their pockets or purses. The battles waged by the Department of Public Relations are fought with truth and lies rather than swords and bullets.

The Department manages the only two legal newspapers in Malifaux City, the *Malifaux Daily Record* and the *Malifaux Tattler*. Despite the *Tattler*'s attempts to appear independent, both papers are little more than propaganda machines intended to spread the Guild's version of reality across Malifaux. Any other news-printing operations within Malifaux are, by default, illegal, though that does not stop them from sprouting up like weeds. Finding and destroying these independent newspapers is a constant source of annoyance for the Department's agents.

In addition to its newspapers, the Department of Public Relations operates the Guild's aethervox transmitters. There are a total of three different Guild "channels," all of which play live music interspersed with news reports, fictional stories, and important announcements. Other channels tend to be primarily static, but they are sometimes co-opted by the "free vox" propaganda of independent aethercasters.

Needless to say, the Department is not too keen about having to share the aetherwaves with others. If a rogue aethercaster is discovered, they are ruthlessly hunted down and arrested, and their equipment is confiscated or destroyed.

## RECRUITMENT AND TRAINING

Most of the Department's employees have at least some previous experience in either journalism or theater. Applicants who wish to work for either of the Department's newspapers are simply allowed to apply at that newspaper's offices; the editors-in-chief of each respective paper have a great deal of leeway in whom they hire and how they run their newspaper, provided that they do not deviate from the Guild's agenda.

Both newspapers require an applicant to have some experience in their prospective position, whether that might be writing, typesetting, photography, or printing. At the *Daily Record*, the training is relatively standard and covers an introduction to the newspaper's style manual, an explanation of how the typesetting process works, and a general outline of the newspaper's deadline and operating procedures.

In contrast to this, the training period at the *Tattler* generally consists of its editor-in-chief, Nellie Cochrane, either shoving a handful of notes into a reporter's waiting arms before shoving them out into the street to "find the story" or giving the recruit a long tour of her office before they are told to get to work. There is little in the way of guidelines or training, other than a general insistence that everyone's work should be "superbulous."

The Department's aethervox office handles hiring and training in a manner similar to the *Daily Record*. Technical workers are expected to have some knowledge of how to work an aethervox transmitter, but full training is still provided to ensure that the recruit learns the proper way to operate the machinery.

Prospective performers are treated more like freelancers than full employees. They must audition for the job and are initially paid by the performance. If a performer proves to be consistently reliable and is well received by the public, the Department often brings them on as a full-time employee and heavily promotes their performances.

While the Department's focus is definitely upon its various news divisions, it has not neglected other methods of "correcting" public opinion. Since its first days, the Department has relied upon flyers to spread (mis)information to the people of Malifaux. Posters depicting the noble figure of Lady Justice are plastered all across the city, each one warning citizens to report corpses to the nearest guardsman.

Other posters command the city's residents to report any suspicious events to the Witch Hunters. Originally, these posters depicted Sonnia Criid's image, but after a great deal of vandalism, the Department phased those posters out in favor of simple text warnings on white paper.

Mixed in with these posters and flyers are various bounty notices, which are issued by the other Special Divisions and posted by the Department of Public Relations. This is easy enough within Malifaux City, but updating the wanted flyers posted in the surrounding satellite settlements consumes a great deal of the Department's manpower every month.

## OPERATING PROCEDURES

The Department of Public Relations tends to be more compartmentalized than the other Special Divisions. The *Malifaux Daily Record* and the *Malifaux Tattler*, for example, have little contact with the other aspects of the Department, save for regular meetings that their editors-in-chief have with the Division Head, Leonardo Benneton, to discuss which stories they are expected to run and what slant to put on them.

For the most part, the newspapers operate in typical fashion. Reporters are expected to investigate the stories given to them and to write their articles with a decidedly pro-Guild spin. Photographers accompany reporters as they cover events or perform interviews, though a few are tasked with taking "scenic" photographs such as inspiring pictures of the city or shots of interesting locations that are relevant to one story or another. Technicians operate the printing presses to ensure that the morning's paper is printed on time, and then it is handed off to a network of poorly paid hawkers for sale on the street.

Occasionally, reporters will be asked to accompany the members of another Special Division on an assignment. In these circumstances, it is the reporter's duty to document everything that happens (often with the help of a photographer) and write a story that emphasizes the bravery and duty of the Guild's employees while minimizing or justifying any atrocities or abuses they might commit. More than one scandal has been nipped in the bud by diligent Guild reporters working through the night to push the "true" version of events out to the public before the M&SU had time to print their account of what happened.

Other times, reporters are asked to write "puff" pieces that have little substance and are only intended to make a person or company (often one with close Guild ties or deep pocketbooks) look good to the citizenry. The *Tattler* sometimes subverts this process by using the suggestion that a reporter is writing a puff piece to interview a person or tour a facility, only to spin around and publish a scathing critique of the subject matter.





The Department keeps a far tighter leash on its aethercasters. Each news item and advertisement is carefully prepared by Department agents, and a senior staff member is always on hand to monitor every broadcast to prevent any sort of seditious or scandalous material from being transmitted over the aetherwaves.

In the event that a performer or radio announcer goes "off script," each aethervox transmitter is equipped with a five second delay and a kill switch, ensuring that the broadcast can be stopped in time to prevent an embarrassing mistake. If things escalate, the guardsmen assigned to protect the aethercasting equipment have their own kill switches (i.e., pistols).

Whenever an unlawful newspaper or aethervox transmitter is discovered, the Department sends one of its Investigation Teams to deal with the situation. These teams tend to be comprised of ruthless, thuggish individuals, all of whom are skilled at avoiding drawing too much attention to themselves.

"Dealing with" a newspaper means destroying the printing press and burning every remaining copy of the paper (sometimes alongside its authors). In the rare event that a fire gets out of control, the Department tends to spin the story as the work of the Arcanists, who, due to their clandestine nature, cannot properly defend themselves from these false charges.

Tracking down rogue aethervox transmitters is more difficult, as broadcasts do not have physical circulation routes. By using signal detectors - bulky, awkward machines that are usually mounted on leather back harnesses - agents can track the strength of an aethervox transmission to its source. As with a printing press, the physical machine is then either confiscated or destroyed.

If an aethercaster is captured alive, the Department will sometimes allow them to live, provided that they continue broadcasting their program under direct Guild supervision (effectively house arrest). These "independent" broadcasters are usually executed in a few weeks, after they've served their purpose, but during their reprieve, they can be very influential in turning their audience toward the Guild's way of thinking.

## **PUBLIC EVENTS**

Since Leonardo Benmeton assumed control of the Department of Public Relations, the Guild has made it a point to host a number of public events intended to soften its image and improve morale (at least among the residents of Downtown).

The Department typically hosts one celebration per season. Originally, these took place on Valentine's Day, Christmas, and Halloween, with an additional summer festival dubbed "Guild Day," but the Halloween celebrations have since been canceled due to a great many people being killed by a pumpkin monster on each of the past three Halloweens.

During these celebrations, the Guild decorates Juno Square, a wide-open plaza in the Downtown district. There's plenty of free food served to the revelers, around half of whom tend to be either Guild personnel or members of their immediate family. Guardsmen do their best to keep the most "unpresentable" elements of the city out of the square, but otherwise, residents of the various slum districts are allowed to mingle with the wealthy and elite.

To discourage any sort of attack, the Department works alongside the Guild Guard to ensure that snipers are placed on lookout on the roofs of nearby buildings. While the presence of these sharpshooters does cast a somewhat intimidating light over the festivities, most of the guests appreciate being able to relax and enjoy themselves, even if only for a single night.

Outside of these large events, the Department hosts a number of smaller events throughout the year. Some of these are relatively mundane, such as the "Neverborn Awareness Program" that arranges for Neverborn Hunters to visit the various classrooms across the city to warn young children about the dangers of Neverborn and imaginary friends. Others are more scholastic in nature, such as public lectures at the Malifaux Museum of Natural History or public tours of Duer's Library.



## THE OFFICES OF PUBLIC RELATIONS

The Department of Public Relations is scattered across Downtown. Its central offices are nestled along the western edges of the Guild Enclave and contain the buildings that hold the Department's offices and records. From these spacious offices and meeting rooms, the Department tracks the various illegal newspapers and aethervox broadcasts that have been discovered within the city and coordinates its plans to remove them.

The walls of these offices are covered in posters, many of them hand-drawn prototypes for advertising or propaganda campaigns that never got off the ground. While a few are interesting and catchy to the eye, the majority are either garish, confusing, or dominated by forced puns.

The Division Head, Leonardo Benneton, believes that displaying these posters serves as a reminder about what sort of message the Guild doesn't want to send, which in turn saves his authors and printers from making the same mistakes over and over again.

Neither the *Malifaux Daily Record* nor the *Malifaux Tattler* are located within the Guild Enclave. Originally, the *Daily Record* was intended to be seen as a separate entity from the Guild proper, so its offices were set up in the southern Industrial Zone. Years of one-sided stories and multiple Guild raids on its competitors have ruined any claims the paper might have made toward independence and neutrality, however, and now it is seen as little more than a Guild mouthpiece.

The *Malifaux Tattler* was created to serve as a counterpoint to the *Daily Record*, a favorable paper pretending to be competition, but the excesses of its editor-in-chief and its hard stance against Union politics have started to erode away its guise of objectivity. Its offices are located in southern Downtown, in a large building that was converted over from one of the Guild's warehouses.

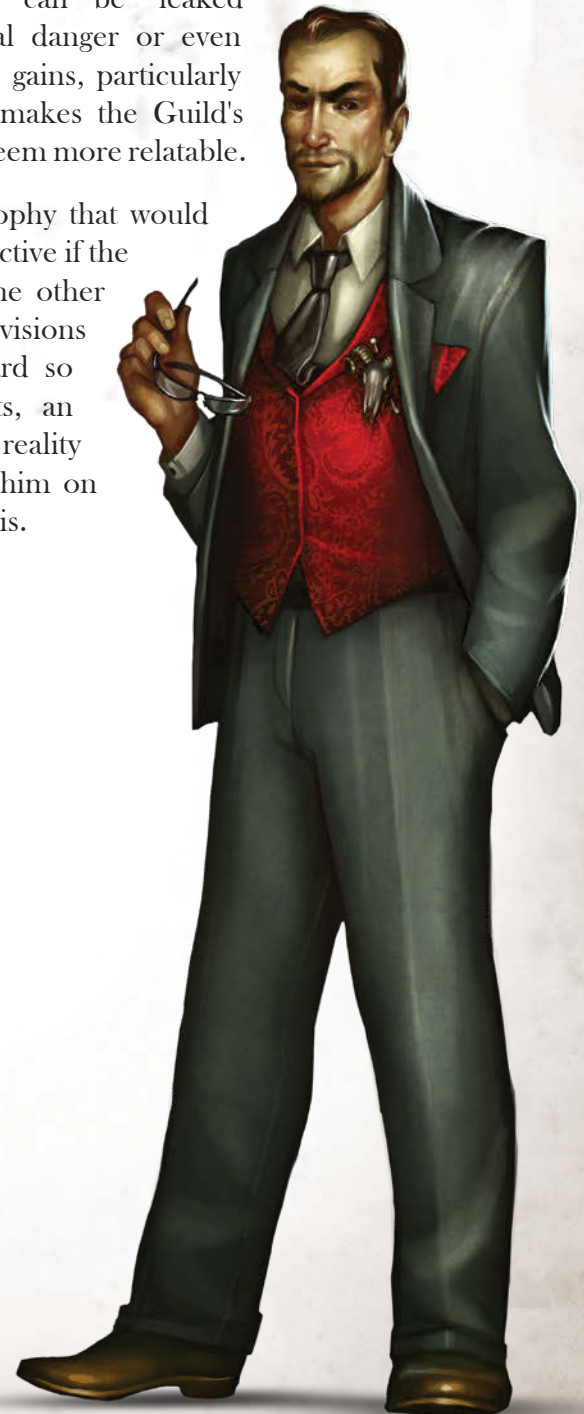
The Guild's aethercasting station is located to the west of the Enclave, amidst one of the district's most affluent neighborhoods. The relatively unobtrusive building is soundproofed, internally fortified, and protected by a detachment of undercover Guild guardsmen at all times.

## DIVISION HEAD: LEONARDO BENNETON

Leonardo Benneton has been the head of the Department of Public Relations for the past six years, since his predecessor succumbed to the Piper's Plague. The Guild snatched him up from N.W. Ayer & Son, a prominent New York advertising company.

While his predecessor focused upon covering up information, Benneton prefers to replace and spin it. A hidden scandal, he believes, will inevitably come out and cause trouble, but a scandal that is manipulated can be "leaked" with minimal danger or even with positive gains, particularly if doing so makes the Guild's employees seem more relatable.

It's a philosophy that would be more effective if the leaders of the other Special Divisions did not hoard so many secrets, an unfortunate reality that annoys him on a regular basis.



## THE ELITE DIVISION

For most people, the Elite Division is nothing more than a rumor. To them, it exists as an idea, a personification of all the Guild's worst traits rolled up into a mysterious conspiracy with vague motivations and sinister goals. Among the M&SU and the Ten Thunders, it is a boogeyman, a secret cadre of elite Guild agents whose motivations are too obscure to properly counter or control.

To the upper echelons of the Guild, however, the Elite Division is an uncomfortable reality. Though originally intended to manage the Guild's judiciary assets in Malifaux (the cadre of judges, circuit judges, and lawyers that the Guild employs to regulate law) the Elite Division has quickly expanded to encompass internal affairs, human resources, surveillance, assassinations, various "black operations," and more, all while masking its influence through a variety of seemingly innocuous departments and offices.

The mastermind behind this shadowy octopus of sinister intent is Lucius Mattheson, the Governor's Secretary. In exchange for helping Governor-General Kitchener gain the power that would eventually lead to his catastrophic demise, Mattheson received a prestigious but relatively unimportant position in the Guild's hierarchy. He then used that position to spin a web of influence, blackmail, and favors that eventually coalesced into the Elite Division.

The Elite Division tends to meddle in the affairs of the other Special Divisions, and as such, it is not uncommon to find one of their spies working alongside the Guild Guard or one of their spellcasters providing assistance to the Witch Hunters. These agents tend to keep their exact loyalties a secret, showing up with complicated paperwork ordering the other Division to give them access to their people and other resources.

Mixed in with the assassins, spies, and other specialists of the Elite Division are a handful of Neverborn dopplegangers. These devious shapeshifters are loyal to Mattheson alone and are frequently used to frame troublesome enemies and any allies that investigate the Elite Division too closely.

## RECRUITMENT AND TRAINING

Because the Elite Division encompasses a number of different departments (many of them quite secretly), there are a variety of ways that an applicant might find themselves employed by the Division.

The most common route of entry is through the justice system. Lawyers who wish to practice in Malifaux must pass a bar exam, and portions of that exam are designed to test for ruthlessness, competency, and an inclination toward keeping secrets. If a lawyer meets those qualifications, they are brought to Mattheson's office and offered a lucrative contract with the Guild.

Nestled in the fine print of that contract is a clause giving sole ownership of the lawyer's soul to Mattheson. Though he plays the clause off as nothing more than archaic Guild terminology, the clause is quite binding and does exactly what it says: if the lawyer signs it, control of their soul passes into Lucius' hands, damning the lawyer to a lifetime of subservience. Those who refuse to sign the contract are never seen again.





Unlike the Guild's lawyers, who are technically independent contractors, the organization's judges are full employees. Not every judge is a member of the Elite Division, as Mattheson finds it convenient to keep a few "honest" judges in place, but the majority of those who serve in the city are on the Elite Division's payroll. Most of these judges were brought over from Earth and were simply transferred into the Elite Division when Mattheson took control of the judiciary forces.

The Elite Division also recruits from the ranks of the Guild Guard. For many years, Dashed Barker was a member of the Elite Division, and with Barker's rise to the head of the Guild Guard, a very intentional move on Mattheson's part, the Elite Division's influence over the rank and file guardsmen has increased considerably.

Guardsmen who show impressive competence in the field are sometimes transferred to Internal Affairs, the office that investigates allegations of law-breaking and professional misconduct by Guild employees. Though technically a branch of the Guild Guard, the Internal Affairs office is effectively part of the Elite Division, which uses it as a means of keeping tabs on the rest of the Guild's employees in Malifaux.

Other guardsmen are brought on to serve the Elite Division in a more official capacity. In exchange for promotions and increased salaries, these individuals ensure that any potential threats to the Guild or the Elite Division (such as eye witnesses or confiscated evidence) go missing.

Perhaps the least common method of gaining employment with the Elite Division is to be hand-picked by Mattheson or one of the Division's other members. Prospective candidates must have demonstrated one or more useful skills or manifested powers, such as expert marksmanship, an innate ability to teleport or manipulate memories, or similarly impressive abilities. The candidate is monitored for weeks and, if deemed acceptable, approached with an offer of employment.

Regardless of how a newcomer joins the Elite Division, each recruit undergoes a personalized training and conditioning regime. Most recruits are already quite skilled in their area of expertise, so this training focuses primarily upon technique refinement. Recruits also receive extensive stealth, espionage, and counter-espionage training to ensure that they do not give up the Division's secrets to its enemies.

Woven into all this training is a truly insidious amount of conditioning. Hypnotic suggestions reinforce the recruit's loyalty while psychotropic drugs slipped into their meals focus their attention. For the majority of recruits, this conditioning results in a powerful drive to complete their mission and near unbreakable loyalty to the Elite Division.

A recruit's first few assignments tend to be relatively straightforward to get them acclimated to the job, after which they are tossed into a proverbial sinkhole of moral quandaries. Those who manage to complete these missions without incident are earmarked for promotion, while those who struggle with their assignments or fail to finish their mission are either relegated to menial labor and logistical positions or flagged for assassination.

Once an agent has been promoted and proven their loyalty to the Division, they are sent on an assignment that involves working alongside one or more Neverborn. The exact details of this assignment vary greatly according to the Division's needs but might involve helping a doppelganger frame an important politician, smuggling fresh meat out of the city to a pack of waiting Nephilim, or something equally dangerous.

Success at this mission - which includes keeping quiet and not asking too many questions of one's superiors - finally earns the agent the trust of the Elite Division... or at least, as much trust as the Elite Division gives anyone.



## OPERATING PROCEDURES

Above all else, the members of the Elite Division are expected to operate covertly. While not expressly forbidden from mentioning the Elite Division to others, those who put the Division's secrecy in jeopardy quickly fall out of favor with Mattheson and other agents. If pressed too far, this breach of secrecy can lead to an agent being framed, blackmailed, extorted, assassinated, or worse.

More often than not, agents feign membership in one or more other Special Divisions, with the Guild Guard being a perennial favorite. The Division reinforces this falsehood with forged personnel files, all of which are designed to make the agent appear as nondescript and uninteresting as possible.

The Division assigns missions to its agents as the need arises. An agent might go for weeks without an assignment, or they might end up working the same case for months at a time. While on a mission, agents are given a great deal of leeway as to how they accomplish their objective. This freedom is balanced out by hefty punishments for failure, which range from a reduction in pay to outright termination (in every sense of the word).

When not actively working a mission, agents are expected to monitor their fellow Guild employees and make regular reports to their superiors. This monitoring focuses on weaknesses and exploitable assets, providing the Elite Division with future leverage should it need that employee to do something questionable, amoral, or very illegal.

Things function a bit differently in the Division's judiciary branch, where lawyers and judges are generally allowed to go about their daily business without too much interference. Lawyers and judges are allowed to accept bribes and kickbacks without any sort of regulation or investigation, provided that it is all done quietly. When the Elite Division has a request, however - the acquittal or conviction of a particular defendant, for example - these agents are expected to deliver it without incident.

## NEVERBORN DETECTION

Although the number of Neverborn infiltrating the Guild at any given time is relatively low, they have a significant impact upon Guild policy. Shortly after the Elite Division's founding, one of Mattheson's doppelgangers was caught in the act of impersonating a high-ranking Guild official.

The captured doppelganger was killed before it could reveal any details of its plot, but the incident alerted to the Guild to the threat posed by Neverborn shapeshifters. The Guild immediately set to work trying to come up with ways to root out the shapeshifters in its midst, such as a rotating series of passwords, magical interrogation, and prototype machines designed to detect lies by measuring breathing rates and blood pressure.

Though marginally effective as tools for rooting out suspected doppelgangers, all of these methods ended up being labor intensive, time consuming, or unreliable. The Guild needed a passive method of detecting shapechangers in its midst, and Lucius Mattheson stepped forward to answer its call. The protocols that he established (such as carving magical wards into the door frames of the Enclave and adding special spices that were poisonous to Neverborn to the food of the mess hall) didn't actually do anything to detect or deter the Neverborn, but the Elite Division staged a number of "detections" to give the illusion of effectiveness. Satisfied that it was protected, the Guild turned its attention elsewhere and the "discovered" doppelgangers returned to the job wearing new faces.

Despite being an incredible inconvenience at the time, the detection protocols have proven to be an effective tool for manipulating the Guild. Whenever the attention of the Governor-General or another high-ranking Guild bureaucrat starts to shift toward the Elite Division, its agents simply stage a "doppelganger scare" to divert that attention somewhere else, sometimes to the very bureaucrat who is causing them problems.

## THE OFFICES OF THE ELITE DIVISION

As one might expect given its clandestine nature, the Elite Division does not possess any physical offices. Instead, its agents operate as parasites, utilizing the offices of the other Divisions as necessary. Ironically, much of the Elite Division's resources are siphoned away from the Neverborn Hunters, whose representatives in Malifaux City tend to be distracted, uncaring, and poor at managing paperwork.

Despite this, there are still places where the Elite Division holds power. The most significant is the city's courthouse, the halls of which are filled with Mattheson's lawyers and judges. Members of the Division's judiciary branch obviously meet to discuss cases and share information in the chambers of its judges, but once the business day has ended, the empty courtrooms also occasionally host other clandestine and secret meetings.

Also of note are the Internal Affairs offices in the Guild Enclave. Most guardsmen avoid having anything to do with Internal Affairs, and the fact that so many morally questionable employees are routinely dragged down to I.A. for "questioning" doesn't seem at all out of place. If anything, it's just a sign that the department of Internal Affairs is taking its job seriously.

In a way, the only real estate officially occupied by the Elite Division is the offices of Lucius Mattheson. In addition to a spacious office in the Guild Enclave and another in the Governor's mansion, Mattheson possesses a handful of other offices scattered through the city. Few people are aware of the location of more than one of these secondary offices, and nobody other than Lucius and his personal scribe know how to find all of them.

Mattheson takes great care in decorating his offices, each of which is intended to convey a specific tone and mood. In the Guild Enclave, his office is sparse but functional, with only a few nods toward comfort. This is in sharp contrast to his office in the Governor's mansion, which is heavily furnished with soft carpeting, dim lightning, overstuffed chairs, and a large stone fireplace.

## DIVISION HEAD: LUCIUS MATTHESON

The head of the Elite Division is Lucius Gustavious FitzWilliam Mattheson, an accomplished lawyer and politician with a variety of impressive degrees from various universities and colleges back on Earth. Since he became the Governor's Secretary, Lucius has haunted the halls of the Governor's Mansion like a soft shadow, whispering in ears and pulling the strings of the Guild's Malifaux branch.

What nobody realizes is that Lucius Mattheson does not exist. He is a fictional persona that has been adopted by one of the Neverborn for his own, personal reasons. He has spent the past decade playing the forces of the Guild and the native Neverborn against one another to tip the scales back and forth, manipulating each situation in whatever way best serves his ultimate plan: to seize control of Malifaux, the Guild, and, eventually, Earth.





## THE AMALGAMATION OFFICE

Originally created to keep Charles Hoffman on the Guild's payroll, the Amalgamation Office has since grown into a proper special division. Its original task was to monitor and prevent acts of amalgamation, the illegal grafting of flesh to metal, but a majority of its resources now go to the care and maintenance of the Guild's suite of war constructs.

The agents of the Amalgamation Office track these constructs and their service appointments, upgrade their weapons and logic engines when necessary, and repair the machines when they limp back from battle.

The Amalgamation Office also handles a great deal of mundane tasks such as inspecting the workshops and factories of the cities to ensure that everyone is following the guidelines laid out by the Guild, namely that living parts cannot be used to augment machinery. The opposite, however, is perfectly legal, which sometimes causes difficulty for agents who encounter entities that are evenly split between living creature and automated machine.

Malifaux is a hotbed of mechanical creativity, and the Amalgamation office also performs the difficult task of administering the Guild's invention patents. Logically cataloging the baffling devices brought by aspiring inventors for inspection is a daunting task made even more difficult by the need to identify and confiscate any objects created through the use of illegal magic or recovered from ancient Neverborn ruins.

When necessary, the agents of the Amalgamation Office also consult with the other Special Divisions whenever they find strange machines that pose a potential danger to the city's well-being.

## RECRUITMENT AND TRAINING

While the Amalgamation Office is perfectly willing to recruit from within the Guild, the level of technical knowledge required for the job usually disqualifies such applicants before they have a chance to get started. As a result, most of the Amalgamation Office's employees have been pulled from the private sector.

Whether inventor, machinist, engineer, tinkerer, or interested laborer, each prospective recruit must complete a basic competency examination before advancing any further in the process. Any sort of basic knowledge about machines and the terminology involved in their creation and operation is usually enough to answer the questions (e.g., What is a boiler? What is torque?) in a satisfactory manner.

Recruits that pass this competency exam are taken to a workshop filled with mechanical parts, pointed toward a stack of schematics, and told to build a working prototype of one of the listed machines. They are given eight hours to do so, but many of the schematics included in the test detail machines that either require far more than the allotted time to complete or parts that are not present in the workshop. Realizing these facts early in the process and adapting one's plans to compensate for them is as much a part of the test as the actual construction of the machine.

Each prospective recruit is observed as they work, and the examiners take note of the recruit's technique, mood, speed, organizational skills, and other qualities. At specific intervals, the examiners will pester the recruit with questions or comments with the intent of judging their reaction to interruptions and negative feedback. Similarly, some of the available parts are specifically designed to fail in order to test a recruit's adaptability and resilience to adversity.

By all accounts, it is a grueling test that pushes many recruits to their limits, all within a carefully controlled and calculated environment.

In the end, though, building a working prototype isn't really the point of the trial (though succeeding certainly doesn't hurt a recruit's evaluation). If a recruit excelled in an area that the Amalgamation Office can use, it simply hires the recruit and slots them into the appropriate position, like a cog in a living machine.

In this way, recruits that are skilled at building machines get sent to the workshops, those with exceptional organization skills are assigned to positions as secretaries, and so on, until only the chaff is left behind. These unfortunate souls are given a full review of their failings before being turned away, though they are allowed to apply again in one year's time, provided they are still interested in the position.

In the eyes of Charles Hoffman, the Division's head, nobody is truly useless. Every person has their place, and every job is important to the whole. Just because someone hasn't yet achieved a level of skill that the Guild can use doesn't mean that they won't in the future.

New recruits undergo a training period of roughly two weeks, during which time two or three senior staff members show them the ins and outs of their particular position. A recruit always has multiple trainers, which helps to ensure that an individual mentor's quirks and habits are less likely to transfer to their student. This process also reduces the rate of systemic corruption within the Amalgamation Office, as there is always another set of eyes present during the training period.

At the end of this training period, a recruit is promoted to a full member of the Amalgamation Office. There is little in the way of celebration or congratulations, but Charles Hoffman still commemorates the moment by giving the employee an expertly timed pocket watch that has been engraved with the ram's head symbol of the Guild, each of which he builds himself. The members of the Amalgamation Office tend to take very good care of these watches and often wear them as badges of their employment.

Twice each year, each employee of the Amalgamation Office is required to undergo a one-week period of cross-training in another position. These training periods are staggered so that no more than two or three employees are cross-training at any given time, which keeps any disruption caused by their absence in their normal position to a minimum.

The intent of these cross-training sessions is to help each of the Division's employees better understand the tasks and responsibilities of their coworkers, which, in theory, helps the Amalgamation Office function in a more efficient manner. Unfortunately, the cross-training program also results in a constant drip-feed of errors that must be caught by other employees before they can become more serious issues.

As a result, there is a faint undercurrent of annoyance with the cross-training program, but Hoffman is convinced that, with enough time, his employees will adjust to the changes and come to realize its merits.





## OPERATING PROCEDURES

For the most part, the activities of the Amalgamation Office adhere to a set schedule. The patent office is open from 8 am to 5 pm every day, each of the city's factories and workshops are inspected according to a set schedule, and the Guild's battle constructs are phased out for repairs and upgrades in regular intervals.

When it becomes necessary for the Amalgamation Office to investigate a possible amalgamation, the operation is meticulously planned out and discussed among all participating members to ensure that they all understand the plan and its various contingencies.

Though efficient, this carefully regulated scheduling tends to fall apart when the other Divisions become involved. Requests for mechanical reinforcements or consultations concerning strange new machines ripple through the Amalgamation Office like a stone in a pond, causing expanding waves of disruption until the schedules are rebalanced to take the disruption into account.

Most of the time, these disruptions are relatively minor: a construct remained in the field longer than anticipated or a particularly complicated machine required days to document and resulted in a long backlog of work for the patent office. Other times, one of the Guild's battle constructs will achieve a dim level of sentience and attempt to flee from its masters or the machinery that stabilizes the Breach will make an odd sound, requiring everyone in the Amalgamation Office to drop whatever they are doing in order to give the problem at hand their full attention.

Those sorts of disruptions tend to result in the old schedules just being completely torn up and tossed out to make room for a new schedule. For the most part, this isn't too much of a problem for the agents of the Amalgamation Office, who have simply started treating their schedules and timetables more as guidelines than restrictions.

## GUILD CONSTRUCTS

A large portion of the Amalgamation Office's duties involve the management of the Guild's various war constructs.

Combat-focused constructs can function alongside a patrol of untrained guardsmen without too much trouble, but Amalgamation agents are frequently brought in when more advanced functions, such as scouting or tracking, are required. If a construct is assigned to a unit on a more permanent basis (as is often the case with Guardians or Peacekeepers), it's not uncommon for the Amalgamation Office to simply offer training to the guardsmen accompanying it, ensuring that they can use the machine to its full efficiency even in the absence of an Amalgamation agent.

The nature of using Soulstones for power means that machines tend to develop personalities the longer they are in service, and each of these quirks is monitored and tracked in the Amalgamation Office's files. Constructs that prove to be too willful are stripped of their Soulstone and manually animated via magic for a few months to purify the machine of its lingering psychic imprints.



## THE AMALGAMATION OFFICES

The Amalgamation Office is located in the southeastern portion of the Guild Enclave's central building. It has expanded slowly since its inception, gradually absorbing the offices of the Guild Guard around it until it reached its current size.

This expansion continues to be a point of friendly rivalry between the two Divisions, and Amalgamation agents frequently joke that every time the Guard fails to solve a case, the Amalgamation Office gets to seize one of their offices for their own use. Guardsmen, in turn, tend to joke that every time one of the Guild's machines breaks down, they get to take an office back. In truth, the expansion has little to do with the success rates of either Division, but the running joke remains popular regardless.

The majority of the Amalgamation Office's space in the Guild Enclave is taken up by large filing cabinets. Charles Hoffman and a few other senior employees have their own small offices and workshops, as do those who work in the patent office and those who manage the Division's bookkeeping and accounting, but everyone other employee reports to an off-site satellite office. The majority of these satellite offices are located in the Industrial Zone, where their employees can more easily monitor and inspect the district's factories and workshops.

The largest satellite office can be found in Downtown, right beside the Guild's primary construct stables. Agents tasked with monitoring and repairing the Guild's constructs are often stationed here, as is anyone with a talent for magical animation. Because so much of this work involves coming into contact with the Guild's constructs and their Soulstone power sources, this office is under far more scrutiny than its peers. Random inspections are common, and excessively suspicious behavior is often cause for reassignment or even termination.

## DIVISION HEAD: CHARLES HOFFMAN

The head of the Amalgamation Office is Charles Hoffman, an inventor who, upon arriving in Malifaux, discovered that he could manipulate machinery with his mind. The entirety of the Amalgamation Office was literally created to make Hoffman a Guild asset, but in the years since, he has shaped and molded it into the Special Division everyone was pretending it was.

Hoffman is analytical and calculating, but never to the point of letting it impact his humanity. He only seems to become truly upset when conversation shifts to his brother, Ryle Hoffman, and as a consequence, it is one of the two topics that are truly considered to be taboo within the Division's offices.

The other is the rumor that Hoffman is somehow involved in the Arcanist movement. Those who push either topic too far are quick to find themselves unemployed and on the street.





## THE NEVERBORN HUNTERS

The Neverborn Hunters (or Nephilim Hunters, as they are often called) occupy a strange position in the hierarchy of the Guild. Though technically a Special Division, they exist outside of the Guild's chain of command. For instance, the head of the Neverborn Hunters, Perdita Ortega, possesses no official rank among the Guild but can still requisition troops and ammunition, receives assignments, and is paid from the Guild's coffers.

The Neverborn Hunters were the first of the Guild's Special Divisions, though they weren't called that at first. Faced with an increasing number of attacks upon the settlers who braved the desolate Badlands and the loggers who traveled into the Knotwoods, the Guild posted a generous bounty on every Neverborn corpse that was returned to them.

Bounty hunters, mercenaries, and big game hunters all flocked to Malifaux to take advantage of this bounty. The Guild gave each of them a cheap shotgun and an even cheaper tin badge and sent them off into the wilderness with a firm handshake. Most perished on their first hunt, save for a teen girl named Perdita Ortega. Where others faltered, Perdita thrived, and soon she was earning a reputation for herself among humans and Neverborn alike.

With the money she earned from those first kills, Perdita purchased passage to Malifaux for the rest of her family. With each new Ortega, the family became progressively more capable and deadly, and the other Neverborn Hunters flocked to her side.

Realizing that a cult of personality was forming around the young woman, the Governor-General decided to make her the formal head of the Neverborn Hunters. The name Ortega has been synonymous with the Neverborn Hunters ever since.

In addition to tracking and killing Neverborn, the Neverborn Hunters also serve as a support network for the Guild's homesteaders in the Badlands. They deliver mail and supplies that were ordered from the Guild's catalogs, teach homesteaders how to trap food and dig wells, help mend fences, and otherwise help ignorant or overworked settlers adapt to life in a harsh and dangerous world.

## RECRUITMENT AND TRAINING

The Neverborn Hunters are one of the easiest of the Guild's Special Divisions to join, second perhaps only to the Guild Guard. A prospective hunter just needs to show up at Latigo, the Ortega family's fortified ranch, and ask to join up.

While it's possible for a prospective hunter to make their case to the Ortega family right away, most of the time, an applicant will first have to prove themselves to the other members of the Division, who are referred to as Pistoleros. The test is simple: a series of bottles or cans are lined up on a distant fence, and the would-be Neverborn Hunter has to shoot each of them down.

Those who fail are subjected to a great deal of laughter and mockery and are told to come back when they have better aim. Those who pass earn a few nods of approval and are taken to the *hacienda* to speak with the Ortegas.



Making one's case to the Ortegas is, in many ways, a trial in and of itself. The more active members of the family, Perdita and her brothers, are frequently out in the field with their cousin Nino, leaving the *finca* under the watchful eyes of their father and grandmother. The elder Ortegas must be approached in different manners, but no matter which one a prospective hunter ends up speaking with, difficulty ensues.

Abuela Ortega is somewhat hard of hearing and is prone to layering copious amounts of verbal abuse on those around her. She's a tough old woman despite being confined to a wheelchair, and anyone attempting to petition her for a position among the Neverborn Hunters must endure a withering barrage of criticism and frequent interruptions as they make their case to her.

In contrast, "Papa Loco" is much quieter, though that silence is tempered by a dangerous streak of insanity. He spends his days building explosives, and the Pistoleros are fond of (only half-jokingly) claiming that he can make a bomb out of just about anything. Earning Papa Loco's approval tends to play out like a combination of distracted job interview and bomb disposal assignment.

Once a prospective Hunter has earned the approval of one of the Ortegas, the rest of the Pistoleros see to their training. This includes a good deal of marksmanship practice, listening to stories about the various Neverborn the group has encountered, and basic ranch work, usually in roughly even proportion to one another. Recruits are expected to live at Latigo, though assignments which take a Neverborn Hunter away from the ranch for extended periods of time are not uncommon.

Once a recruit seems comfortable with their training, they are brought along on the next Nephilim hunt. Ideally, the recruit ends up in battle with nothing more dangerous than a handful of Terror Tots, allowing them to get a taste of fighting Nephilim while the senior Neverborn Hunters watch over them. If the hunt turns up larger Nephilim or other types of Neverborn, the recruit's first hunt ends up being a baptism by fire as the other Neverborn Hunters leap into the battle with full force.

## OPERATING PROCEDURES

Unlike the other Special Divisions, the Neverborn Hunters don't adhere to any specific operating procedures. Each different Neverborn creature they hunt raises its own questions that must be answered with courage, steel, and bullets. The mutable nature of their enemy demands flexibility, so any battle plan involving the Neverborn Hunters is, by its very nature, more of a guideline than anything else.

The most common enemy faced by the Neverborn Hunters is the Nephilim. The corrosive black blood of these violent creatures makes any sort of close confrontation with them exceedingly dangerous, and as a result, the Neverborn Hunters are primarily a ranged unit. Pistols and shotguns are more common than rifles, but there are still plenty of rifle-users among the Division's ranks.

Despite the emphasis on weapons and combat at Latigo, the first step of most hunts is gathering information. The Nephilim are just as intelligent as humans and are quite capable of setting traps and ambushes, a fact which many inexperienced hunters often forget. Reconnaissance is often a top priority in any sort of hunt to determine both the composition of the enemy and the layout of the terrain.

Once the area has been scouted, the leader of the hunt (who is often an Ortega) decides whether or not to proceed. If they decide to continue, the Neverborn Hunters utilize overwhelming firepower to eliminate every Neverborn in their path. There is no mercy given to noncombatants or the young, and anyone who would suggest otherwise is often transferred to Malifaux City to serve as a liaison with the rest of the Guild.

The only exception to this rule are Neverborn Hunters who have been corrupted by their enemies. Whether they were lost through mind-controlling magic or the corruptive influence of coming into contact with too much Black Blood, every effort is made to capture fallen Neverborn Hunters alive.

Family is family, after all.



## PISTOLEROS

The Neverborn Hunters are split into two distinct groups: members of the Ortega family and everyone else. The "everyone else" encompasses hundreds of gunfighters, cooks, trackers, ranch hands, teachers, housekeepers, gardeners, and tacticians. As a general catch-all term, these non-Ortegas are referred to as Pistoleros.

In Latigo's early days, each Pistolero was, first and foremost, a gunfighter. As the region became safer, more gunfighters started moving their families to Latigo, burgeoning its non-combative population. A minority of those who were rescued from frontier settlements that had come under Neverborn attack also settled in Latigo, adding their own talents and skills to the pool.

While there is no official difference between a Pistolero who accompanies the Ortegas on hunts and a Pistolero who tends to their cows, those who risk their lives to keep the others safe tend to get preferential treatment over their peers. That being said, transitioning from one position to another isn't especially difficult: every Pistolero receives at least some training in ranged combat, and those who become competent shots stand a good chance of being invited on a hunt.

## NEPHILIM HUNTER OFFICES

Most of the fieldwork performed by the Neverborn Hunters is managed by the Ortega family, who operate primarily out of Latigo. They coordinate hunts, evaluate intelligence, and report back to the fortified ranch, often without ever setting foot in Malifaux City.

Latigo is stockpiled with a ludicrous amount of ammunition, primarily as a result of the Ortega family inflating their reports the amount of ammunition they expend to increase their biweekly requisitions from the Guild. The Ortegas like to boast (well away from the ears of other Guild personnel) that they have more ammunition tucked away in Latigo than can be found in the entirety of Malifaux City.

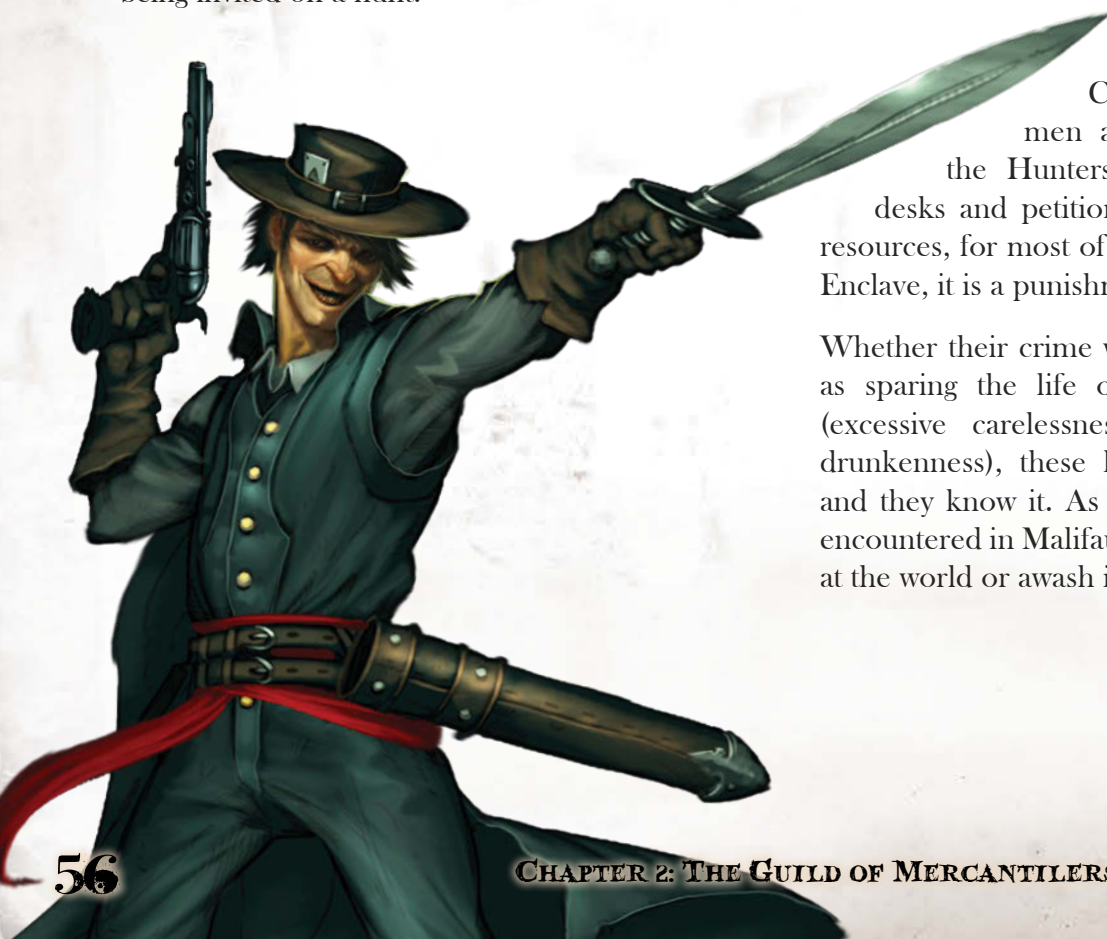
Though they have no lack of ammunition, Latigo is still not entirely self-sufficient. The Ortegas keep roughly one month's worth of fresh water and canned food in storage at all times (the ranch has been besieged by the Nephilim about half a dozen times over the past decade), but most of their fresh food is still supplied by the Guild.

Whether they are carrying food or ammunition, the train cars that bring these supplies south to Latigo are managed by a small contingent of

Neverborn Hunters who are stationed in Malifaux City. While some of these

men and women chose to serve the Hunters by pushing papers across desks and petitioning the Guild for increased resources, for most of those who work in the Guild Enclave, it is a punishment.

Whether their crime was one of compassion (such as sparing the life of a Neverborn), negligence (excessive carelessness), or addiction (frequent drunkenness), these hunters are being punished, and they know it. As a result, Neverborn Hunters encountered in Malifaux City tend to be either angry at the world or awash in their own misery.



The offices of the Neverborn Hunters can be found in the corner of the central complex of the Guild Enclave, nestled right beside those occupied by the Guild Guard. These rooms are small, cramped, and poorly labeled, and anyone lingering nearby is likely to hear a smattering of colorful curses emanating from behind their closed doors.

The only time that the general mood of these employees seems to improve is when the Guild requires the immediate assistance of the Neverborn Hunters. In these times of crisis, the castoff and forgotten hunters are able to strap on their dusty guns and prove to everyone that they're still cut out for field work. Sometimes, this actually works, and the Pistolero is given the option of returning to Latigo. Most of the time, though, the failings that got the Pistolero expelled from Latigo are the same failings that end up getting them killed.

The other Divisions have noticed this tendency of Neverborn Hunters to run off and fling themselves into the jaws of destruction, and as such, there is always some debate among the Guard as to whether or not reports of Neverborn attacks within the city limits should be reported to the Neverborn Hunters or handled by their department.

Ultimately, the decision tends to come down to just how well an individual Neverborn Hunter is liked: if a hunter is popular among the guardsmen, then the report is ascribed to "unknown parties" and shuffled around the office until everyone forgets about it. If the guardsmen dislike a hunter, however, they will march the report right into the hunter's office and play up the threat posed by the creature and how they need a "real hero" to save the city.

More often than not, the Neverborn Hunter in question will hurry off to investigate, often alone or with a handful of personal acquaintances. Ideally, the hunter succeeds on their mission, rids the world of a terrible threat, and gets recalled to Latigo, but if things go the other direction... well, the guardsmen typically don't shed many tears over the loss.

Needless to say, the turnover rate of Neverborn Hunters stationed at the Enclave is quite high.

## **DIVISION HEAD: PERDITA ORTEGA**

The head of the Neverborn Hunters is Perdita Ortega. Her reputation as a skilled gunfighter precedes her, as do the rumors that she is capable of firing bullets around corners. While most people consider this claim to be nothing more than a boast, those who have seen Perdita fight know better.

Perdita treats her Pistoleros as if they are part of her extended family, with few exceptions. As far as she is concerned, service in the Neverborn Hunters absolves a person of their former crimes, and she is more than willing to stand up to the Guild to protect the people serving beneath her.

Through amazingly competent in battle and quite intimidating at times, Perdita is by far the youngest of the various Division heads. Much of her adult life has been spent surrounded by monsters and her family, and as a result, she tends to be socially awkward in situations that don't involve her brothers or violence (or both).





## THE GUILD'S CITY

Few people would argue that the Guild doesn't have a firm grip on Malifaux City. Its soldiers patrol the walls and barricades, its guards stand watch over important facilities, and its employees are rarely prosecuted for breaking laws that would get anyone else hanged.

While the majority of the Guild's influence can be found in the Downtown district, there are a few notable locations outside the city's walls that are of critical importance.

### THE GREAT BREACH

The most important landmark in all of Malifaux (at least by human reckoning) is the Great Breach. This dimensional portal resembles nothing so much as the surface of a brilliant lake that has been turned and suspended vertically in the air. The Breach is framed by bulky machines that serve as stabilizers, ensuring that its size remains constant despite frequent dimensional fluctuations.

As far as the Guild is aware, the Breach is the only stable portal connecting Earth to Malifaux. Some people who pass through the Breach experience a brief flash or a tingling sensation, but for most, the transition between one world and the next is surprisingly unremarkable.

Some people, however, report visual and auditory hallucinations such as seeing their reflection behaving oddly in the train's windows. A rare few spontaneously manifest magical abilities as they cross through the Breach, which is often a cause for alarm among both the manifesting individual and anyone else unfortunate enough to share their train car.

Since the Guild's installation of a rail system shortly after its capture of the city, foot travel through the Breach has been expressly forbidden. There is a correlation between the length of time someone lingers between dimensions and the rate at which they manifest magical powers, so the Guild tries to rush the train - the Iron Ram - through the Breach at full speed whenever possible.

## MALIFAUX STATION

Malifaux Station is the first place where new arrivals get to experience the Guild's power. The station is a huge, opulent building with a tall, arched roof and marble columns. Only one set of tracks leads north to the Breach and south to Malifaux City, but inside the station, the rails fan out to form dozens of alternate lines, allowing engines and cars to be moved off the main railway and stored in a protected location.

The platform is frequently crowded with passengers, shipping containers, and dozens of Guild guardsmen. While there is some attempt made to keep people in ordered lines and cargo in designated loading and unloading areas, more often than not, the arrival of a train triggers a scramble for seating and cargo space.

The only people that don't seem to get crowded are the Witch Hunters, who maintain a strong presence at the station at all hours of the day. Passage through the Breach occasionally triggers manifestations of magical power, and by using their hunched and burned Witchlings, the Witch Hunters are able to detect these potential threats and place them under arrest before they grow accustomed to their new powers.

Those seeking to escape the Guild's clutches might attempt to return to Earth, but the exorbitant ticket prices (three times the cost of the already expensive tickets into Malifaux) ensure that most of Malifaux's residents have no choice but to remain exactly where the Guild wants them. The rich and affluent might be able to pass from one world to the next on a regular basis, but for most workers and laborers, it is essentially a one-way trip.

In addition to shuttling passengers between Earth and Malifaux, the Guild's trains also ship vast amounts of cut and refined Soulstones through the Breach on a steady basis. These shipments are always under heavy guard, and anyone who approaches a loaded Soulstone car without presenting their authorization ends up riddled with bullets, even if they are wearing a Guild uniform.

## THE GOVERNOR'S MANSION

While the majority of the Guild's operations are planned, discussed, and executed from the safety of the Guild Enclave, most people still see the Governor's mansion as the seat of Guild power in Malifaux. Located just north of the city walls, this palatial estate is often the first stop for visiting dignitaries and industrialists.

Provided that the Governor-General is not otherwise engaged in important business, he is expected to meet with these important people to officially welcome them to Malifaux. These meetings tend to be laced with equal amounts of political, professional, and personal conversation.

Governor-General Kitchener preferred to lurk in the comfortable rooms of his mansion when he was not hosting guests. He spent much of his time quietly gathering power and performing esoteric rituals with the assistance of his Secretary, Lucius Mattheson. These rituals came to a head in 1906, when Kitchener attempted to draw upon the power he had stolen from all of the settlements and people under his control to become a Tyrant.

His attempts to ascend to a higher state of existence were undone by treachery, however, and the upper floors of the Governor's mansion exploded around him as he rocketed up into space and through a rapid succession of different dimensions.

In the aftermath of Kitchener's ascension, Lucius Mattheson stepped forward and assumed the position of Acting Governor-General. He oversaw the repairs of the Governor's mansion, only to find himself forced to hand it over to Kitchener's replacement, Franco Marlow.

Unlike his predecessor, Marlow is quite active in the day-to-day affairs of the Guild. He has modernized his mansion with both electric lighting and a personal telegraph line that stretches out to the Guild Enclave. He still greets dignitaries and industrialists when they arrive in Malifaux, but more and more often, those meetings are taking place in the Enclave, rather than his home.

## THE HANGING TREE

The Hanging Tree might not be a Guild holding in the most traditional sense of the word, but it still stands as a monument to the Guild's justice. The massive tree is penned in by a wrought iron fence and carved with an inscrutable pattern of faint sigils, whorls, and lines that have defied any attempt to understand them.

Rumors swirl around the Hanging Tree both within and outside the ranks of the Guild. Some people believe that its roots are curled around the largest Soulstone in Malifaux, from which it draws some sort of strange, undefined power. Others insist that the runes carved into its surface are Neverborn in origin and that the tree is responsible for the pall of gloom that hangs over the city. Among the Arcanists, there is a theory that the Hanging Tree is a powerful lodestone that draws in free will and hope, rendering everyone in the city less prone to rebelling against the Guild's oppressive rule. The exact truth might never be known.

The corpses hanging on the tree change every few days as executed criminals are pulled down and new criminals are hanged. The one exception is Jack Daw, the hooded corpse that has hung from the topmost branches of the Hanging Tree since the Breach's reopening.

Despite numerous attempts to cut Jack's corpse down from the tree, nobody has worked up enough nerve to actually follow through with it. A few people have come close, but something about the way that Daw's corpse creaks in the wind implies that anyone who actually cut his corpse down would suffer dearly for doing so.

After the Event of 1902, Jack Daw disappeared from the Hanging Tree for the better part of a year. He eventually returned, just as if he had never left: people just looked up and he was back in his usual place, swaying gently in the breeze. Jack has disappeared a few times since then, but he always returns to his tree... and sometimes, there are bodies hanging from the branches of the tree that nobody in the Guild remembers executing.



## DOWNTOWN

The majority of the Guild's power is concentrated in the Downtown district. Unlike the rest of the city, the cobblestone streets here are clean, gas lamps keep the lanes and avenues well lit, and it's never difficult to find a Guild guardsman. Most of Downtown's residents are middle-class to wealthy families who can afford to pay the Guild's rent, though the district also houses most of the Guild's employees.

In many ways, Downtown is the safest place in all of Malifaux... provided that one has not made an enemy of the Guild.

This section provides further information on some of the more notable landmarks that can be found in or near Downtown.

## THE GUILD ENCLAVE

The Guild Enclave is the beating heart of Downtown and the center of the Guild's power base in Malifaux. Despite being referred to as if it were a single structure, the Enclave is actually a sprawling collection of multiple fortified buildings that are spread out over one and a half square miles.

The Enclave hosts most of the Special Division offices, the Guild barracks, the city's courthouse, and the Malifaux Sanitarium. Mixed in with these important structures are smaller warehouses, ammunition stores, regulatory offices, drilling yards, firing ranges, and other support facilities.

The halls of the Enclave extend far beyond what is immediately visible at a glance. Multiple subterranean rooms and even complexes are nestled beneath the city's surface, including the Guild Gaol, the Death Marshal morgue, and the Witch Hunter prisons. The placement of these structures is not accidental: if a prisoner or zombie escapes custody, they have few avenues of escape and can be easily pinned underground while the Guild prepares an armed response to the threat.

## THE GUILD BARRACKS

The Guild barracks encompass four different buildings, all of them large, block-shaped, and crafted from dull brown stone. The top three stories of each building are devoted to housing the Guild's soldiers, which includes members of the Guild Guard, the Witch Hunters, and the Death Hunters. Each room is furnished with bunk beds and occupied by anywhere from two to four people with divisions based upon gender.

Only unmarried, low-ranking soldiers tend to live in the barracks. Soldiers with families or sufficient rank typically arrange for off-site housing, which grants them more space and privacy. The majority of these employees take up residence in Downtown, which offers increased safety at the cost of having to pay taxes to the Guild. A small minority of Guild employees live in the nearby Easterly Slums, but the cost of their free housing is increased crime and a longer commute.





TO FORTUNE FALLS

# MAP OF MALIFAUX CITY

WINTERLY  
SLUMS

RIVERFRONT  
SLUMS

CEN  
SL

DOWNTOWN

INDUSTRIAL  
ZONE

NORTHERN  
NEW CONSTRUCTION  
ZONE

SOUTHERN  
NEW CONSTRUCTION  
ZONE

## LEGEND

- 1. MALIFAUX STATION 
- 2. GOVERNOR'S MANSION 
- 3. THE HANGING TREE 
- 4. GUILD ENCLAVE 
- 5. JUNO SQUARE 
- 6. DUER'S LIBRARY 
- 7. MALIFAUX MUSEUM  
OF NATURAL HISTORY 

- 8. MALIFAUX TATTLER 
- 9. UNIVERSITY OF MALIFAUX 
- 10. MESU UNION HALL 
- 11. THE STAR THEATER 
- 12. AETHERCASTING STUDIOS 
- 13. GEISSEL METALWORKS 
- 14. INDUSTRY STATION 
- 15. MALIFAUX DAILY RECORD 

1.25 IN. = 3 MI

0

3 MILES



## THE COURTHOUSE

The center of the Guild's legal network in Malifaux is a relatively nondescript three-story brick building. From within these comfortably decorated halls, the Elite Division manipulates the fate of the innocent and guilty alike. The ground floor is designated as an intake and waiting area; those who are present of their own free will linger awkwardly in semi-comfortable waiting rooms, while their less-than-willing counterparts are packed into overcrowded holding cells by bored guardsmen.

The second and third floors are dominated by various courtrooms, licensing offices, judicial chambers, and meeting rooms. This is where the Guild doles out its unique brand of weighted justice, which can be purchased as easily as any other commodity in Malifaux. Most of the trials are conducted with a casual sort of contempt for the system; it's not uncommon for lawyers to invite judges to their homes for dinner before a case begins or for a judge to allow a favored lawyer to break the rules without retribution. During court's proceedings, only the defendant's plea and the final verdict are recorded, making any sort of review or appeal all but impossible.

After the death of Governor-General Kitchener in 1906, his temporary replacement, Lucius Mattheson, ordered the construction of holding pens just outside the Courthouse. In the weeks that followed, the Guild rounded up hundreds of M&SU members on conspiracy charges related to Kitchener's death. None of the accused received anything close to a fair trial, and most were sentenced to execution via hanging, making it one of the most egregious violations of due process in the Guild's already checkered past.

The arrival of Governor-General Marlow brought an end to the trials and the removal of the holding pens, but their legacy continues to haunt the Guild. Before the trials, most people in Malifaux believed that the Guild's judges were tough but ultimately fair. In the year since, faith in the judicial branch has plummeted among everyone but the most fervent supporters of the Guild, who continue to insist that the M&SU must have had something to do with Kitchener's death.

## GUILD GAOL

Buried beneath the Guild Enclave, the Guild Gaol serves as a holding facility for those who have been arrested by the Guild. Since the punishment for most crimes in Malifaux is public execution, the small, cramped cells do not tend to hold prisoners for more than a week at a time.

An assignment at the Guild Gaol tends to be a lot of boring repetition punctuated with unexpected spikes of deadly excitement. The constant patrols rarely turn up anything more troublesome than an overly loud prisoner, but escape attempts by desperate men and women are frequent. To mitigate this problem, the Guard uses sturdy Warden constructs to help manage prisoners.

Prisoners are given two meals a day, each of which consists of a few pieces of bread and bit of water in a tin cup. The meals are delivered through a slot in the steel door, and if the dishes are not returned when the guardsman comes to collect them, the prisoner simply does not get any further food or water rations during their imprisonment. Waste is collected in a tin bucket, which is only emptied after the prisoner has been removed for execution.

Because of the distance between the Gaol and the Hanging Tree, the condemned must be walked to the site of their execution. Because of the time involved, the Guild tends to just execute all of their condemned prisoners on the same day. Depending upon when they are convicted, a prisoner might find themselves incarcerated for a week or dragged directly from the courthouse and shoved into a line of prisoners already marching their way toward the Hanging Tree.

It is rare for a group of condemned prisoners to reach the Hanging Tree without some sort of escape attempt. The guardsmen tasked with moving the prisoners are allowed to shoot any of them that make an attempt, and standard procedure is to place sharpshooters on the roofs of the buildings lining the convicts' route. More often than not, the first would-be escapee only gets a few paces before catching a bullet, which dashes the hopes of the other prisoners and ensures they remain docile.

## THE MALIFAUX SANITARIUM

From the very first days of the reclamation effort, Governor-General Kitchener noticed the strain that seemed to come from living in another world. There had been reports of people going crazy during the days of the first Breach, of course, and he could already see the signs of madness starting to creep into the more impressionable soldiers under his command.

Once the Guild had laid claim to the buildings that would soon grow into their Enclave, Kitchener selected the largest of the stone buildings and arranged for it to be retrofitted into a sanitarium. He had intended for the sanitarium to serve the Guild's needs for decades to come.

Within eight months, the Malifaux Sanitarium was running at capacity. Six months after that, there were so many people crammed into its filthy cells that the safety of the Guild's employees could no longer be guaranteed. To combat this overcrowding, the Sanitarium doctors began releasing patients early, declaring them fit for a return to society. The least violent patients merely became burdens upon their families or pathetic, homeless drifters that are often victimized by Malifaux's more dangerous elements, both human and otherwise.

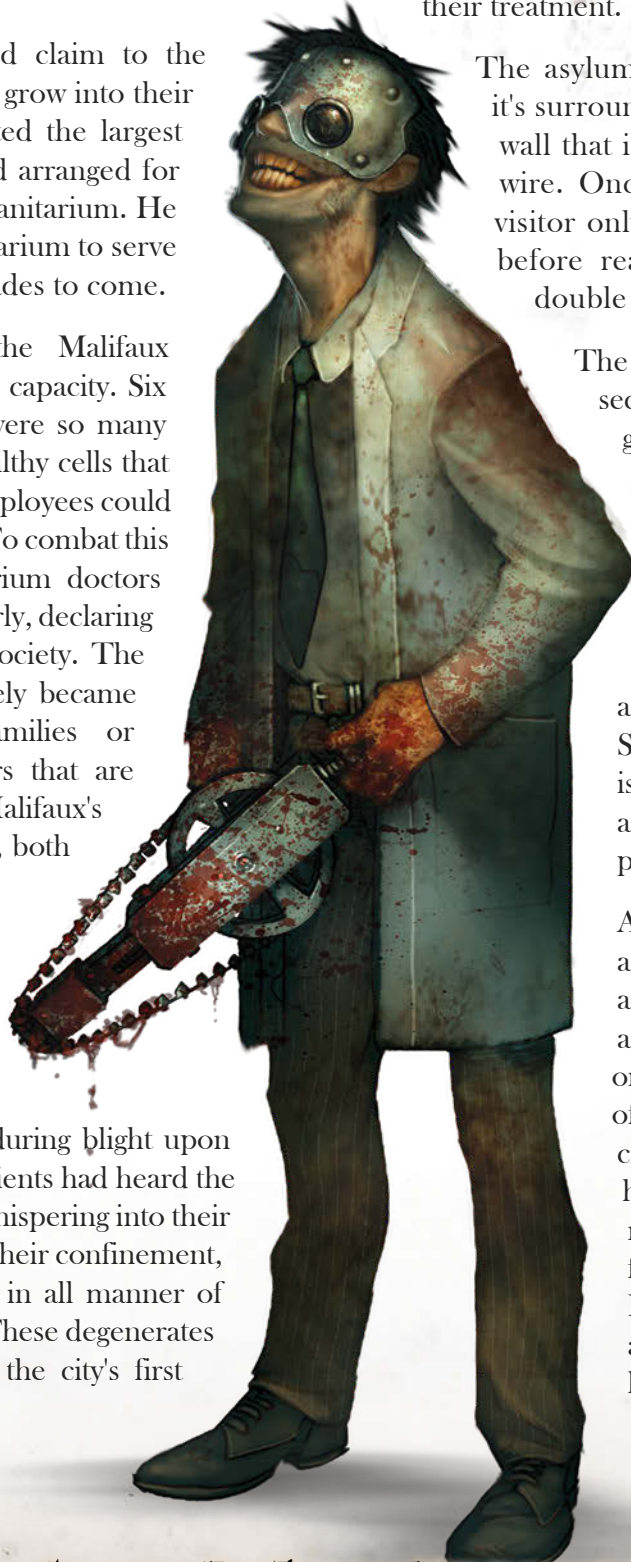
The others - those who were able to hide their violent natures beneath the guises of polite conversation and proper behavior - became an enduring blight upon the city. Some of these patients had heard the voice of the Grave Spirit whispering into their minds, and released from their confinement, they were free to indulge in all manner of perversions and murder. These degenerates would go on to become the city's first Resurrectionists.

In the years since, the opening of two independent asylums - the Blackwood Home for Mental Healing and Smedley's Asylum - has relieved some of the pressure on the Guild's sanitarium. It's no longer dangerously crowded, but the facility still operates slightly above capacity. Dangerous patients are routinely transferred to Smedley's Asylum and forgotten about, while those on the brink of recovery tend to be shuffled off to Blackwood to complete their treatment.

The asylum itself is five stories tall, and it's surrounded by a twelve-foot-tall outer wall that is topped with spooled barbed wire. Once through the heavy gates, a visitor only has to walk a short distance before reaching the Sanitarium's large double doors.

The Sanitarium's entryway is a security checkpoint. An armed guardsman sits at a desk in the room, in front of a row of bars with a locked steel door in the center. If a visitor has a reason for their visit, they are required to sign into a log book before the guardsman allows them entrance into the Sanitarium proper. If the visitor is less justified in their visit, they are quite firmly asked to leave the premises.

All in all, the Guild's doctors run a tight ship. Patients are only allowed to leave their cells when accompanied by a doctor, nurse, or orderly, which prevents many of the accidents that plague the city's other asylums. On the other hand, this policy does tend to make the halls of the Sanitarium feel lonely and a bit spooky. Most of the guardsmen stationed at the Sanitarium are perfectly happy with this exchange.





## JUNO SQUARE

Juno Square is a large, open plaza in central downtown. Bright gas lamps ring the plaza and radiate outwards along its connecting streets, ensuring that even in the middle of the night, the plaza is welcoming and brightly lit. When combined with the number of Guard patrol routes that wind their way through or past the square at all hours of the day, it's easy to see why Juno Square is generally considered to be a safe area (or at least, safe for everyone who hasn't made an enemy of the Guild).

Because of this perceived safety, Juno Square is a frequent meeting place for the city's citizens. During the day, parents bring their children to the plaza to play with the children of their friends, office workers seat themselves at benches to eat their lunches and feed the birds, and industrialists gather to discuss market trends and the latest industrial innovations.

During the evening hours, the composition of the crowd shifts. Laborers meet with their friends to plan out an evening's activities, lovers stroll through the crowd hand-in-hand, and performers gather small crowds as they play instruments or juggle for donations. This latter group is watched closely by patrolling guardsmen to ensure that their performances do not shift into outright begging (or worse yet, acts of sedition against the Guild).

The Guild makes frequent use of Juno Square for its large events, including its yearly Valentine's Day, Christmas, and Summer celebrations. In the past, there was also a Halloween celebration, but after the arrival of the Carver and its yearly massacres of Malifaux's residents on Halloween night, the Guild saw the folly of gathering so many people in one place and wisely canceled all future Halloween celebrations.

The other celebrations still continue, however. During a celebration, the Department of Public Relations fills the square with tables of cooked meats, hot stews, and sugary treats, which it offers to the city's residents. There is usually a band and an open area for dancing, save for during Christmas, when they are replaced with a gigantic, fifty-foot-tall decorated Christmas tree.

## GUARD PATROLS

In Downtown and other heavily patrolled areas, suspicious characters are likely to be stopped and questioned by the Guard.

This process can be handled with an Ongoing Challenge.

### Avoiding the Patrols

**Skills Allowed:** Deceive, Stealth

**TN:** 7 (9 if Martial Law is in effect)

**Duration:** 5 minutes

**Success Requirement:** 2 per character

**Failure Requirement:** 1

Every character present must participate in this Ongoing Challenge. Increase the TN of this Ongoing Challenge by +1 for each instance of the following among the characters:

- \* Heavy Melee weapons
- \* Long Arms weapons
- \* Shotgun weapons
- \* Heavy Guns weapons (+2 if restricted)
- \* Construct or Undead characters
- \* Unusual Animal Companions

If the Fated succeed, they manage to avoid the attention of the Guild Guard for the rest of the scene (though they might still show up if the Fated cause a great deal of noise or confusion).

On a catastrophic failure, the characters draw the suspicion of a group of four Guild Guardsmen and one Guild Sergeant (Core Rules, pgs. 322 - 333). These guardsmen attempt to detain and question the characters and will resort to violence if necessary.

## MUSEUM OF NATURAL HISTORY

Malifaux's Museum of Natural History is a blocky stone building that takes up an entire city block. The primary entrance is flanked by two statues depicting kneeling rams, an homage to the Museum's greatest contributor and patron, the Guild.

At first glance, the museum is a repository of all sorts of strange and esoteric items. Some examples of notable exhibits include the fossilized skeleton of a towering, two-headed dinosaur, a winged humanoid preserved in a human-sized glass jar, the severed hand of the First Necromancer (safely protected beneath warding glass), and a wide variety of Neverborn pelts and skins.

Unfortunately, many of the museum's exhibits are either forgeries or have been falsely identified and labeled as something else entirely. The museum's volunteer curators tend to be drawn from the bored spouses of Guild employees; they have a great deal of passion and interest in seeing the museum succeed but very little actual education or training.

Despite having earned the disdain of academics and scientists alike, the museum nevertheless remains quite popular with the city's residents. Ticket sales are robust, and even in the worst weather there are always a few people walking among the exhibits and learning the "history" of Malifaux. More than a few treasure hunters and explorers have made a career out of selling strange items and artifacts (and the embellished stories of their adventures) to the museum's wide-eyed staff.

By far the most impressive item to pass into the museum's possession was the Gorgon's Tear. This rare Soulstone of unique green coloring was discovered by the Hughes family during the days of the first Breach. It passed from one owner to the next, developing a cursed reputation as all who owned it perished. When the Soulstone eventually made its way back to Malifaux and into the Guild's hands, Governor-General Kitchener donated it to the museum. No sooner had the Gorgon's Tear been put on display than it was stolen by the infamous serial killer Seamus, much to the museum's sorrow. The Soulstone's current whereabouts are unknown.

## DUER'S LIBRARY

During the days of the first Breach, Dr. Arthur Duer discovered a massive cache of strange books dating back to the days of the ancient Neverborn. Instead of keeping this treasure trove for himself, Duer turned it over to the city's rulers, the Council, who in turn rewarded him by giving the treasure trove of knowledge his name.

When the Guild assumed control of Malifaux, they found Duer's Library intact and relatively undamaged, despite a century having passed since the Breach's closing. They attempted to rename the repository "the Malifaux City Museum and Archives," but the name didn't take. After the founding of the nearby Museum of Natural History, it fell completely out of use. As such, most people, even among the Guild, still refer to the site as Duer's Library.

The library's aboveground levels contain an extensive art gallery. The majority of the paintings and sculptures on display are the work of local artists, other than a few paintings by Diego Velázquez that were donated to the museum by a wealthy Guild patron. The gallery is open to the public, though visitors must pay a small entrance fee to gain access.

Beneath the gallery is the heart of the library. The repository is dominated by hundreds of bookshelves, each one stacked with dozens of ancient books of every size and shape. Scholars work tirelessly to translate these tomes from their original Neverborn into human languages, either at the long tables set up at the repository's center or in one of the many study rooms on the first basement level. Other shelves contain rare volumes that were donated to the library by the Council and later the Guild.

The second basement level is primarily composed of large steel vaults containing the library's rarest and most valuable books. Anyone can purchase a pass to browse the knowledge stored on the first basement, but access to the second basement is only granted to Guild personnel with special permission from the Governor-General or one of the heads of a Special Division.



## THE MALIFAUXTATTLER

The *Malifaux Tattler* operates out of a large building that was converted from a Guild warehouse. In fact, were it not for the new sign hanging above the door proclaiming the building to be the site of "Malifaux's #1 Newspaper," it would still be easy to mistake for one of the surrounding warehouses.

The *Tattler* is ostensibly an independent newspaper, so the Guild avoids having too many uniformed officers spend much time in the paper's general vicinity. When Guild agents need to speak with newspaper personnel, they either do so while wearing street clothes or in the comfort of the Guild Enclave.

The building's interior is a chaotic hive of activity. Reporters come and go at all hours of the day, only pausing long enough to check some notes before darting out for an interview or to follow up on a lead. Even the printing press tends to roam the office on mechanical legs, snooping into everyone's paperwork and occasionally rummaging through their desks.

## THE UNIVERSITY OF MALIFAUXT

The University of Malifaux is a relatively recent addition to the city's landscape, having opened its doors in 1906 to somewhat lackluster enthusiasm. Encompassing a pair of tall stone buildings in the southern part of Downtown, the University offers a comprehensive higher education to anyone willing to pay its somewhat high prices.

The University's roster consists of around two dozen professors and administrators and around three times as many students, many of whom live off campus and commute to their classes. For an additional fee, students can live in one of the two buildings that make up the University's campus. The curriculum focuses on the arts and sciences, but there is a growing minority of professors who believe it would be prudent to teach their students the magical sciences as well as the mundane ones.

## DOCKMAST ONE

As immigrants from Earth spread out across Malifaux City, the need for quick and safe transport became apparent. To facilitate this, the Guild's engineers developed aircars, cable-guided gondolas that transport individuals and supplies in relative safety.

A blend of railcar and zeppelin, aircars range in size from small cabs roughly the size of a stagecoach to massive aerial beasts pulling several floating stock cars. These gondolas travel along thick metal cables that radiate outward across the city in a network of steel spiderwebs.

Different aircar routes have different names. The lines that connect the Downtown aircar pylons together are referred to as the Sourbreak lines, while those that run along the river have been dubbed the Riverview lines. The most dangerous routes - the Deadfall lines - connect pylons that have been constructed in the Quarantine Zone, allowing the Guild to rapidly deploy to troublesome areas without having to march through miles of hostile territory.

At the heart of the Guild's aircar network is the Sourbreak hub, Dockmast One. This tall pylon rises majestically from the center of the Guild Enclave and is frequently surrounded by numerous inactive and unoccupied aircars. While every aircar contains a series of controls that govern its direction and speed, they are also linked to Dockmast One via Aethervox antennas. This allows an operator inside the Dockmast to control the movements of aircars anywhere along the line, making it easy to retrieve abandoned aircars from the other side of the city.

In 1903, a technical glitch (or sabotage, depending upon which story one believes) caused three of the largest aircars to plunge into Dockmast One at the same time. The resulting explosion set the night sky ablaze and incapacitated the Sourbreak aircar lines for the rest of the year. When the line reopened, new security protocols were put into place to prevent such a disaster from ever occurring again. Public transport along the Aircars all but ceased when the Guild increased the fare to a steep 2\$ per person, putting it out of reach for all but the most wealthy of Malifaux's residents.

## THE M&SU UNION HALL

The central Union Hall for the Miners and Steamfitters Union is located in southern Downtown. This massive building has grown to encompass a full city block. It has a total of four different wings, each of them between two and four stories tall. A wrought-iron fence surrounds the building's perimeter, its bars twisted into the shapes of stylized miners toiling with pickaxes.

In the first days of the Miner's Union, this building served as the heart and soul of its members. Though the leadership shifted its seat of operations to Hollow Point once that facility had been completed, the first M&SU Union Hall still stands as a powerful reminder of the Union's origins and goals.

Today, this Union Hall primarily handles the Union's interests in Malifaux City. Its employees plaster buildings with recruitment posters, interview potential candidates, spy on the Guild, stage protests against anti-Union or pro-Guild businesses, and provide legal services to Union members. They also send small groups of injured or otherwise non-working miners to seize control of Downtown buildings for members looking to relocate to a safer neighborhood.

### DOWNTOWN HOUSING

Since Downtown is the safest place in the city, most of the district's homes and buildings are already occupied. When a house becomes open (due to migration or death), it is often snatched up by one of the district's realtors. This often has more to do with armed thugs squatting in a building than in any sort of formal paperwork.

Once someone has either claimed a home on their own or paid a realtor to "sell" it to them, they still have to pay the Guild's "property taxes," which are essentially just protection money. Those who fail to pay often end up having their home declared "on the market," which is code for "we won't investigate if something bad happens here."

## THE STAR THEATER

The most popular attraction in all of Downtown is, without a doubt, the Star Theater. The theater is an architectural wonder with vaulted ceilings, electric lighting, a steam-powered stage with moving platforms and pneumatic trap doors, and an enormous, boiler-operated pipe organ. Originally constructed as the Star Opera House in the days of the first Breach, its owners were run off by the M&SU shortly after the organization's refounding and renaming.

The M&SU then "sold" the Star Theater to Colette Du Bois, an up-and-coming illusionist with aspirations of greatness. Within the year, Du Bois had retrofitted the entire theater and emerged with one of the greatest vaudeville shows ever seen. The performances - each one a unique combination of magician's act, burlesque dancing, acrobatics, comedy, and bawdy entertainment - draw sell-out crowds to the Star Theater night after night, catapulting Du Bois and her showgirls into celebrity status.

In truth, though, the performances are nothing more than a creative distraction. The cost of the Star Theater was far steeper than anyone might have imagined, and it forced Du Bois into the arms of the Arcanists. The tunnels beneath the Star Theater stretch into Malifaux's sewer system, and Du Bois and her trusted showgirls use this underground network to smuggle contraband throughout the city.

The Guild has yet to realize that the Star Theater is the hub of the Arcanist smuggling network. Plenty of people pick up a show after arriving in Malifaux, and nobody really pays attention to the women that quietly move their luggage behind closed doors and unpack it while everyone's attention is on the stage. The luggage is returned before the end of the show, often with payment discretely slipped between two articles of replacement clothing.

The showgirls are also quite skilled actors and are very good at misdirection; hundreds of Soulstones have been smuggled through the Breach by showgirls who relied upon their fame and good looks to distract the Guild's guardsmen.



## THE INDUSTRIAL ZONE

The Industrial Zone is a sprawling landscape of enormous factories, wide streets, and noisy machinery, all blanketed under an unpleasant layer of grime and soot. Large apartment complexes cater to those workers who have chosen to live in the district, offering them small, cramped single rooms with little in the way of amenities or security.

The factories in the Industrial Zone care more about profit than safety. Safety guards and equipment cost money, so they simply do not exist. Workers dress in their normal day-to-day clothing, which is often loose and prone to getting caught on machinery. Accidents are common, bloody, and often fatal.

Fortunately, labor is cheap in Malifaux. In addition to the constant influx of new workers from the train, factory owners also employ children, many of which are simply snatched up from orphanages and given rooms in the factory, ensuring that they are always present to crawl under or between machinery to fix broken parts or gather fallen objects.

Each work shift in a factory is eight hours, often with only a fifteen minute break begrudgingly set aside so that workers can eat lunch. There are no days off for weekends or holidays, and missing too many days on account of being sick (or injured by one of the factory's machines) is grounds for docked pay or termination.

The Amalgamation Office frequently inspects the factories of the Industrial Zone to ensure that they are following the Guild's regulations, but the fines they impose on factories for violating regulations usually cost less money than the violations end up saving. Thus, the Guild's numerous fines (or the bribes paid to inspectors to ignore violations) are often written off as nothing more than the cost of doing business in Malifaux.

## GEISSEL METALWORKS

The largest factories in the Industrial Zone belong to Geissel Metalworks. This company is one of the Guild's largest contractors; it is responsible for manufacturing the bulk of the Guild's weapons, and ammunition, as well as most of the parts used in the construction of the organization's battle constructs and locomotives.

While Geissel employs a number of brilliant engineers and many more who are perfectly adequate, it is not a company that values innovation. They tackle every problem with the same basic philosophy: make the weapons larger and the armor thicker. This narrow-minded adherence to the "tried and true" way of doing things is particularly frustrating for the Amalgamation Office, which has had to routinely step in to keep the Geissel engineers from modifying their designs in ways that will make them "more reliable."

Everyone in the city knows that Geissel is a Guild company, and as such, its factories sometimes find themselves targeted by Union agitators and Arcanist saboteurs. Each employee is required to submit to mental "loyalty tests" at random intervals, an annoyance that is only tolerated because Geissel pays its workers more than any of city's other factories.



## INDUSTRY STATION

Industry Station is the primary rail hub of the Industrial Zone. Malifaux's main rail line stretches out to the east and west, dominating a network of smaller rail lines that spiderweb out across the rest of the district. These smaller tracks connect the district's factories and Soulstone processing facilities directly to the city's rail network.

The station itself is a drab, open-air station built for function over form. Most of the Soulstones, lumber, and ore that come in from beyond the city walls are redirected to Industry Station, which, in turn, redirects the shipments to their destinations in the Industrial Zone. Because the rail lines were laid down in a haphazard fashion, they criss-cross each other and cut across roads in multiple places. There are no safety bars or flashing lights to warn pedestrians and carriages of oncoming trains, so accidents are unfortunately somewhat common.

Guild guardsmen constantly patrol the station and its rail yard on the lookout for suspicious activity. Because so many Soulstones pass through Industry Station, the Guild is very serious about security; more than a few railroad employees have ended up dangling from the Hanging Tree simply because they loitered near the wrong boxcar for a bit too long.

## THE MALIFAUX DAILY RECORD

The offices of the *Daily Record* can be found in the southern region of the Industrial Zone. The newspaper's bulky printing presses, crates of freshly cut paper, and barrels of ink do an admirable (if unintentional) job of disguising it as one of the surrounding factories.

The interior of the *Daily Record* is spacious and quite warm, thanks to the heat generated by the numerous pneumatic printing presses that line the eastern wall. They ensure that the office is quite comfortable in the winter and all but unbearable during the warm summer months. No matter the time of year, these printing presses are always churning out newspapers and producing a great deal of noise; most of the *Daily Record's* employees suffer from at least some degree of hearing loss.

## SOULSTONE PROCESSING FACILITIES

When Soulstones are pried out of the ground, they are little more than rough gemstones with a dull, cloudy gray color to them. Soulstones of higher quality tend to be increasingly transparent, but even these rare gemstones have surfaces that are rough and gritty. A few even have a bit of a colored tint to them, casting their depths in shades of red, orange, blue, green, purple, or yellow.

When Soulstones are mined by the Guild (or more accurately, when they're mined by Union workers under contract with the Guild), they are shipped back to Malifaux City in bulk. From there, they are routed to a number of Soulstone processing facilities located throughout the Industrial Zone. These facilities are under heavy guard, and anyone approaching them without a Guild uniform is shot on sight, no questions asked. Even those visitors wearing a Guild uniform must present their paperwork or identification upon arrival lest they meet with a swift and violent end.

Or at least, that's how it's supposed to work. In actuality, the defenses of these processing facilities are so strong that security has become fairly lax at most of them; employees who forget their identification are simply waved through the gates, and few employees are patted down at the end of their shifts. Since the Guild heavily punishes any sort of Soulstone theft, any incidents tend to get handled internally by the processing foreman, who would suffer greatly should any Soulstones go missing on their shift. In the rare event that a missing Soulstone does become known to the Guild at large, most foremen insist that the theft must have taken place either at the Soulstone mine itself or during transit, a claim that often results in the (often literal) termination of a shipment's innocent guards.

Within the processing facilities, each Soulstone is carefully evaluated and then cut in such a way as to enhance its natural luster. These Soulstones are then shipped back to Earth to be bartered away by the Guild for political favors. The leftover shards of Soulstone are gathered at the end of each day and ground into Soulstone Dust, which is then sold to the public as a means of keeping mechanical limbs magically animated.



## ELSEWHERE IN MALIFAUX

The Guild's influence isn't limited to just Malifaux City. Bastions of Guild influence dot the map like the crimson stains caused by drops of expensive wine... or, perhaps, drying blood.

### CONTRACT TOWNS

Sprinkled across the Northern Hills are dozens of Guild Contract Towns. These settlements were originally created as a means of quickly establishing a mining population around a Soulstone vein; the Guild would contract some carpenters to either build simple houses around these locations or to repair existing structures from the days of the first Breach, creating a small town out of nothing. Free or indentured miners would then move into a town that already had buildings, a general store, and a saloon.

Since the entire town was technically owned by the Guild, the miners would accumulate debts for just about everything they did: they ate the Guild's food, used its supplies, drank its booze, and paid rent on its houses. When their paycheck arrived, it would often disappear almost immediately as the miner repaid the debt they had accumulated since the last paycheck.

For around a year or so, this proved to be a profitable arrangement for the Guild, and it set up Contract Towns all across the Northern Hills, so quickly that most of them received numbers instead of names. When the M&SU organized, however, they used the threat of widespread strikes to drive down the Guild's prices across the entire region. The towns went from being wildly profitable to mildly profitable. The Guild grumbled about the expense of running Contract Towns just long enough for the Union to feel as if they had won some sort of significant battle, and then turned their attention to more important matters.

With a few notable exceptions, Contract Towns tend to be torn between their loyalty to the Union and the realities of living in a Guild town.

Most Contract Towns have a Guild foreman who ensures that the Soulstone counts are accurate, and the managers of the saloon and general store are usually Guild employees as well. Actively speaking out against the Guild can lead to a termination in one's employment or, more realistically, a great deal of bias with regards to who gets sent to work in the more dangerous parts of the mine and how forgiving the foreman is when it comes to sick days and leaves of absence. The general store might "run out" of items that such people desire, and the saloon might cut them off after only one drink while everyone else is allowed to have four or five.

On the other hand, the majority of miners in a contract town tend to be Union members, which means that anyone who praises the Guild too much ends up at odds with the people who are supposed to be watching their back down in the mines. Nothing results in quite as much isolation and hardship as being accused of being a Guild sympathizer in a town of Union loyalists.

As a result, most of the miners working in Contract Towns tend to keep their opinions about the Guild, whether good or ill to themselves. There are still a few muttered complaints here and there, but nowhere near the level of protesting that someone would find in Ridley or Malifaux City. People in the Contract Towns mostly just want to do their jobs and keep their heads down.

Convict Towns that have the "privilege" of hosting convict chain gangs have much stronger Guild presences and thus tend to be more openly in support of the Guild. Guardsmen stand watch at over the barracks at night and the mine entrances during the day, while guardsmen armed only with blackjacks and pistols patrol the tunnels to ensure that everyone works at an acceptable rate. Abuse of convict prisoners is common enough that the Guild doesn't bother to investigate reports unless it causes a convict to become unable to work.

## HOMESTEADS

Over the past decade, the Guild has launched a number of different homesteading programs. Each program is unique, but all of them grant parcels of land (often in the Badlands) to immigrants in return for a share of their profits. After a few years of hard work, homesteaders are granted ownership of the land and are freed from their contracts.

The promise of a new life on the frontier is enticing to a great many people back on Earth. Some homesteaders flee to Malifaux to escape political or religious oppression in their homelands, while others see it as a chance to escape the crushing poverty around them. The Guild gives them a chance to make something more out of their lives, and in return, the homesteaders give the Guild their loyalty.

Despite the enthusiasm of the homesteaders, the Badlands are not welcoming to strangers. The soil is poor, so any attempts at agriculture require copious amounts of fertilizer and a great deal of water, both of which are unfortunately quite scarce. The Neverborn Hunters who patrol the region often check up on homesteaders and help them out in whatever ways they can, from carrying mail to teaching them how to dig wells to delivering fertilizer and other dried goods that were purchased from one of the Guild's many homesteading catalogs.

Because of the assistance provided by the Neverborn Hunters, the homesteaders of the Badlands tend to be very friendly towards members of the Guild. A battle-weary Guild agent who stumbles into a homestead can expect to have her wounds tended and food placed in front of her by its concerned residents, at the very least. This may not seem like a particularly noteworthy boon for an officer stationed in the city, but for a Guild agent who barely survived an ambush by bandits or Nephilim, such kindness can be lifesaving.

## FORTUNE FALLS & THE WESTERN KNOTWOODS

The Knotwoods are an expansive forest that stretches out to the west of Malifaux City. It is largely considered to be a dark and dangerous place, on account of the large number of Neverborn and especially Nephilim that reside beneath its darkened boughs, an assessment that is completely accurate.

The Guild's influence within the forest is limited to the heavily fortified town of Fortune Falls. The loggers there harvest the forest's trees and ship them back to the city by river and railway, a task which places them into constant conflict with the Neverborn of the region. As a result, Fortune Falls is home to one of the highest concentrations of Neverborn Hunters beyond the walls of Latigo.

In the aftermath of Governor-General Kitchener's death, Lucius Mattheson ordered the construction of a handful of Guild outposts in the western Knotwoods. The exact purpose of these outposts is a mystery known only to Mattheson himself; the unfortunate soldiers stationed at these besieged outposts sometimes receive supplies and reinforcements carrying sealed commands from the Governor's Secretary, each of which gets passed up the chain of command. These orders frequently precede strange missions into the forest, the details of which are never discussed by the haunted men and women who manage to return.





## THE FUMAROLES

The Fumaroles are a small area of volcanic activity located southwest of the Knotwoods. The ground there is rife with tiny cracks and long fissures that fill the air with toxic, superheated gasses. In places, pressure regularly builds up until water bursts upwards into the air in the form of super-heated geysers, most of which reach anywhere from one hundred to one hundred and fifty feet in height and last roughly five minutes in duration.

When the first explorers traveled west from Malifaux City in the days of the First Breach, the Fumaroles did not exist; they were merely wide expanses of unremarkable brushland. They held a similar form when the Guild's own surveyors traveled westward to update the maps they had seized from the Council's apprentices and descendants. It was only in the weeks after the Event of 1902 that the ground opened up and released the toxic vapors that poisoned the land and killed much of the vegetation.

The cause of the Fumaroles' creation has been a topic of scholarly debate since the rifts were discovered and named. Various teams of Guild researchers and their accompanying guards have been stationed in the Fumaroles over the years, each one tasked with trying to understand what might have caused the volcanic rifts. The most prevalent theory is that they may have been opened by the Tyrant Cherufe during the brief amount of time when it was in control of Sonnia Criid's possessed body, but even that is merely conjecture, and Sonnia Criid has refused to weigh in on the matter one way or another.

If there's any sort of benefit to being stationed in the Fumaroles, it's that the native Neverborn find the region just as uncomfortable as humans and thus are quite scarce.

### FUMAROLE HAZARDS

There are many ways that a character can come to harm in the Fumaroles. Here are a few!

**Poisonous Gasses:** Most of the gasses expelled by the rifts of the Fumaroles are poisonous. These gasses can be either visible or invisible; characters within a visible gas cloud are considered to have **Soft Cover**. At the start of each round, every Living character within a gas cloud gains the **Poisoned** and **Suffocating** Conditions, each with a value of anywhere from +1 to +4, depending upon the toxicity of the poisonous gasses.

**Hot Springs:** Any character that enters one of the boiling (and often acidic) pools in the Fumaroles suffers 2/3/4 damage, ignoring armor, and ends their **Burning** Condition. If the character is still in the pool at the end of any turn other than the one in which they fell into it, they suffer this damage again. Climbing out of a hot spring requires an Athletics Challenge with a TN of 10 to 12, depending upon the smoothness and stability of the pool's edges.

**Geysers:** Geysers are powerful columns of boiling water and steam that shoot upwards to a height of over thirty yards. Characters who approach to within 1 yard of a geyser must succeed at TN 10 Acrobatics Challenges or have the ground beneath them crumble away, plunging them into a pool of boiling water (treat as Hot Springs). When in a scene involving a geyser, it erupts whenever a Black Joker is flipped from the Fate Deck at the end of the current action. When a geyser erupts, every character within 1 yard of the plume (or in its Hot Springs) must succeed on a TN 14 Evade Challenge. Those who fail suffer 4/6/8 damage ignoring armor, end their **Burning** Condition, are pushed 2 yards away, and fall **Prone**. Height 1 characters who fail are also rocketed upwards into the air, suffer +2 damage, and then suffer additional damage for falling a distance equal to half the geyser's height.

## DEBTOR'S DELVE

Malifaux is set up in such a way that it is difficult for the average person to avoid falling into debt with the Guild. Its collectors are relentless, and those who cannot pay their debts often end up at Debtor's Delve.

This long canyon serves as prison, quarry, and work camp. All of the "convicts" here are debtors who have been arrested for defaulting on their debts. To reclaim their money, the Guild forces these prisoners to mine stone and iron from the quarry for a period of six months of work for every twenty scrip owed. The labor is hard and the hours are long, and every month or so, one of the prisoners perishes from exhaustion, dehydration, untreated injuries, or abuse.

Because Debtor's Delve is nestled in the Badlands, its remoteness and isolation (not to mention the desolation of the surrounding area) are as effective wardens as any of the armed guardsmen. Prisoners are not chained or otherwise restrained, on account of most of them being nonviolent, and the Guild turns a blind eye to the culture of bullying and intimidation that has developed within the Delve, at least until such activities result in serious injuries or death. When this happens, the guardsmen step in, brutally punish those responsible, and then return to their lackadaisical custodianship.

Because the prisoners are nonviolent and the surrounding Badlands is relatively quiet, assignments at the Delve are typically given to skilled and competent guardsmen who were injured or traumatized while on the job. This allows them to continue to pull in a salary and remain useful without putting them into situations where their disabilities might cause the Guild serious harm.

After all, even if all the prisoners in the Delve escape, they're still relatively harmless people who will most likely perish in the Badlands anyway.

## LATIGO STRONGHOLD

The fortified ranch of the Ortega family is called Latigo, the Hunter Stronghold, and "that Ortega fortress" with relatively equal frequency. A single railway connects the fortified ranch to Malifaux City, but it's usually only used one or twice a week at most.

Latigo's barricades average fifteen feet in height, with numerous platforms that allow its defenders to quickly move along its length and fire down at any attackers amassed below. Its length is dotted with fortified sniper nests, most of which are manned by spotters and lookouts throughout both day and night. Within the barricades, the Neverborn Hunters organize their hunts and raids, practice their marksmanship, and perform more mundane ranch tasks such as tending to goats and cleaning out barns.

The largest building within the complex is the *hacienda*, a two-story mansion of Spanish colonial style. Its aesthetics are marked by multiple archways, spindled window grills, terracotta roofs, and heavy wooded doors. Its walls are adobe, and the interior ceiling beams are exposed and painted in earthy colors. The ranch is without electricity, so like everywhere else in Latigo, light is provided by candles and hanging lanterns.

The other buildings in Latigo follow a similar style, albeit with far less opulence and style. Most are simple, one- and two-story buildings, often with a family living on each floor. Single residents sleep in one of the ranch's multiple barracks, each of which is furnished with bunk beds and the occasional hammock. New recruits are sometimes assigned to these hammocks simply so that their fellow Neverborn Hunters can amuse themselves by watching the recruit struggle with the awkward sleeping devices.

Latigo has fallen under siege by Nephilim several times in the past decade, but each time, the Neverborn Hunters have driven the foul creatures away. The most recent attacks have all occurred while the Ortegas were away on assignment, suggesting that the Neverborn are monitoring the family's movements... or that they have hidden a spy among Latigo's residents.



## GUILD LAW

The Guild's laws are ridiculously complex. The necessity of needing to apply consistent laws to multiple nations, each with their own legal systems, has led to the creation of a very complicated series of restrictions, clauses, and exceptions that can cover every circumstance and contingency that may arise.

Despite only applying to a single city, a handful of towns, and the relatively small area around them, Malifaux Law is sometimes infinitely more complex and nuanced. The Elite Division updates the legal code at the start of each calendar year, often with minute changes that are deliberately intended to confuse, punish, and trap anyone who assumes the legal code still functions as it did in the previous year.

The Guild sells copies of the legal code to anyone interested in purchasing them, but they are prohibitively expensive, even for the city's lawyers. Single copies of each volume are technically available for public perusal at Duer's Library, but individual books are misplaced, misshelved, and stolen with regular frequency.

Because of the law's complexity, the majority of the Guild's employees don't really bother learning what is and is not legal. Guardsmen simply arrest anyone who acts suspicious or is caught in the middle of doing something that seems like it should be illegal and leave the actual charges in the hands of the prosecutors. The assumption is that the Guild's lawyers have designed the legal code in such a way that just about everyone is guilty of something. In the event that a guardsman is doubtful as to the strength of the charges raised against someone they want to remain in jail, a bit of planted evidence or a few paid witnesses is usually all that it takes to ensure a conviction.

In order to ensure that witnesses step forward and give their testimony, the Guild pays a small "honesty" reward to everyone that provides meaningful testimony in court. The intent of this payment was to draw reluctant witnesses out of hiding with material compensation, but instead, it has only given rise to "professional witnesses" who earn a tidy income by making up plausible stories that incriminate recently captured prisoners.

## COURT PROCEDURES

Characters who are unfortunate enough to be arrested by the Guild will likely have the distinct and unenviable pleasure of having to defend themselves in a court of biased law.

Trials in Malifaux do not involve juries, so the accused have to convince the judge of their innocence. The accused are not allowed to leave custody before their trial, which often makes it difficult for them to hire a defense attorney. The concept of a public defender does not exist in Malifaux; if the accused cannot afford to hire an attorney to defend them, their only option is to act as their own attorney.

At the beginning of a trial, the prosecutor first gives an opening statement, followed by the defendant's lawyer. Skilled elocution, strong rhetoric, and a commanding presence are very important at this step; Guild judges tend to look down upon hayseeds and commoners, but a bit of fancy wordplay and the prospect of an interesting trial can shift their opinion in the defendant's favor.

After opening statements, the prosecutor calls forth witnesses and presents evidence to the judge. Most prosecutors tend to play fairly fast and loose with common court procedure, as the onus for pointing out any violations rests upon the opposing side (i.e., the defense). If there is no timely objection to the violation, then the opposing side is considered to have waived their right to protest it in the future.

Once the prosecution has finished presenting evidence or questioning a witness, the defense is given a chance to discredit the evidence or witness in question. Giving false testimony is punishable by heavy fines, and it's often up to the judge to determine the difference between "willful lies" and "misrememberings." It is very rare for Guild employees to face any sort of actual punishment for inaccurate testimony, which is unfortunate, given that most judges tend to put more stock in their testimony than that of non-Guild witnesses.

Once the prosecution has finished calling all of their witnesses and presenting their evidence, the defense is allowed to do the same. All witnesses must be present in the courtroom when their name is called or their testimony cannot be given. More than a few Guild lawyers have won difficult cases by abusing this loophole, either by stalling a case until a defense witness leaves to use the restroom or by hiring thugs to prevent the witness from ever reaching the courtroom.

Finally, each side presents their closing statements. This time, the defense presents their statement first, followed by a rebuttal by the prosecution. The judge then takes a few moments to deliberate upon the case before delivering a verdict.

Any use of magic within the courtroom is banned and results in the spellcaster's immediate arrest and prosecution. If this happens to the defendant, the case defaults to a guilty verdict against them. If the guilty part is the prosecutor, the defendant is cleared of all charges and allowed to go free. For this reason, most prosecutors avoid any use of magic within the courtroom... unless they adhere to the Court Procedure Magical Theory.

Practitioners of Court Procedure can perform their magic within a courtroom with very little fear of punishment, provided that their spells do not have any visible manifestations. Even if a member of the defense claims that magic is being used, the spellcasting process for these characters is so easily disguised as simple legal routine that most judges will overrule such objections with a warning not to waste the court's time.

Spellcasting prosecutors frequently use the Interrogate Magia to force defense witnesses to truthfully answer awkward questions that will either incriminate the defendant or impinge their own credibility and the Forget Magia to erase memories that might hurt their case. Improved Fate and Mental Enhancement are other favorites, given their wide versatility, and a few lawyers have perfected the use of Sleep to put key witnesses into a deep slumber before they are called to the stand.







## NEW RECRUITS

Character creation is an important process in any roleplaying game. The characters drive the game's narrative, and because of this, the act of character creation should provide players with both the mechanics needed for their character to function and an idea of their place in the world.

*Through the Breach's* character creation takes the players through a specialized Tarot reading to generate their characters. This chapter will guide you through the steps of creating not only a character's mechanics but also their history and future.

*Above the Law* contains its own version of character creation, called the Ram's Head Tarot. It is used to create Fated characters whose lives have been heavily influenced by the Guild. Due to privilege and apathetic supervision, many of these characters possess vices that rule their lives and make it difficult (though not impossible) for them to rise above the role of anti-hero.

The steps for creating a Fated character have several random elements that require the use of a Fate deck. If you don't have a Fate deck, you can use a regular deck of cards (four suits of thirteen cards each, plus a red joker and a black joker) by referencing the deck conversion rules in the *Core Rules* (pg. 281)

Character creation should be taken one step at a time. As you go through this process, your Fated's story will begin to unfold in front of you, so these steps should not be glossed over or rushed.

Players and Fatemasters are encouraged to utilize the options here and in other *Through the Breach* books to create the character each player wants to play. The Pursuits, Talents, and Magia presented in this book are available to every character, even those created using different expansion books.

## STEP 1: CONCEPT

A lot of information about your character will be determined over the course of the character creation process, but not everything is up to chance. For this reason, it helps to have some idea who your character is in advance: what her goals might be, what her life might have been like, and so on.

It is worth discussing your concept with the Fatemaster and other players to ensure that your character will get along with the characters of the other players. This is especially true for groups that include Gremlin and human characters, as some humans might find the idea of spending time with a Gremlin to be offensive (or vice versa).

After this step, you'll be flipping cards off the Fate Deck, so make sure it's handy. You should shuffle the Fate Deck seven times and then have the Fatemaster cut it to ensure that the cards are sufficiently randomized.

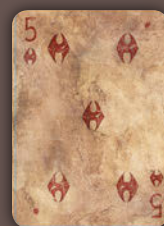
When your Fate Deck is shuffled and you have a general concept in mind, move on to Step 2.



### THE RAM'S HEAD TAROT



MIND CARD



ENDEAVOR CARD



DIVISION CARD



BODY CARD



ROOT CARD



VICE CARD



## STEP 2: VICE CARD

Deal a card off the top of the Fate Deck into the bottom-most position on the Ram's Head Tarot. This card is the Vice Card, which represents a vice that your character might possess.

The Guild of Mercantilers has a well-deserved reputation for being incredibly brutal and corrupt, and that reputation tends to attract (and create) a certain type of person. While there are certainly honest and dedicated people working within the ranks of the Guild, they are outnumbered by those who are quite happy to work in morally gray areas.





### PLAYING THE VICE CARD

After you flip a card on the Ram's Head Tarot, you may choose to discard that card and replace it with your Vice Card. In addition to completely replacing every aspect of the replaced card, the Vice Card also provides a special bonus, depending upon the Step it is used in.

If your Vice Card replaces your Body Card, you may increase a Physical Aspect by +1. If it replaces your Mind Card, increase a Mental Aspect by +1 instead. Gain an additional Skill at Rank 2 if it replaces either your Root or Endeavor Card, or gain 25 extra Scrip if it replaces your Division Card.

If you choose to use your Vice Card in this way, then your character also gains a certain vice, as noted in the table to the right. Whenever your character is presented with an opportunity to indulge in her vice, she has to make a Centering Challenge (TN 10 + the number of her completed Destiny Steps). If she succeeds, she can resist the temptation, but on a failure, she must take advantage of the situation and indulge in her vice.

Of course, you could always choose not to use your Vice Card, in which case, your character will be free to make her own path in the world. She won't be quite as strong as her more corrupt brethren, but at least she won't be led down the path of corruption by her own vices.

VICE CARD SUIT	VICE
Black Joker	<b>Blackmailed:</b> The character's primary "vice" is that she is being blackmailed by someone who asks for frequent favors; she must succeed at the Centering Challenge to avoid giving in to the blackmailer's demands.
	<b>Sadism:</b> The character is prone to beating or inflicting other violence upon helpless or otherwise weaker characters.
	<b>Greed:</b> The character is prone to soliciting bribes and betraying her loyalties in exchange for material wealth and goods.
	<b>Lust:</b> The character is easily led astray by a pretty face and the possibility of physical intimacy; the player can choose which gender(s) interest their character.
	<b>Addiction:</b> The character is an addict who is prone to dropping everything to chase the next fix; the player can choose the nature of the addiction, which might be alcohol, opium, or even Brilliance.
Red Joker	<b>Sloth:</b> The character is prone to procrastination, shoving her assignments off onto others, and generally doing as little work as possible.

### STEP 3: DIVISION

Deal a card off the top of the Fate Deck into the upper-left space above the Vice Card. This card is the Division Card; it determines which of the Guild's Special Divisions employs your character.

Each Special Division is described starting on page 30. While each Special Division has a specific focus, you shouldn't feel as if your character's assigned Division determines her destiny; the Department of Public Relations employs just as many thugs as it does social butterflies, and the Witch Hunters have plenty of accountants and researchers supporting their field agents. Use your character's Division as a starting point, rather than a mandate.

In addition, each Division is linked to a specific Skill that your character will gain at the end of the character creation process. This Skill represents the specialized training that your character has received. For now, just mark down your character's Division on her character sheet.

### STEP 4: BODY

Deal a card off the top of the Fate Deck into the position directly above the Vice Card on the Ram's Head Tarot. This card is the Body Card, which represents your Fated's physical form; it gives you the values that go into your Physical Aspects of Might, Grace, Speed, and Resilience. Assign each value given to you here to one of the different Physical Aspects, in any order you choose.

A negative Aspect in *Through the Breach* is not strictly bad. It represents a lesser capacity in that area, but weaknesses are a part of all people. A negative Aspect can be overcome with Skills, and some Talents require a negative Aspect as a prerequisite.

Your concept should develop further here now that you have a better idea of your Fated's physical capabilities. Often, physicality defines much of our childhood and the paths we take. What did these Aspects mean for your character while growing up?

### STEP 5: ROOT SKILLS

Deal a card off the top of the Fate Deck into the upper-right space above the Vice Card. This card is your Root Card, and it determines your Fated's Root Skills. They represent the skills your character learned in her childhood.

Each value provided by this card can be assigned to any of the Skills presented in the *Core Rules*. These Skills should reflect your character's upbringing: what did she learn? Why did she learn it? How were her parents and family involved? Was she groomed for a position among the Guild at a young age, or did her parents have different plans for her?

Take time to think about what your character learned while growing up and consider how this knowledge modifies your concept.

### STEP 6: MIND

Deal a card off the top of the Fate Deck and place it to the upper-left position above your Division Card. This is the Mind Card, which represents your Fated's mental abilities. It provides the set of values that go into her Mental Aspects of Intellect, Charm, Cunning, and Tenacity. Assign the values given to you here to any of the different Mental Aspects.

As your character reached adolescence and adulthood, her mind started to play a more critical role. How your character approaches her problems is often determined by her Mental Aspects.

Think about your concept again. What Mental Aspects are most appropriate for your character? Does your character have a strong will? Is she crafty? Consider these things when assigning your values.



## STEP 7: ENDEAVOR SKILLS

Deal a card off the top of the Fate Deck into the above-right space of your Root Card. This is your Endeavor Card, and it provides you with your Fated's Endeavor Skills. These skills represent the things your character learned later in life. Each value provided by this card can be assigned to any of the Skills presented in the *Core Rules*.

It's important to tie these skills to your concept - what do you imagine your character is good at? These Skills represent the things that your character chose to learn for herself, so make sure that your selection allows her to do the things that she would have been interested in learning about.

*Through the Breach* favors characters with a variety of skills, so don't worry about making the "best" choices now. You'll have many opportunities to gain new skills later.

## STEP 8: DIVISION SKILL

Look back at the Division you generated for your character and the Skill with which it is associated. If your character has no ranks in the associated Skill, she gains 1 rank in it. If she already has one or more ranks in this Skill, she instead gains 1 rank in another Skill of her choice that she does not already possess.

## STEP 9: MODIFY

In this step, you can adjust your character to better fit your developing concept. You have 1 point you can use in this step to help your character be what she needs to be. This point can be spent in one of two ways:

- Increase one of your Aspects by +1. You cannot increase an Aspect above 3 in this way.
- Gain 2 ranks in a Skill you do not already possess.

Whatever you choose to modify, make sure it ties into your character's backstory and growing narrative.

## STEP 10: DIVINING FATE

Now that your character's numbers have been determined, it's time to read her Destiny. Each card in the Ram's Head Tarot has a corresponding phrase, and those phrases combine to create the character's Destiny. Reading the character's Destiny is a matter of reading the Fate attached to each card from left to right.

Start with the Mind Card and work your way right and downwards, moving on to the Division, Body, and Root Cards, before swinging upwards to the Endeavor Card.

If you did not use your Vice Card, it is ignored when divining your character's Destiny.

## STEP 11: PURSUIT

In this step, choose a Basic Pursuit for your character. A character's Pursuit is a reflection of how she views the world and how she reacts to it. A Pursuit can be seen as the way your character tries to solve problems: a fighting Pursuit may try to solve things through physical conflict while a Social Pursuit may try to approach things from a more diplomatic angle. In gameplay, Pursuits have some impact on certain types of Challenges, and at the end of a session they inform certain parts of character advancement.

At the beginning of each game session, you'll be allowed to change your Fated's Pursuit, so don't worry too much about what's coming down the road. Focus on the here and now, read the descriptions of each Pursuit, and figure out what makes the most sense for the character right now.

The Basic Pursuits can be found starting on page 95. When you choose your character's first Pursuit, you'll gain that Pursuit's Starting bonus.

You are encouraged to choose a Pursuit from the *Core Rules* or *Above the Law*, but with your Fatemaster's permission you may choose a Pursuit from one of the other *Through the Breach* expansion books instead.

## STEP 12: DERIVED ASPECTS

You can now calculate your Derived Aspects from a combination of your character's Aspects and Skills. The Derived Aspects are: Defense, Willpower, Wounds, Walk, Charge, Height, and Characteristics. This information is the same as what is presented in the *Core Rules*.

- Defense is equal to 2 + the character's Evade Skill or Speed Aspect, whichever is higher. If the character has no ranks in the Evade Skill, it is considered to be a 0 (and thus, the lowest the character's Defense can be is 2).
- Willpower is equal to 2 + the character's Centering Skill or Tenacity Aspect, whichever is higher. If the character has no ranks in the Centering Skill, it is considered to be a 0 (and thus, the lowest the character's Willpower can be is 2).
- Initiative is equal to the character's Speed Aspect plus her ranks in the Notice Skill. This value is added to the character's Initiative flip in Dramatic Time to determine how quickly she is able to act during combat.
- Wounds is equal to 4 + the character's Toughness skill. If the character has a positive Resilience Aspect, add half of that (rounded up) to her Wounds.
- Walk is equal to 4 + half the character's Speed Aspect (rounded in favor of the character).
- Charge is equal to 4 + the character's Speed Aspect. If this generated a value below the character's Walk Aspect, the character's Charge is instead equal to her Walk Aspect.
- Height is 2 for adult human characters.
- Characteristics define the type of creature a character is. Fated characters created with the Ram's Head Tarot have the Living and Fated Characteristics.

## STEP 13: TALENT

Skills represent a linear progression of knowledge, but Talents are certain knacks that your character might have developed along the way. They go beyond basic skills and can have significant effects on a character's life.

Talents aren't always about being the best at something; many Talents represent ways that characters have overcome their shortcomings. They reflect new ways to deal with certain situations.

Your character gains one General Talent. It is recommended that characters created with the Ram's Head Tarot choose their Talents from this book (pg. 141) or the *Core Rules*, but the Fatemaster is free to allow General Talents from other *Through the Breach* expansion books as well.

## STEP 14: EQUIPMENT

Your character has 10 Guild Scrip with which to purchase equipment from the *Core Rules* (pg. 244), this book (pg. 160), or one of the other *Through the Breach* expansion books (with your Fatemaster's permission).

The Fated may also receive some starting equipment based on their chosen Pursuit, as described by that Pursuit's Starting bonus.

In addition to this, your character has a few things that are not listed, such as a Guild uniform and a few pieces of clothing.

Your character is also considered to have a place to live in the Downtown or New Construction Zone districts, some food, and other basic necessities.

Finally, your character has a salary based upon their Special Division: the Guild Guard make 2 Scrip each week, while members of other Special Divisions make 4 Scrip each week.

This salary is, obviously, only paid while the character is still employed by the Guild. If a character requests time off (to go on extended adventures, for instance), they do not receive any payment for the time they are not working.



## STEP 15: TWIST DECK

Your character has a Twist Deck, which is an individual deck of cards that she will use to change the whims of Fate. Each Fated has their own Twist Deck; the Twist Deck is the representation of what it means to be Fated, one of the rare few able to bend her own destiny.

A Twist Deck is made up of 13 cards of various suits. Each of the four suits of Malifaux must be represented: Rams, Crows, Masks, and Tomes (you can find more information on the suits in the Twist Deck in the *Core Rules* on page 80).

Choose one of the suits to be your Defining Suit, one to be your Ascendant Suit, another to be your Center Suit, and a final to be your Descendant Suit. Each choice will add certain cards of that suit to your Twist Deck, as shown below:

DEFINING SUIT	ASCENDANT SUIT
1, 5, 9, 13	4, 8, 12
CENTER SUIT	DESCENDANT SUIT
3, 7, 11	2, 6, 10

This is the final step in creating your Fated, so let the Fatemaster see your character for approval. Although it is your character, it is important that everyone is able to fit into the narrative. The interactive story is what makes roleplaying games a fun and interesting experience, and everyone should be on the same page for making this happen.

Once you've gotten approval, make sure your character sheet is filled out and that you fully understand your character's concept. It can be helpful to write up a short background, a sort of autobiography, for your character. Often, doing this in your character's voice helps, as it can aid you in understanding how your character talks and acts in the world.

From here, you're ready to start playing the game!



### LANGUAGES

At this point, you should take a moment to decide what languages your character speaks. Every character is assumed to have at least a passing understanding of English (the Guild is very hesitant to let people who cannot converse with its guards and agents into Malifaux) and one native language spoken in their homeland.

For instance, if you decide that your character is French, then she is fluent in both English and French. If you want her to be Russian, then she speaks both English and Russian.

Every rank a character possesses in the Literacy Skill allows her to master one additional language. These languages must originate from Earth; while the Neverborn speak their own tongue, it takes a great deal of time and opportunity to learn it, which makes it inaccessible for a new character.

## EXAMPLE CHARACTER

Let's follow a player as they make a character for an upcoming *Through the Breach* game! First, the player needs a simple concept (Step 1): she decides that her character is a grim Death Marshal who joined the Guild after a personal tragedy. The player names her character Annabelle.

With that concept, the player flips her Vice Card into the bottom-most part of the Tarot Spread (Step 2). It's a 4♠. This means that if the player decides to use her Vice Card, Annabelle's vice will be "Sadism." The player isn't sure if she wants Annabelle to be a sadist yet, but she keeps that in mind as she continues onward.

Next, Sarah flips a 6♣ for her Division (Step 3). This means that Annabelle is a member of the Guild Guard. She isn't the Death Marshal that the player wanted, but that's fine: she decides that Annabelle has been trying to transfer into the Death Marshals but hasn't yet had much luck. If nothing else, it gives Annabelle a goal to work towards!

Next the player flips Annabelle's Body Card (Step 4). She gets a 7♣, which gives her -1/-1/0/+2 to assign as her Physical Aspects. The player decides that Annabelle's aim is pretty good, so she places the +2 into her Grace. She doesn't want Annabelle to be some wilting flower, so she puts the 0 in her Resilience, which leaves her Might and Speed at -1.

The player moves on to Root Skills (Step 5) and flips a 11♠, which gives her a 2, 2, 2, 2, 1 for Skills. The player decides that Annabelle grew up poor and had a rough childhood, so she gives her 2 ranks in Athletics, Centering, Pugilism, and Toughness; perfect skills for a little hooligan! She also gives Annabelle 1 rank in Deceive.

Next, the player flips her Mind Card (Step 6), getting a 10♣. This gives Annabelle -1/-1/0/+2 for her Mental Aspects, but the player isn't happy with that spread, so she decides to use her Vice Card. She replaces her 10♣ with the 4♠ of her Vice Card, which changes Annabelle's Mental Aspects to -2/0/0/+2.

After some thought, the player puts Annabelle's +2 into Cunning and her -2 into Charm, which leaves her with Intellect and Tenacity 0. Since she replaced her Mind Card with her Vice Card, the player can increase one of Annabelle's Mental Aspects by +1, so she increases her Tenacity to 1.

Though she wasn't feeling so great about Annabelle's "Sadism" vice, it actually makes sense now, given Annabelle's background. She clearly has some anger about being repeatedly rejected for transfer into the Death Marshals!

At Endeavor Skills (Step 7), the player gets A♣, providing her with 3, 3, 3, 1 for Skills. The player decides to put 3 ranks into Intimidate, Pistols, and Notice. The player also picks up Bureaucracy at 1 rank to account for all of the paperwork Annabelle has filled out.

For Division Skill (Step 8), the player looks back at the 6♣ she flipped for her Division and notes down that Annabelle has 1 rank of Gambling.

Next is Modify (Step 9), so the player decides to increase Annabelle's Might up to 0.

The player is now ready for Divining Fate (Step 10). Starting with the Mind Card and working right, she writes each corresponding phrase into the appropriate place on her character sheet.

At Pursuit (Step 11), the player decides to make Annabelle a Commander. This gives her a bit of scrip that she uses to purchase a good pistol.

Step 12 is a calculation of Derived Aspects. Annabelle has Defense 2, Willpower 3, Initiative 2, Wounds 6, Walk 4, Charge 4, Height 2, and the Living and Fated Characteristics.

For Talent (Step 13), she chooses the Guild Training (Guild Guard) Talent (page 143).

At Equipment (Step 14), the player uses her 10 Scrip to buy Annabelle a sword and some armor from the *Core Rules*.

Finally, at Step 15, the player chooses Rams as her Defining Suit. She chooses Crows as Ascendant, Masks as Center, and Tomes as Descendant.



# RAM'S HEAD TAROT REFERENCE TABLES

## BODY CARD

CARD	PHYSICAL ASPECTS	BODY FATE
Red Joker	-1/-1/-1/+3	and learn the history that has yet to happen.
A♠	-3/-1/+1/+3	and you will rise to the rival's challenge.
2♠	-2/-2/+2/+2	and descend into envious shadows.
3♠	-2/-1/+1/+2	but fear the shadow cast by no man.
4♠	-2/0/0/+2	and the sleeping flame will awaken.
5♠	-2/0/+1/+1	but every scar has a story.
6♠	-2/-1/0/+2	but the gathering will mock your gift.
7♠	-1/-1/-1/+3	and you will purify the weird soul.
8♠	-2/-1/+1/+2	and justify your prejudice.
9♠	-2/0/0/+2	and burn with each step through the ashes.
10♠	-1/-1/-1/+2	and you will reclaim what is yours.
11♠	0/0/0/0	but even a good man will kill.
12♠	-1/0/0/+1	and you will learn that subservience is a form of power.
13♠	-1/0/0/+1	and his blood will stain your hands.
A♣	-3/0/0/+3	and lose the ocean's daughter.
2♣	-3/-1/+2/+2	and solve the lonely crime.
3♣	-2/-2/+2/+2	and you will find your peace in the Soulstone.
4♣	-2/-1/+1/+2	and the forgotten shall be recalled.
5♣	-1/-1/0/+2	and you will seek the witness.
6♣	-3/0/+1/+2	and peace will be preserved.
7♣	-1/-1/+1/+1	and find tears on the mountain's side.
8♣	-1/0/0/+1	and the mountain will be ground to dust.
9♣	-1/-1/0/+2	but heed the cripple who speaks for the coin.
10♣	-1/-1/+1/+1	and you will burn their squalid homes.
11♣	-1/0/0/+1	for you will be reborn in soot and flames.
12♣	-3/0/0/+3	and fall in love.
13♣	-2/0/0/+2	and repair the broken heirloom.

# RAM'S HEAD TAROT REFERENCE TABLES

## BODY CARD

CARD	PHYSICAL ASPECTS	BODY FATE
A ✕	-3/0/0/+3	and you will be as a sparrow without wings.
2 ✕	-3/0/+1/+2	and die in three days.
3 ✕	-2/-1/+1/+2	but death was never the end.
4 ✕	-2/-1/0/+2	and you will leave her hanging.
5 ✕	-2/0/0/+2	and bring nightmares into the waking world.
6 ✕	-2/0/+1/+1	and you will find dragons.
7 ✕	-1/-1/0/+2	and find the light within.
8 ✕	-2/-1/0/+2	but only until the blood-dimmed eclipse.
9 ✕	-1/-1/+1/+1	but you will feed your heart with courage.
10 ✕	-1/-1/0/+2	but the spirit will claim the child.
11 ✕	-1/0/0/+1	but the cradle was always empty.
12 ✕	-1/0/0/+1	and wonders will surround your waking echoes.
13 ✕	-2/+1/+1/+1	but even the dead can die again.
A ♠	-3/-1/+1/+3	and you will enter the gateway of horrors.
2 ♠	-2/-2/+2/+2	but fear the revision.
3 ♠	-2/-1/+1/+2	as poisoned sand turns to clouded glass.
4 ♠	-2/0/0/+2	and kneel before the loathsome jester.
5 ♠	-3/0/+1/+2	and he will come to know your love.
6 ♠	-2/-1/0/+2	but the key is hidden in its flesh.
7 ♠	-1/-1/-1/+3	and you will lock the door and kill the light.
8 ♠	-1/-1/0/+2	and eliminate those who love.
9 ♠	-1/-1/0/+2	and welcome the betrayer with open arms.
10 ♠	-1/-1/-1/+2	and murder the deserving.
11 ♠	0/0/0/0	but speed is no substitute for strength.
12 ♠	-1/0/0/+1	and you will see what the others cannot.
13 ♠	-2/0/+1/+1	and argue in the court of horror.
Black Joker	-2/-2/-2/+4	and you will become everything you hate.



# RAM'S HEAD TAROT REFERENCE TABLES

## ROOT CARD

CARD	SKILLS	ROOT FATE
Red Joker	3,3,3	The Carver wakes but once a year
A♠	3,3,2,1	They feed the machine with war and sorrow
2♠	3,3,1,1,1	Your screams will ring louder than a hundred cannons
3♠	3,3,1,1,1	You will cut victory from its corpse
4♠	3,2,2,1	The ravens will bless your children
5♠	3,2,2,1	You will protect the world you did not choose
6♠	3,2,1,1,1,1	You will drink the blood of your enemy
7♠	3,2,1,1,1,1	Your last hope will be taken by torches and anger
8♠	3,1,1,1,1,1,1	The pelagic idol will be found once more
9♠	3,1,1,1,1,1,1	The smallest boon can save a life
10♠	2,2,2,2,1	You will turn your back to the ram
11♠	2,2,2,2,1	Your choice will cost you your heritage
12♠	2,2,2,1,1,1	The cure will prove more painful than the sickness
13♠	2,2,2,1,1,1	The circle will bind as well as the grave
A♣	3,3,3,1	You will find that which has been calling you
2♣	3,3,2,2	As the curtain rises one last time
3♣	3,3,2,2	The cold settles upon you like frozen diamonds
4♣	3,3,2,1,1	You will give your hand to spare your sight
5♣	3,3,2,1,1	The abandoned creation broods in madness
6♣	3,2,2,1	The fanatical hunter is deaf to your pleas
7♣	3,2,2,1	A single stone cannot stop the avalanche
8♣	3,2,1,1,1,1	The moon whispers secrets in silver light
9♣	3,2,1,1,1,1	The reflection in the water shows you the truth
10♣	3,1,1,1,1,1,1	Myth and fable walk the sun-kissed streets
11♣	3,1,1,1,1,1,1	In the end, you will turn your back on Malifaux
12♣	2,2,2,1,1,1	The red rock stands as a monolith
13♣	2,2,2,1,1,1	An ancient people turn in their sleep

# RAM'S HEAD TAROT REFERENCE TABLES

## ROOT CARD

CARD	SKILLS	ROOT FATE
A ✕	3,3,2,1	Its collection grows without reason or purpose
2 ✕	3,3,1,1,1	You will test yourself against the soul of thunder
3 ✕	3,3,1,1,1	They will scrawl the forgotten name in the blood of youth
4 ✕	3,2,2,1	Hesitation will spare his life
5 ✕	3,2,2,1	His ancient blood is the sweetest wine
6 ✕	3,2,1,1,1,1	You will shun the master's lash
7 ✕	3,2,1,1,1,1	The crow will find your eyes
8 ✕	3,1,1,1,1,1,1	Terror and madness will find the cracks in your mind
9 ✕	3,1,1,1,1,1,1	Your sins will walk the shadowed streets
10 ✕	2,2,2,2,1	The twins are bound in rope and tradition
11 ✕	2,2,2,2,1	You will step between servant and slave
12 ✕	2,2,2,1,1,1	Only five walk the mortal realm
13 ✕	2,2,2,1,1,1	Her black heart will beat in the cup of your hands
A ♡	3,3,2,1	Seven hundred steps stretch between you and Sarnath
2 ♡	3,3,1,1,1	They will blind themselves to your woes
3 ♡	3,3,1,1,1	You will sup with those who have no names
4 ♡	3,2,2,1	Her last words are a frozen river
5 ♡	3,2,2,1	Their pursuit will never end
6 ♡	3,2,1,1,1,1	The freshest peach rots from within
7 ♡	3,2,1,1,1,1	The blade will shatter upon bare flesh
8 ♡	3,1,1,1,1,1,1	He knows the price that must be paid
9 ♡	3,1,1,1,1,1,1	The dull coin hides in the shadow of treasure
10 ♡	2,2,2,2,1	You will leave the assault unanswered
11 ♡	2,2,2,2,1	A thousand shapes move in the mist
12 ♡	2,2,2,1,1,1	You are the clay from which delusion is sculpted
13 ♡	2,2,2,1,1,1	The deceiver wears the skin of snakes
Black Joker	2,2,2,2,2,2	The future will be carved from the heart of tragedy



# RAM'S HEAD TAROT REFERENCE TABLES

## MIND CARD

CARD	MENTAL ASPECTS	MIND FATE
Red Joker	-1/-1/-1/+3	When you pass through the open gate
A♠	-3/-1/+1/+3	Should you choose to leave the coins behind
2♠	-2/-2/+2/+2	If you ignore the rope in the trees
3♠	-2/-1/+1/+2	When blades cross and blood spills
4♠	-2/0/0/+2	If pity turns to tin in your clenched fist
5♠	-2/0/+1/+1	When the cannon roars at your behest
6♠	-2/-1/0/+2	If you find glory in your defeat
7♠	-1/-1/-1/+3	When you ignore the crimes of the guilty
8♠	-2/-1/+1/+2	If you surrender to his violence
9♠	-2/0/0/+2	If you lay down the blade to hold the torch
10♠	-1/-1/-1/+2	If you extinguish the guiding light
11♠	0/0/0/0	When you thrust your hand into the crackling flame
12♠	-1/0/0/+1	If you open your arms to the lost
13♠	-1/0/0/+1	Should the reckless heart fall silent
A♣	-3/0/0/+3	If you shun the battle for the written word
2♣	-3/-1/+2/+2	If you return
3♣	-2/-2/+2/+2	If you refuse the hero's call
4♣	-2/-1/+1/+2	You will find your love upon the pyre
5♣	-1/-1/0/+2	When you wake from the dream of ancestors
6♣	-3/0/+1/+2	If you laugh as you run him away
7♣	-1/-1/+1/+1	If you mask your stigma in a shroud of virtue
8♣	-1/0/0/+1	Once your strangers travel in three
9♣	-1/-1/0/+2	If you spend your disgust like the miser's coin
10♣	-1/-1/+1/+1	If you take the pound of flesh that is owed
11♣	-1/0/0/+1	Should you burn righteous and rancorous in the same fire
12♣	-3/0/0/+3	If you foolishly seek the next horizon
13♣	-2/0/0/+2	If you draw the rope's slack

# RAM'S HEAD TAROT REFERENCE TABLES

## MIND CARD

CARD	MENTAL ASPECTS	MIND FATE
A ✕	-3/0/0/+3	If you gain your prize despite the dog
2 ✕	-3/0/+1/+2	If you trip when they come for you
3 ✕	-2/-1/+1/+2	Awash in spilled ink and soiled regret
4 ✕	-2/-1/0/+2	When she spurns death for your pursuit
5 ✕	-2/0/0/+2	After what is dead has died
6 ✕	-2/0/+1/+1	Atop the crooked spire of ambition
7 ✕	-1/-1/0/+2	If you hone your anger into a blade
8 ✕	-2/-1/0/+2	If the antidote is refused a third time
9 ✕	-1/-1/+1/+1	Beyond the city walls
10 ✕	-1/-1/0/+2	Should the skinned cat return her affection
11 ✕	-1/0/0/+1	When you turn your back to the flower
12 ✕	-1/0/0/+1	If you rely upon faith to be your shield
13 ✕	-2/+1/+1/+1	When your death rattles at the door
A ♡	-3/-1/+1/+3	If you quench the only light
2 ♡	-2/-2/+2/+2	If you see only devotion in her eyes
3 ♡	-2/-1/+1/+2	When you uncover the long-buried secret
4 ♡	-2/0/0/+2	If you temper your friendship in unreasoned violence
5 ♡	-3/0/+1/+2	If you witness the hollows of the night
6 ♡	-2/-1/0/+2	When the curse twists for the third time
7 ♡	-1/-1/-1/+3	If you marvel at the electric carnival
8 ♡	-1/-1/0/+2	When every word is a folded puzzle
9 ♡	-1/0/0/+2	If you offer them your loyalty
10 ♡	-1/-1/-1/+2	Beneath the lowest foundations of desire
11 ♡	0/0/0/0	If you find shame in solitude
12 ♡	-1/0/0/+1	As the bell tolls for judgment
13 ♡	-2/0/+1/+1	When every eye closes in expectation
Black Joker	-2/-2/-2/+4	When the phantoms beckon your approach



# RAM'S HEAD TAROT REFERENCE TABLES

## ENDEAVOR CARD

CARD	SKILLS	ENDEAVOR FATE
Red Joker	3,3,3	and you will wear the Tyrant's flesh.
A♠	3,3,2,1	and rust will choke your bullet.
2♠	3,3,1,1,1	and a carved pumpkin will witness the slaughter.
3♠	3,3,1,1,1	and you will swallow the last bullet.
4♠	3,2,2,1	but you will do as you are told.
5♠	3,2,2,1	and your clock will stop at the eleventh hour.
6♠	3,2,1,1,1,1	and he will break the darkened switch.
7♠	3,2,1,1,1,1	and your final day will be a day of songs.
8♠	3,1,1,1,1,1,1	but the knife in your back is sharper.
9♠	3,1,1,1,1,1,1	and the sun will set upon your happiness.
10♠	2,2,2,2,1	but you will cast her aside like a spent torch.
11♠	2,2,2,2,1	but the ties of blood are unbreakable.
12♠	2,2,2,1,1,1	but his greatest weapon is his daughter.
13♠	2,2,2,1,1,1	and you will watch it burn.
A♣	3,3,3,1	and your mind shall be as an empty prison.
2♣	3,3,2,2	but the answer will only lead to more confusion.
3♣	3,3,2,2	for what the mind invents can never be fully destroyed.
4♣	3,3,2,1,1	and you will tip the scales between truth and falsehood.
5♣	3,3,2,1,1	and you will trade honor for a handful of coins
6♣	3,2,2,1	and the land itself will go mad.
7♣	3,2,2,1	until you remove doubt from the suspicious heart.
8♣	3,2,1,1,1,1	and the water will rise as you stand helpless.
9♣	3,2,1,1,1,1	but the final fruit is the hardest to swallow.
10♣	3,1,1,1,1,1,1	and your sacrifice will redeem the wayward master.
11♣	3,1,1,1,1,1,1	and predict the mirror's confusion.
12♣	2,2,2,1,1,1	and your vision will come true.
13♣	2,2,2,1,1,1	but you will reveal your secret regardless.

# RAM'S HEAD TAROT REFERENCE TABLES

## ENDEAVOR CARD

CARD	SKILLS	ENDEAVOR FATE
A ✕	3,3,2,1	and you will learn where the bodies were buried.
2 ✕	3,3,1,1,1	and it will end as it began.
3 ✕	3,3,1,1,1	but the choice between love and victory is never easy.
4 ✕	3,2,2,1	and you will poison everything you touch.
5 ✕	3,2,2,1	but there is no shadow in the wasteland.
6 ✕	3,2,1,1,1,1	and your obsession will doom them all.
7 ✕	3,2,1,1,1,1	but only the dead will listen.
8 ✕	3,1,1,1,1,1,1	and you will find redemption.
9 ✕	3,1,1,1,1,1,1	and the crime that you hide will destroy you.
10 ✕	2,2,2,2,1	and you will walk upon the moon.
11 ✕	2,2,2,2,1	and you will disappear beneath the swirling black waters.
12 ✕	2,2,2,1,1,1	and it will blind you.
13 ✕	2,2,2,1,1,1	but there can be no bravery without madness.
A ♠	3,3,2,1	but apathy will be your only punishment.
2 ♠	3,3,1,1,1	and it will turn as black as the darkest night.
3 ♠	3,3,1,1,1	and you will risk everything to roll the dice.
4 ♠	3,2,2,1	and the charred door will buckle.
5 ♠	3,2,2,1	and she will lie to keep you happy.
6 ♠	3,2,1,1,1,1	and the joy of madness will claim you.
7 ♠	3,2,1,1,1,1	but your wrists will be bound with red tape.
8 ♠	3,1,1,1,1,1,1	and you will realize how much was dreamt.
9 ♠	3,1,1,1,1,1,1	but the poisoned wound cannot be healed.
10 ♠	2,2,2,2,1	and he will stab you in the back.
11 ♠	2,2,2,2,1	but the door will close before you have your answers.
12 ♠	2,2,2,1,1,1	and you will offer hope where once was none.
13 ♠	2,2,2,1,1,1	and your captive will sacrifice everything in your name.
Black Joker	2,2,2,2,2,2	but you will lose yourself in the tatters of the king.



# RAM'S HEAD TAROT REFERENCE TABLES

## DIVISION CARD

CARD	SPECIAL DIVISION	SKILL	DIVISION FATE
Red Joker	Elite Division	Forgery	your darkness will guide the blind
A♠	Amalgamation Office	Engineering	you will make dust of the ram's horns
2♠	Guild Guard	Bureaucracy	the crowd will curse their eyes
3♠	Guild Guard	Grappling	you will walk the foreign path
4♠	Guild Guard	Pistol	her excuses will stay your hand
5♠	Guild Guard	Intimidate	you will sort the living from the dead
6♠	Guild Guard	Athletics	your heart will turn to stone
7♠	Public Relations	Literacy	you will find the answer you cannot speak
8♠	Public Relations	Bureaucracy	your blood will steam on the traveled road
9♠	Public Relations	Music	you will walk beside fools and corpses
10♠	Public Relations	Art	the false prophet will end your hunger
11♠	Public Relations	Printing	the false voice will know your name
12♠	Public Relations	Bewitch	you will return with the balm for all ills
13♠	Public Relations	Scrutiny	you will writhe in agony
A♣	Amalgamation Office	Artefacting	the steel beneath flesh will be revealed
2♣	Guild Guard	Melee	she will sit alone amongst your misery
3♣	Guild Guard	Long Arms	you will spit his ambition back in his face
4♣	Guild Guard	Convince	the dog will suffer in your place
5♣	Guild Guard	Notice	the silence will be deafening
6♣	Guild Guard	Gambling	she will demand a sacrifice
7♣	Witch Hunters	Bureaucracy	it will belch fire into the sky
8♣	Witch Hunters	Intimidate	she will slip from your grasp
9♣	Witch Hunters	Heavy Melee	your trial will leave its mark
10♣	Witch Hunters	Counter-Spelling	you will stumble between worlds
11♣	Witch Hunters	Prestidigitation	you will fall from grace
12♣	Witch Hunters	Sorcery	the last hero will burn before you
13♣	Witch Hunters	Enchanting	he will rise from the silver lake

# RAM'S HEAD TAROT REFERENCE TABLES

## DIVISION CARD

CARD	SPECIAL DIVISION	SKILL	DIVISION FATE
A ✕	Amalgamation Office	Pneumatic	the hissing steam will reveal its troubles
2 ✕	Guild Guard	Martial Arts	the sleeper will dream of your false childhood
3 ✕	Guild Guard	Shotgun	he will steal your despoiled breath
4 ✕	Guild Guard	Barter	you will refuse to open the tome
5 ✕	Guild Guard	Carouse	you will bury your axe beneath the dead tree
6 ✕	Guild Guard	Centering	you will remember your forgotten love
7 ✕	Death Marshals	Bureaucracy	you will sleep among the polished bones
8 ✕	Death Marshals	Melee	the fallen will dance to your untimely dirge
9 ✕	Death Marshals	Notice	you will embrace the ravenous shadows
10 ✕	Death Marshals	Toughness	you will be twice paid in tears
11 ✕	Death Marshals	Necromancy	you will share the only secret that matters
12 ✕	Death Marshals	Centering	you will be a light in the darkness
13 ✕	Death Marshals	Scrutiny	you will shatter the stone
A ♡	Amalgamation Office	Mathematics	you will learn the weakness of steel
2 ♡	Guild Guard	Pugilism	he will shade your tired eyes
3 ♡	Guild Guard	Heavy Guns	the wound will be cut by your own hand
4 ♡	Guild Guard	Deceive	you will get everything you want
5 ♡	Guild Guard	Stealth	you will drown your fears
6 ♡	Guild Guard	Leadership	the scarred man will find his immortality
7 ♡	Neverborn Hunters	Evade	you will stir in your slumber
8 ♡	Neverborn Hunters	Husbandry	you will take the teacher into your arms
9 ♡	Neverborn Hunters	Toughness	you will find treasure amidst the refuse
10 ♡	Neverborn Hunters	Homesteading	you will see farther than any other
11 ♡	Neverborn Hunters	Track	his lies will deafen the judge to your truth
12 ♡	Neverborn Hunters	Wilderness	your hatred will be as the lash
13 ♡	Neverborn Hunters	Pistol	you will take an eye for the eye that was taken
Black Joker	Elite Division	Deceive	you will don the forbidden mask





## PURSUIT

Pursuits are temporary templates that describe a character's role within a story and their short term goals. A Pursuit is not necessarily a full time career; characters are encouraged to move between different Pursuits as the game progresses in order to build a diverse and well-rounded character. That being said, some characters may wish to stay on a single Pursuit until its completion, allowing them to become specialized at the cost of more diverse capabilities.

Pursuits have three main mechanical components:

- The Starting bonus is the benefit you gain only if the Pursuit in question is the one you chose during character creation.
- On the Pursuit is the ability you gain while actively on the Pursuit during a game.
- Advancements are the Talents you gain at the end of each session, in the order listed. Often, you have a choice between two different Talents.

Every Pursuit also has a Step 0 Talent. This Talent is gained as soon as you choose the Pursuit for the first time, regardless of whether it's done at character creation or at the start of a later session. This Talent ensures that characters receive an immediate benefit for following their chosen Pursuits.

At the end of each session, a character will advance one Step along the Pursuit she chose for that session, as described in the *Core Rules* (pg. 318).

This section lists two types of Pursuits: Basic and Advanced. Advanced Pursuits all have certain prerequisites that must be met before a character can take them, so they aren't available to starting characters. Making certain in-game decisions will open up Advanced Pursuits for your character, allowing for some interesting and unique gameplay options.

# BASIC PURSUITS

Basic Pursuits are Pursuits that any character can choose at character creation or during a session's Prologue. They require no special training or initiation to follow, though players and Fatemasters are encouraged to come up with reasons why a given character might choose one Pursuit over another and to work that choice into the story.

While the Basic Pursuits in this book are most thematically appropriate when used by Guild characters, they are available to any character, regardless of their faction alignments (or lack thereof). For instance, a Gremlin Commander might attract particularly skilled Gremlin hunters to assist her in battle (which use the same stat blocks as Soldiers, just with their Height reduced to 1).

## BUREAUCRAT

Bureaucrats are social characters that use political favors and indebted allies to solve problems. Whether making long-winded speeches, drawing upon a network of spies, or manipulating the Guild's bureaucratic maze, a Bureaucrat is a powerful ally for anyone who intends to spend any amount of time in civilized areas.

## COMMANDER

Commanders march into battle alongside subordinate soldiers, which they can attract to their service at the start of every session. With a steady supply of expendable soldiers to do her bidding, a Commander is an excellent force multiplier who is capable of increasing the strength of not just her subordinate soldiers but also her Fated allies.

## GUNNER

Gunners are combat-focused characters that specialize in the use of chain guns, cannons, and other heavy guns. With an interesting mix of offensive and defensive capabilities, Gunners are perfectly suited to standing on the front lines of combat as they unleash a withering amount of firepower.

## MAGEWRIGHT

Magewrights are spellcasters that focus upon the use of Enchanting magic. In addition to bypassing the normal limitations of their Grimoire, Magewrights are capable of temporarily enchanting items and weapons with magical power.

## MARKSMAN

Marksmen focus upon ranged combat (with an emphasis on "ranged") more than any other character. They are patient sharpshooters who favor rifles and prefer to remain on the back lines of combat, ideally in a place of cover. From their hidden vantage point, Marksmen steadily and patiently eliminate and weaken their enemies with carefully placed and expertly timed shots.

## PROPAGANDIST

Propagandists are social support characters that focus on forcing their version of the "truth" onto others. With the ability to manipulate people on a large scale, these characters can sculpt public opinion to suit their interests, embolden and strengthen their allies, or even raise up an angry mob to punish those she has deemed corrupt (or simply inconvenient).

### ADDITIONAL PURSUITS

The Pursuits listed in this book give players plenty of opportunities to create a variety of unique, interesting characters.

If you are looking for more character options, however, both the *Core Rules* and the *Through the Breach* supplemental books - such as *Into the Steam*, *Under Quarantine*, and *Into the Bayou* - contain additional Pursuits and Advanced Pursuits that can offer more options to characters.



# BUREAUCRAT

Some people claim that Bureaucrats are the cockroaches of society: nobody actually wants them around, but no matter how hard you try to get rid of them, more always seem to be hiding in the woodwork. Others object to this metaphor, claiming that the comparison is unfair to the cockroaches.

Esteemed and reviled in equal measure, bureaucrats are the politicians, socialites, and civil servants of the world. Many of them come from wealthy backgrounds, having either purchased or inherited the favors that secured their position. Many Guild bureaucrats in particular are part of a "hereditary bureaucracy" that has become increasingly corrupt and bloated with each passing generation.

Bureaucrats can, of course, be found outside the ranks of the Guild. The Miners and Steamfitters Union has dozens of advocates that manage safety conditions and collect Union dues, for instance, and there are plenty of independent mayors and socialites who actively court allies and collect favors.

In the end, though, being a Bureaucrat is more of a mindset than a position. The Bureaucrats of the Ten Thunders tend to be more concerned with gathering information and blackmailing their "allies" into performing favors than in seeking any sort of public office. There are even a few Bureaucrats among the Gremlins, though the long-standing feuds and volatile nature of Gremlin society makes the phrase "cutthroat politics" a bit more literal than usual.

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**"WE ARE ALL COGS IN THE GUILD'S MACHINE. YOU CAN ACCEPT THAT AND BE HAPPY IN YOUR PLACE, OR YOU CAN FIGHT AGAINST IT AND BE CRUSHED BETWEEN COGS LARGER THAN YOURSELF."**

**- VITALIK KRUPIN,  
GUILD REPRESENTATIVE**

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## STARTING

A Bureaucrat begins the game with a powerful Fatemaster character owing her a big favor. The character can call upon this favor for a significant boon, such as gaining temporary access to a powerful weapon or having the criminal records of her and her friends expunged, but once used, the favor is gone forever. The identity of the character that owes the Bureaucrat a favor should be discussed with the Fatemaster.

## ON THE PURSUIT: TWO-FACED

When this character fails a Social duel, she may draw a card.

During the Epilogue, a character on this Pursuit may advance in any Academic Skill in addition to those Skill Advancement options presented by the Fatemaster.

## ADVANCEMENT

At each step, a Bureaucrat gains the Talent listed below:

STEP	TALENT
0	A Servant of the People
1	Web of Allies
2	General Talent
3	Long-Winded Speech or Do You Know Who I Am?
4	General Talent
5	Information Network or Favors Owed
6	General Talent
7	Administrative Initiative or Plausible Deniability
8	General Talent
9	Bureaucratic Meddling or The System is Rigged
10	"Synergy"

## A SERVANT OF THE PEOPLE

At its heart, politics is nothing more than being able to leverage favors and reputation for some sort of benefit. This character is particularly good at wielding her reputation in this manner.

When this character is called upon to make a Barter, Bewitch, or Intimidate Challenge, she may discard a card to turn the Challenge into a Bureaucracy Challenge. The results of succeeding or failing at the Challenge remain unchanged.

If the Challenge was a Barter Challenge, this character may use promises of relatively insignificant political favors to uphold her end of the bargain, rather than cash or other material goods.

Generally speaking, this character must spend an hour or two speaking with her allies and associates to uphold her end of the bargain. She has a week to do so before the person she bargained with begins to feel cheated and takes appropriate measures.





## WEB OF ALLIES

This character has cultivated a network of political allies that she can draw upon to assist her in difficult situations.

When this character gains this Talent, she chooses an Ally (subject to Fatemaster approval). It may be someone she met over the course of the last adventure or someone brand new. This character then earns that person's trust, blackmails them, or otherwise wins them over to her side.

Once per session per Ally, this character may attempt a Bureaucracy Challenge to call upon her Ally for support. The TN of this Challenge is determined by the type of support the character is seeking from her Ally, as shown on the chart at the bottom of this page.



The nature of the Ally determines what sort of help she can offer the character. For instance, an Ally that is a Guild Judge would be able to provide assistance with the law and anything Guild-related but would probably be unable to put her in contact with an Arcanist smuggler (unless, perhaps, it was a smuggler that had already been arrested).


While an Ally is generally willing to help the character when called upon, if the character abuses their relationship, the Ally may become unwilling to help the character until she makes things right again.

Each time this character would gain a General Talent from this Pursuit, she may instead choose to gain another Ally.

## LONG-WINDED SPEECH

This character has mastered the Bureaucrat's most dangerous weapon: long, boring speeches.

This character may attempt to influence and distract one or more people around her with a speech. While she is giving such a speech, every character within 10 yards of this character gain  to their Notice Challenges made against this character and suffer  to their Notice Challenges made against other characters.

If the character speaks for at least five minutes, once she ends her speech, she may make a single Leadership Challenge against the highest Willpower of all the characters listening (excluding her allies). On a success, this character gains  to her Social Skill Challenges made against those characters for the duration of the scene.

If this character achieves a Margin of Success on this Challenge, the listening crowd's opinion of a certain organization of this character's choice shifts one step in a direction of her choice for the remainder of the scene. (The scale ranges from Hatred to Dislike to Apathy to Approval to Adoration).

Depending upon the topic and extenuating circumstances, the mood of the listening characters may shift back or remain altered after the scene is finished, at the Fatemaster's discretion.

WEB OF ALLIES ASSISTANCE	TN
The Ally will help in a way that won't cost them much time or many resources. They may get the character an invitation to a high-class dinner party, put the character in contact with a reliable mercenary, make inconsequential announcements, or divulge the location of a person who has been taken prisoner.	10
The Ally will place themselves at risk to help the character. They might arrange for a prisoner to be released, set up a meeting with a known criminal, smuggle contraband into the city, help search the streets of Malifaux City after sundown, make significant announcements that are in character with their normal behavior, or divulge classified or otherwise secret knowledge.	14
The Ally will take large risks to help the character. They might arrange for a prisoner's criminal record to "disappear," set up a meeting with a Neverborn, loan the character a Soulstone for the session, help search the sewers beneath Malifaux City, or make public announcements that are either out of character or that run the risk of drawing considerable backlash.	18

## DO YOU KNOW WHO I AM?

The wanted posters pinned to the Guild's bounty boards are adorned with the faces of some of the most notorious bandits and serial killers the world has ever known: Seamus, Pandora, Parker Barrows, Albus Von Schtook. Even if they are captured and executed, these criminals have already carved out a legacy of terror upon the collective imaginations of history.

This character's face may not appear on a wanted poster, but that doesn't mean that she isn't just as dangerous as any of those murderers. The only difference is that she does her stealing and murdering within the confines of the law, like a proper politician. It only takes a few words in the right ear and a signature on a piece of paper to ruin a dozen lives.

When this character reveals who she is and all the terrible ways that she can make someone's life miserable, it's not backed up by physical power but the relentless, uncaring machinery of bureaucracy.

This character gains the following Manifested Power:

DO YOU KNOW WHO I AM?				
ACTING VALUE	AP	TN	RESIST	RANGE
Tenacity + Intimidate	1	10	Wp	6 yards
<p><b>Effect:</b> The target gains the following Condition until the end of Dramatic Time: <b>"Cowed:</b> This character suffers  on all attack flips made against the character that applied this Condition."</p> <p> <i>I Am Very Important!:</i> After succeeding, the target also becomes <b>Slow</b> and <b>Dazed</b> until the end of its next turn, plus one turn per Margin of Success.</p>				

## INFORMATION NETWORK

Whether spies, informers, or just people who owe her some minor favors, this character has an extensive information network that she can consult to learn more information about those people who interest her. The larger the settlement, the more people this character can draw upon for information.

Once per session, this character may attempt a Bureaucracy Challenge while in any populated area to consult her information network about a specific target. The TN of this Bureaucracy Challenge is equal to 5 + the target's Rank Value.

On a success, after a certain amount of time has passed (see below), the character learns the most important details about the target's history, such as the broad details of their life on Earth, which faction or patron brought them to Malifaux (if any), where they live (if it's a fixed location), the identity of their employer (if any), their known associates (if any), and a general sense of their activities over the past month (such as hunting bounties, working on a pneumatic device, exploring the sewers, and so on). She learns two such details of her choice, plus one detail per Margin of Success.

The amount of time it takes the character to learn this information depends upon the size of the settlement in which they make the Bureaucracy Challenge. In Malifaux City (or in a similarly sized city on Earth), the character gains this information within two hours. In Ridley (or another large town), it takes eight hours. In Edge Point or Fortune Falls (or another small town), it takes 24 hours, and in any smaller settlements (such as most Contract Towns), it takes 48 hours.



## FAVORS OWED

The political machine may be fueled by bureaucracy and favors, but a bit of charm and a few jokes can go a long way towards greasing that machine's gears. This character has either developed such a good working relationship with her allies or browbeaten them so far into submission that favors are granted more quickly and with less effort on her part.

When this character uses her Web of Allies Talent, she may add her Charm Aspect, if positive, to her Bureaucracy Challenge.

Additionally, this character may attempt to call upon her Allies more than once per session, but each attempt beyond the first requires her to achieve one Margin of Success for each time she has previously called upon the Ally during that session.

## ADMINISTRATIVE INITIATIVE

In theory, bureaucracy is intended to make everything more efficient by ensuring that everything is handled according to a structured and ordered system. For those who know how to work the system, however, the mechanisms of bureaucracy can be employed to grind any sort of forward momentum on a project or request to a halt.

At the start of Dramatic Time, this character may discard a card. If she does so, she may choose a friendly or enemy character involved in the battle, even if she does not have line of sight to that character. If she discarded a card with a value of 6 to 10, she may choose a second such character, and if she discarded a card with a value of 11 or higher, she may choose a third character.

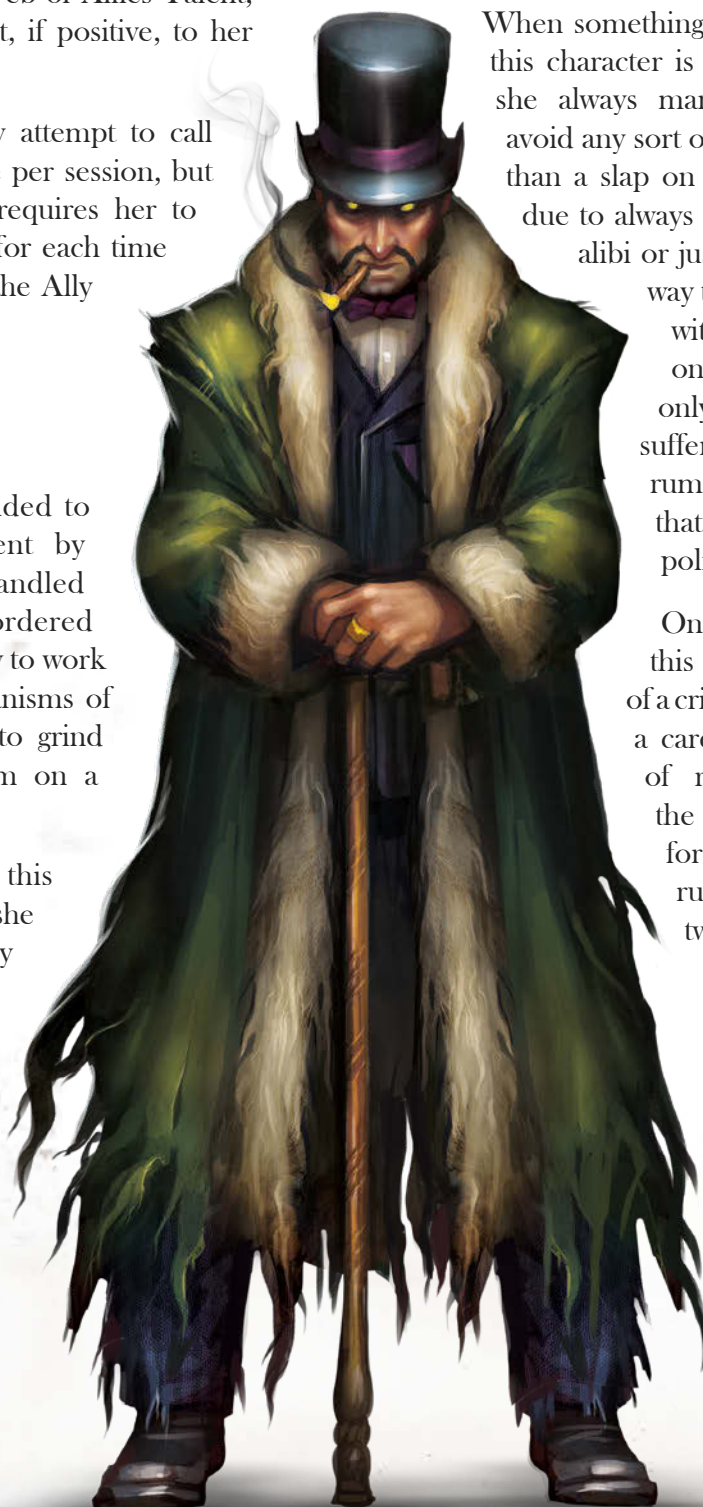
This character may raise or lower the initiative value of each chosen character by an amount up to her Ranks in the Bureaucracy Skill.

If the discarded card was a ♠, any chosen enemy characters also become **Dazed** until the end of their first turn.

## PLAUSIBLE DENIABILITY

When something goes wrong, unless this character is caught red-handed, she always manages to somehow avoid any sort of punishment worse than a slap on the wrist. Whether due to always having a convincing alibi or just knowing the right way to answer a question without implicating oneself, this character only ever seems to suffer a few scandalous rumors from situations that would ruin lesser politicians.

Once per session when this character is accused of a crime, she may discard a card to avoid any sort of repercussions from the accusation, save for some scandalous rumors that linger for two weeks or so.



## BUREAUCRATIC MEDDLING

Bureaucrats have a tendency to be notorious meddlers and insufferable micromanagers. Whether it's requiring copious amounts of paperwork for the simplest tasks or producing a constant onslaught of memoranda and newsletters to keep their underlings "in the loop," these petty politicians aren't happy unless they have their fingers in every pie.

While this character is certainly no exception, she has set her aspirations a bit higher than most. After all, why meddle with office politics or zoning permits when you can meddle with the fates of your allies? Destiny, in her mind, is simply too important to leave up to fate.

At the start of a new scene or at the start of her turn during Dramatic Time, this character may look at the top card of any other player's Twist Deck. She may choose to discard that card or return it to the top of the deck.

## THE SYSTEM IS RIGGED

To someone who isn't paying attention, it might appear that anyone can become a politician and change the system. All it takes is being in the right place at the right time and, perhaps, having the support of the common people.

In actuality, the system is rigged. The Bureaucrats who control the system are also its gatekeepers, and only those who have agreed to continue propping up the corrupt system are even allowed a seat at the table. It's a depressing thought... at least, for those that aren't already part of the system like this character. The normal rules don't apply to those who have the power to rewrite them.

This character may treat ♠ and ♣ cards that she flips, Cheats, or reveals as if they had both the ♠ and ♣ suits.

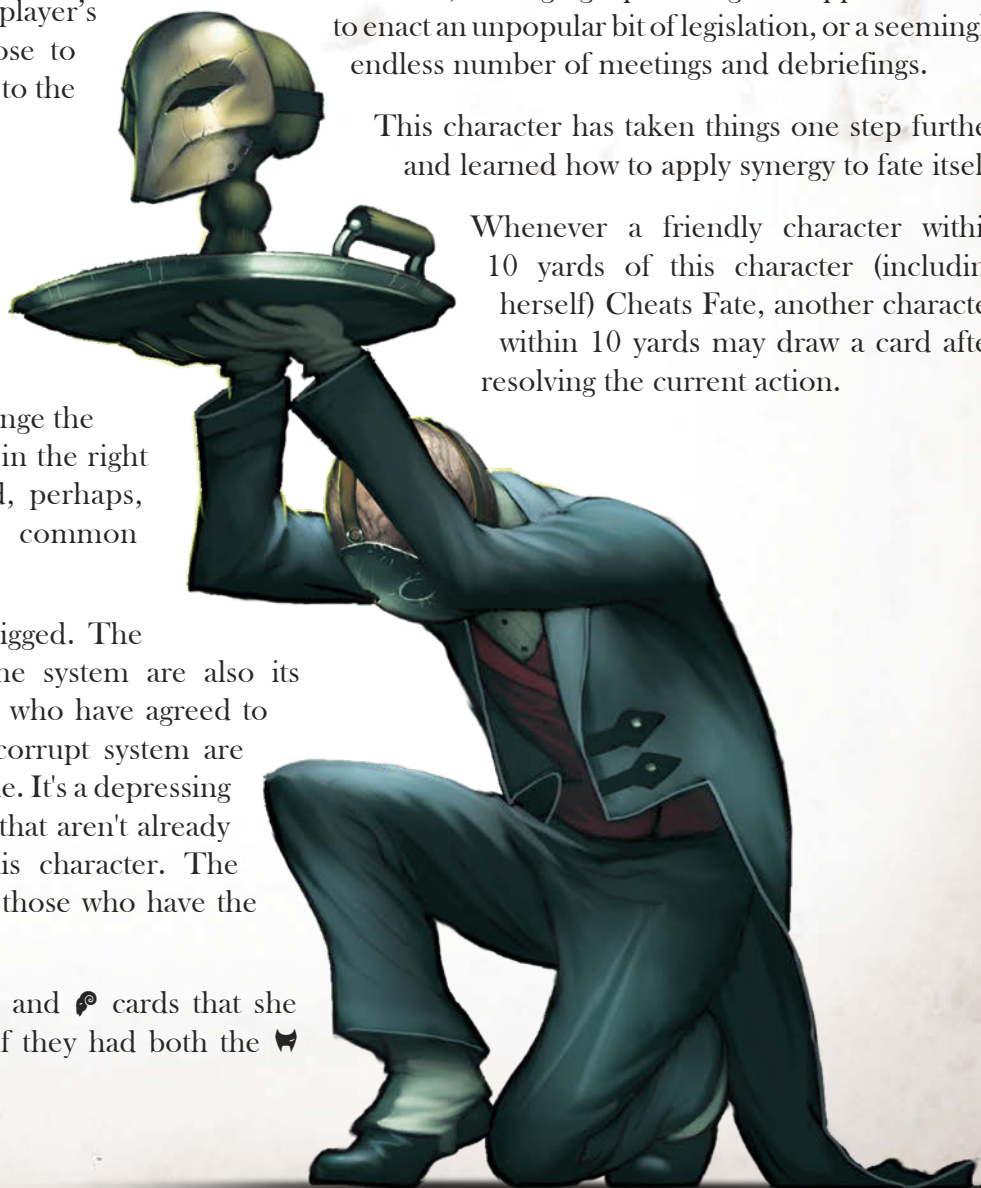
## "SYNERGY"

There are few words that can inspire as much confusion and dread as a Bureaucrat uttering the word "synergy." In theory, it means that all of the disparate parts of the bureaucracy are working together in order to achieve more than the sum of their parts. Unfortunately, bureaucracies generally don't *achieve* anything; they simply exist, like the petrified bones of a dinosaur, so ancient and foreign to common sense that most people try not to think too hard about their existence. In a very real sense, synergy is about twisting the rules to ensure that one plus one equals three instead of two.

In the hands of a Bureaucrat, however, synergy could mean just about anything. It could mean increasing communication between different government branches, leveraging a public figure's approval rating to enact an unpopular bit of legislation, or a seemingly endless number of meetings and debriefings.

This character has taken things one step further and learned how to apply synergy to fate itself.

Whenever a friendly character within 10 yards of this character (including herself) Cheats Fate, another character within 10 yards may draw a card after resolving the current action.





# COMMANDER

Of the many resources in the world, the most valuable to the Guild are Soulstones. After that comes magical knowledge and political power, followed by manufacturing resources and trade deals. At the bottom of the list - the *very* bottom of the list - is manpower.

That isn't to say that the Guild doesn't understand and appreciate the value of a trained soldier. People are a necessary cog in the Guild's machine of oppression and dominance, but they're also a very cheap and easily renewed resource. The Guild leaves the majority of training and education (and the costs associated with each) to the various armies and military academies of the world.

When a promising soldier, politician, or tactician comes to their attention, Guild recruiters swoop in and snatch that person up, folding them directly into its ranks. They are given a brief overview of Guild policy and procedures and then tossed into the world under the watchful eye of a Guild officer who will, in theory at least, ensure that the raw potential of the recruit is molded into a worthy soldier or officer.

Over the past century, the Guild's supposed meritocracy became corrupted with nepotism and cronyism. Generations of prejudice and entitlement have left the organization with a sense of privileged exceptionalism, and nowhere is that more apparent than among its officers in Malifaux. The corruption that plagues the Guild Guard is only a symptom of the sickness that pervades the entirety of the Guild.

Still, despite all of its faults, this system does produce a number of quite exceptional Commanders. These tacticians and leaders build stairways to victory out of the corpses of subordinates and enemies alike, ensuring that firepower and overwhelming numbers turn the tide of battle in the Guild's favor.

The Guild isn't the only organization with the capacity for military strategy, of course. The crime bosses of the Ten Thunders are well-known for the fearless devotion of their underlings, and the Freikorps are renowned for their teamwork and employment of advanced military tactics.

## STARTING

A Commander begins the game with one weapon and any Armor. These items cannot have a total combined value greater than 20\$.

## ON THE PURSUIT:

### A FEW GOOD MEN

When one of this character's subordinate characters is killed or rendered unconscious while within 6 yards of this character, she may draw a card.

During the Epilogue, a character on this Pursuit may advance in any Social Skill in addition to those Skill Advancement options presented by the Fatemaster.

## ADVANCEMENT

At each step, a Commander gains the Talent listed below:

STEP	TALENT
0	Reinforcements
1	Arrest Order or Spoils of War
2	General Talent
3	Bodyguard Detail or Efficient Leadership
4	General Talent
5	Issue Command or We're a Team
6	General Talent
7	The Wrong Side of the Law or Proper Motivation
8	General Talent
9	Hidden Sniper or Inspiring Presence
10	Firing Line

**"A GOOD PLAN VIOLENTLY EXECUTED  
RIGHT NOW IS BETTER THAN A PERFECT  
PLAN EXECUTED TOMORROW."**

**-CAO RU, GUILD CAPTAIN**

## REINFORCEMENTS

For whatever reason, armed soldiers flock to this character's side to assist her in her endeavors. They might be mercenaries willing to work for an ultimately negligible price, zealots who believe in her cause, or just resigned soldiers who were assigned to her command by an uncaring bureaucracy. Their names and faces may change, but their lives are ultimately nothing more than coins this character ruthlessly spends to purchase victory.

At the start of each session, after the Prologue, this character may make a TN 8 Leadership Challenge to gain a single subordinate Soldier (pg. 107), plus one subordinate Soldier per Margin of Success, up to a maximum number of controlled subordinate Soldiers equal to half her ranks in this Pursuit (rounded up).

These Soldiers remain under this character's control indefinitely (or at least, until they're killed). This character can command a subordinate Soldier with the (1) Order Action.

Each Soldier joins the character's service with their listed weaponry and 30 rounds of ammunition, but the character is responsible for supplying any additional ammunition required beyond this initial amount.

When one of these Soldiers is killed, its equipment is expected to be given to the next recruit, sold for profits that are split between the surviving Soldiers, or returned to this character's patron or employer so that it can be reissued to someone else. If sold, the equipment is only worth one-tenth of its base price.

This character can, of course, supply her Soldiers with different, higher-quality weapons if she so chooses.





## ARREST ORDER

Members of the Guild are usually comfortable with wielding their authority like a blunt instrument. Often times, all it takes to get someone to freeze in place is a bullet to the gut and a shouted, "You're under arrest!"

This becomes slightly less effective if the character doing the shouting isn't actually a member of the Guild, but these characters typically replace the attempt at arresting their target with a similarly threatening command or, in the case of less civilized characters, a string of surprisingly vulgar insults that freezes their surprised victim in their tracks.

This character gains the following Trigger on her Ranged Combat attacks:

☛ *Arrest:* After succeeding, the target gains the following Condition until the end of its next turn: "**Arrest:** This character must discard a card to perform a movement action."

## SPOILS OF WAR

Keeping a combat unit, even a small one, sufficiently supplied is a task that is often more difficult than any actual fighting those soldiers might do. This character's troops are particularly adept at scavenging for ammunition from their fallen opponents.

When a subordinate character under this character's control and within ⑦6 kills an enemy during Dramatic Time, this character may draw a card.

Additionally, when this character or one of her subordinate characters searches the corpse of an enemy combatant that possessed one or more ranged combat weapons, they find a number of additional ammunition rounds equal to half the enemy combatant's rank value, rounded up.

This Talent only increases the number of bullets possessed by the enemy combatant one time, regardless of how many times the enemy combatant is searched.

## BODYGUARD DETAIL

One of the primary tasks of this character's underlings is the protection of their leader and her "command staff." While her soldiers may not be happy about the possibility of taking a bullet (or a shiv, or an axe...) for someone else, when the moment presents itself, their training and instincts kick in and push them into an act of self-sacrifice.

Ideally, the soldier will survive the attack with nothing more than a flesh wound, but the battlefields of the world are littered with the corpses of men and women who died heroic deaths to save someone marginally more important than themselves. Sometimes, a life must be purchased with a life, and for this character, that is a sacrifice that she is willing to have her subordinates make.

Friendly Fated characters within ⑦6 of this character's subordinate Soldiers and Hidden Snipers gain the following Defensive Trigger:

**Df (♣) Sacrifice for the Cause:** After this character fails, a friendly Soldier or Hidden Sniper within 2 yards of this character and within range and line of sight of the attacker suffers the effects of the attack instead of this character.

## EFFICIENT LEADERSHIP

With the proper leadership, a soldier can overcome the limits of their training and even their bodies and minds to achieve something truly great. This character is especially adept at inspiring her troops and pushing them beyond their limits.

When a subordinate character under this character's control and within ⑦6 declares an action, it may use this character's ranks in the Leadership Skill in place of its Aspect or Skill Rank when determining its Acting Value.

## ISSUE COMMAND

It doesn't take much more than a quick gesture of her hand for this character to convey her wishes to the soldiers under her command. Like obedient dogs, they leap at her every command, ensuring that her will becomes manifest on the battlefield.

This character may take the (1) Order Action as a (0) Action. When this character takes the Order or Firing Line Action, a single subordinate character under her control may take a (1) AP Action after resolving that Action.

## WE'RE A TEAM!

While having a patrol of Guild soldiers or hired mercenaries at one's beck and call has some obvious implications in combat, they can also be useful off the battlefield. Whether moving fallen trees off roads, rounding up escaped cats, or playing instruments in their commander's band, these hardened soldiers can be pressed into helping out with just about any sort of challenge. They may not *enjoy* having to stay up all night to fix the hems of their commander's ballroom gown, but they knew the risks when they signed up for the job.

When this character attempts a Challenge during Narrative Time, after flipping a card from the Fate Deck and deciding whether or not she wishes to Cheat Fate, she may discard a card to increase her final duel total by +1 for each of her subordinate Soldiers who assist her in the Challenge. If she does so, this character may not benefit from the Assist Action during this Challenge.

It falls to the Fatemaster and the player to explain how this functions from a story perspective. For instance, if the character is attempting to Bewitch a handsome gentleman at a bar, her loyal soldiers might assist her by telling stories about how brave and fearless she is, or perhaps they start a fight with the gentleman in order to allow her to swoop in and "save" him.

## THE WRONG SIDE OF THE LAW

With training, this character's troops learn how to force their opponents to freeze in place in the middle of combat. Traditionally, a Guild soldier is trained to shout out that her target is under arrest, but those who exist outside the law typically go with a series of scathing insults that leave their subjects too shocked to move.

This character's subordinate Soldiers and Hidden Snipers gain the following Trigger on their Ranged Combat attacks:

☛ *Arrest:* After succeeding, the target gains the following Condition until the end of its next turn: "**Arrest:** This character must discard a card to perform a movement action."

Additionally, if an enemy character with the **Arrest** Condition declares an Action during Dramatic Time, that character may not declare that Action again until the start of their next turn.

## PROPER MOTIVATION

One of the benefits of fighting alongside trained soldiers is that they will often follow orders without thinking about them. This comes in handy when a soldier's mind has been clouded with surprise or fear: all it takes is a few sharp words from their commander to get the soldier moving and back to fighting shape.

This character gains the following Tactical Action:

(0) Proper Motivation: Target a friendly character within 6 yards and discard a card if they are not one of this character's subordinate characters. End the **Slow** or **Paralyzed** Condition on the target; if the target is **Prone**, it may immediately stand up. If the target was **Slow** or **Prone**, it may take a 1 AP Walk Action. If the target was **Paralyzed**, it may take any 1 AP Action of this character's choice (if it wishes).



## HIDDEN SNIPER

The key to a successful military victory, more often than not, comes down to preparation and planning. The general that has anticipated the maneuvers of the enemy and prepared contingency plans to deal with unexpected situations is often the one to claim victory on the battlefield.

This character has taken that same level of planning and applied it to skirmish fighting, namely by arranging for a sniper to be positioned in places where conflict is likely. The sudden appearance of a hidden sniper is often enough to tip the scales of battle in her favor, particularly when the sniper is able to seize the high ground.

At the start of Dramatic Time, if this character is within a civilized area (such as anywhere within Malifaux City, Ridley, or the Northern Hills), she may discard a card to declare that one of her hidden snipers is already in place.

If she does so, she chooses a location within range, at least ten yards from an opponent, and a Hidden Sniper (pg. 107) reveals themselves in that location. For the rest of the Dramatic Time, this character treats the Hidden Sniper as a subordinate character. At the end of Dramatic Time, the Hidden Sniper retreats from the battle (possibly after exchanging a few words with this character). If the Hidden Sniper is killed, this Talent may not be used for the remainder of the session.

If the character is in an area where the presence of a hidden sniper would not make sense (such as at the center of a swirling time vortex or in the depths of a Neverborn lair), she must be able to present some plausible reason why the sniper would be present (such as having been pulled into the vortex alongside the character or on a scouting assignment for an unrelated mission) in order to use this Talent.

## INSPIRING PRESENCE

Whether through encouragement, fiery speeches, or a few dramatic poses in front of an oversized Guild flag, this character has a knack for inspiring her subordinates. Her mere presence on the battlefield increases morale and inspires hope, allowing her troops to fight even harder.

Friendly characters within 6 may discard a card (or in the case of subordinate characters, their controller may discard a card) on their turn to gain the **Focused +1** Condition.

## FIRING LINE

The massed firing line has been an effective combat tactic since before firearms existed. Whether they utilize bullets, arrows, or more primitive weapons, such a massive amount of firepower can be devastating if timed correctly.

This character gains the following Tactical Action:

(2) Firing Line: Every subordinate character under this character's control and within 6 yards may immediately make a Ranged Combat attack against a single target within range. The subordinate characters flip cards for these attacks as if they were Fated characters, but none of their attacks can declare Triggers that generate additional attacks. If at least one of these attacks hits, every subsequent attack made against that target as a result of this Action gains **+1** to its damage flip.

### ARCHERS?

If the player wishes, a Commander can recruit Soldiers that use bows instead of rifles. This option is particularly appropriate for Gremlin and Ten Thunder characters.

In this case, replace the Soldier's Collier Navy and US&E Carbine with a Longbow and the Hidden Sniper's Sniper Rifle with a Crossbow (*Core Rules*, pg. 230). Replace their appropriate Ranged Combat Skills with Archery at the same rank.



## SOLDIER

Minion (5), Living

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

**Skills:** Athletics 1, Bureaucracy 1, Evade 3, Long Arms 3, Melee 3, Notice 2, Stealth 1, Toughness 1.

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

**From the Hip:** When making a Long Arms attack, this character may substitute Grace for Intellect when calculating its Acting Value.

### (1) Standard Issue Sword (Melee)

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

### (1) US&E Carbine (Long Arms)

AV: 5 (10) ————— Rg: 12 ————— Resist: Df  
Target suffers 2/3/5 damage. Capacity 2, Reload 2.

**Critical Strike:** When damaging the target, this attack deals +1 damage for each in the final duel total.



## HIDDEN SNIPER

Minion (6), Living

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

**Skills:** Acrobatics 1, Athletics 1, Bureaucracy 1, Evade 2, Long Arms 3, Melee 2, Notice 2, Stealth 2, Toughness 1.

**Taking Aim:** When this character gains the **Focused** Condition, it lasts until the start of this character's next turn.

**Stand and Fire:** When an enemy character declares a Charge Action within line of sight of this character, this character may reduce its **Focused** Condition value by 1, to a minimum of 0, to immediately deal 2 damage to the charging character.

### (1) Hunting Knife (Melee)

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

### (1) Sniper Rifle (Long Arms)

AV: 5 (11) ————— Rg: 14 ————— Resist: Df  
Target suffers 2/4/7 damage. The Range of this weapon is increased by +10 for each it gains from the **Focused** Condition. Capacity 4, Reload 1.

**Critical Strike:** When damaging the target, this attack deals +1 damage for each in the final duel total.



# GUNNER

The Guild was born out of the flames of the Black Powder Wars and solidified its power in the following chaos. The lessons it learned during the fighting and the aftermath shaped many of the organization's later policies and procedures, not the least of which was the Guild's love of artillery and heavy weaponry.

In the century since the end of the Black Powder Wars, the Guild has invested heavily in the research and development of advanced weaponry. Whenever a factory in one of their vassal nations creates a potentially devastating weapon, the Guild swoops in and claims it, citing "peacekeeping" as the justification.

These weapons usually find their way into the hands of the Guild's "Mobile Gunnery Specialists," or just "Gunners" for short. The soldiers specialize in the art of destruction, and their arrival on the battlefields of Earth sends a distinct message: the Guild wishes for this fight to end, no matter the consequences or collateral damage involved.

In Malifaux, the role of a Gunner isn't much changed. The Guild treats them like the hammer they are, only deploying them when the situation warrants a very firm reminder of just who controls Malifaux. The damage that a Gunner can deal to the city - not just its residents but to the infrastructure itself - tends to limit just how often such reminders are given, but fortunately, such lessons are rarely forgotten.

Gunners tend to be rare outside the ranks of the Guild, if only because the Guild heavily restricts the passage of heavy weaponry through the Breach. The Samurai of the Ten Thunders and the Drache Troopers of the Freikorps are perhaps the best known examples of Gunners beyond the ranks of the Guild, and the presence of such an opponent on the battlefield is enough to make any Guild soldier consider a tactical retreat.

There are few Gunners among the ranks of the Gremlins, but this is primarily an issue of supply: few Gremlins would turn down the chance to become a Gunner, provided that they had access to the appropriate weaponry.

## STARTING

A Gunner begins the game with one Ranged Combat weapon and any Armor. These items cannot have a total combined value greater than 20\$.

## ON THE PURSUIT:

### LOCKED AND LOADED

When this character fails a Ranged Combat duel during Dramatic Time, she may draw a card.

During the Epilogue, a character on this Pursuit may advance in any Ranged Combat Skill in addition to those Skill Advancement options presented by the Fatemaster.

## ADVANCEMENT

At each step, a Gunner gains the Talent listed below:

STEP	TALENT
0	Heavy Weaponry
1	Behind the Gun or My Gun is Bigger
2	General Talent
3	Artillery Training or Suppressing Fire
4	General Talent
5	Walking Artillery or Spray of Bullets
6	General Talent
7	Shoot Through It or Overwatch
8	General Talent
9	Bullet Storm or Fusillade Advance
10	Mow Down or Heavy Impact

**"WITH ENOUGH BULLETS, YOU CAN KILL  
JUST ABOUT ANYTHING."**

**- NOEMI VESCOVI,  
GUILD HEAVY GUNNER**

## HEAVY WEAPONRY

Though this character enjoys her heavy guns, they do come with a significant disadvantage: they are very large weapons that take two hands to properly wield. If an opponent closes to melee range, she theoretically must drop her (expensive) weapon on the ground and draw a melee weapon to defend herself. Or, she could just beat her opponent to death with her heavy gun and go back to laying down covering fire for her allies.

This character can use Heavy Guns weapons without the Heavy special rule as if they were Heavy Melee weapons with a Range of  $\infty$  2. If she does so, the weapon deals 2/3/3 damage, does not consume any ammunition (or gain any benefit from its ammunition), and ignores its Special Rules on the attack.

## BEHIND THE GUN

One of the benefits of carrying around a small cannon is that the weapon's sheer size and sturdy construction can sometimes act as a shield. This character, in particular, has learned how to place her weaponry between her and her enemies, which affords her with an increased level of protection in dangerous situations.

When this character is wielding a Heavy Guns weapon, she counts as wearing Heavy Armor with the Braced special rule. This pseudo-armor does not lower her Defense.





## MY GUN IS BIGGER

There's something to be said about the reassuring weight of a heavy Gatling gun in one's hands. The certainty that she can unleash untold devastation at a moment's notice provides this character with the confidence she needs to overcome terrifying monsters or manipulative tricksters.

When this character is wielding a Heavy Guns weapon, she may add her ranks in Heavy Guns to the final duel total of any Willpower duel she makes during her turn.

## ARTILLERY TRAINING

Loading a cannon or feeding an entire belt of ammunition into a Gatling gun can be a time-consuming process. For this character, though, it only takes a few moments to properly reload the weapon and rejoin the fighting.

When this character takes the Reload action to reload a Heavy Guns weapon, she counts as having spent twice as many AP on the action for the purposes of determining when the weapon is fully reloaded and ready to fire.

## SUPPRESSING FIRE

There's nothing like a barrage of screaming bullets ricocheting off someone's hiding place to make them reconsider any sort of movement that might leave them exposed.

When this character makes a Heavy Guns attack against a target and misses, the target gains the following Condition until the end of its next turn: **"Suppressed +2:** This character has -2 Walk and -2 Charge (to a minimum of 1 each)."

## WALKING ARTILLERY

Bracing an artillery weapon normally requires some sort of special weapon mount to prevent its recoil from damaging the weapon or injuring the person firing it. This character considers such restrictions to be more like guidelines. After all, what's wrong with just carrying a cannon into battle under your arm?

When this character is carrying a weapon with the Heavy special rule, it counts as being braced to a weapon mount.

In addition, when this character makes a Heavy Guns attack against an enemy character, she may move 2 yards after resolving the attack.

## SPRAY OF BULLETS

When surrounded on all sides, this character can unleash a hail of wild bullets in every direction, forcing her enemies to either fall back out of self-preservation or end up full of holes.

This character gains the following Tactical Action:

(0) Spray of Bullets: This character may expend one round of ammunition from a wielded Heavy Guns weapon for each character (friend or foe) within (X)3 of her. If she does so, every such character may choose to push 3 yards away from her. Then, any characters within (X)3 of this character suffer damage equal to the Weak damage value of her wielded Heavy Guns weapon.

## SHOOT THROUGH IT

When making a Heavy Guns attack, this character may expend three times as much ammunition (calculated after any special rules such as Burst Fire) to ignore line of sight and cover for the duration of that attack. If the attack hits a target behind cover, it suffer  $\square$  to the damage flip.

If the attack misses a character in cover, this character may discard a card to permanently reduce the value of the target's cover by one step (from hard cover to soft cover or from soft cover to no cover).

## OVERWATCH

Since heavy guns are, well, heavy, most military commanders will order them deployed to stationary positions where they can monitor the battlefield. From an entrenched bulwark, a character with a single Gatling gun can hold off an entire army.

After an enemy character completes a Walk Action, if this character is unengaged and had line of sight to the enemy at any point during its movement, this character may discard a card to make a (1) AP Heavy Guns attack against the target. For the purposes of this attack, the target receives the lowest amount of cover (hard cover, soft cover, or no cover) that it had during its Walk Action.

## BULLET STORM

Automatic weapons like the Gatling gun can fire hundreds of bullets in a very short period of time. The problem, generally speaking, is simply getting those bullets to connect with warm enemy bodies instead of everything else in front of the gun.

When this character is wielding a Heavy Guns weapon, that weapon gains the Full Auto special rule.

When wielding a weapon that already has the Full Auto special rule (regardless of whether it is a Heavy Guns weapon or not), this character may discard a card to declare a Trigger on an extra attack generated by the Stutter Fire Trigger (even though the Trigger normally forbids this).

## FUSILLADE ADVANCE

When this character takes the Charge Action, she may choose to make it a Fusillade Advance. If she does so, after ending within 2 yards of her target, she may make two (1) AP attacks with a wielded Heavy Guns weapon. If the Heavy Guns weapon has the Heavy special rule, she instead makes a single (2) AP attack with it. These attacks can be made even if this character is engaged, and they do not randomize when firing into melee.

If any of these attacks generate additional attacks (such as from the Sweeping Fire or Stutter Fire Triggers), the character is not considered to be engaged for the purposes of those attacks.

## MOW DOWN

By steadily sweeping her fire across the battlefield, this character can cut down her enemies in an adrenaline-fueled rush of ballistic devastation.

This character gains the following Tactical Action:

(2) Mow Down: This character may discard a card. If she does so, she makes a single Heavy Guns attack against every opponent in range and line of sight. This character must discard a card each time she wishes to declare a Trigger on one of these attacks.

## HEAVY IMPACT

When firing cannons and other artillery weapons, this character is able to place the shot exactly where it needs to be in order to cause the most chaos.

When this character makes an attack with a Heavy Guns weapon that has a base Capacity of 1, any characters damaged by the attack are knocked **Prone** and become **Dazed** until the start of this character's next turn. Any characters who suffer Blast damage from the attack are also pushed 2 yards away from the target of the attack.



# MAGEWRIGHT

Despite its hard stance on unauthorized magic use, there are a surprising number of spellcasters among the ranks of the Guild. A few of these are powerful mages like Sonnia Criid, but the vast majority are blue-collar enchanters who operate in a support role.

Called Magewrights, these versatile spellcasters take on a number of duties within the Guild. Some focus on weapon enchantment and prepare the runed blades of the Witch Hunters and the magical bullets of the Nephilim Hunters. Others pour their magic into the Guild's stable of battle constructs, animating their artificial limbs and infusing them with increased strength and agility. A few even function as healers and use their magic to knit together torn flesh and mend broken bones.

Because their talents mesh so well with the Thalarian Doctrine, most Magewrights have no problem staying within the parameters the Guild lays out for legal magic use. Small Magewright shops can be found huddled among the shops of Downtown and Edge Point alike, all of them offering minor enchantments for those with the money to afford their services.

Magewrights are also common among the Miners and Steamfitters Union, where they frequently serve as Steamfitters. The primary responsibility of these Magewrights is to keep the Union's mining constructs (or in the case of Foundry members, their railway constructs) animated, which lessens the organization's reliance upon Soulstones.

Among the Ten Thunders, most Magewrights are actually monks who use their magic to enhance their own natural capabilities. Nowhere is this more evident than among the Monks of High River, who are rumored to have the ability to wreath their punches and kicks in burning flames, or the Monks of Low River, who are able to heal the wounds of others with a simple touch.

A few aspiring Magewrights can also be found among the ranks of the Gremlins and Neverborn, though members of those races tend to prefer their own spellcasting traditions over those brought to Earth by humanity.

## STARTING

A Magewright begins the game with a Grimoire containing one Enchanting Magic; one Necromancy, Prestidigitation, or Sorcery Magic (for a total of two Magic); and three Immuto.

## ON THE PURSUIT:

### REALITY IS MUTABLE

When this character fails a Magical duel during Dramatic Time, she may draw a card.

During the Epilogue, a character on this Pursuit may advance in any Magical Skill in addition to those Skill Advancement options presented by the Fatemaster.

## ADVANCEMENT

At each step, a Magewright gains the Talent listed below:

STEP	TALENT
0	Bolster
1	Minor Enchantment or Mastered Immuto
2	General Talent
3	Transmutive Comprehension or Mastered Magic
4	General Talent
5	Enchant Item or Mastered Immuto
6	General Talent
7	Spontaneous Animation or Mastered Magic
8	General Talent
9	Split Enchantment or Mastered Immuto
10	Layer Upon Layer

**"A WATCH THAT SENDS YOU BACKWARDS  
IN TIME? UHHH... LET ME CHECK WITH MY  
SUPERVISOR. THAT MIGHT BE ON THE LIST  
OF RESTRICTED ENCHANTMENTS."**

**- OSCAR STRATTON,  
GUILD MAGEWRIGHT**

## BOLSTER

When this character casts a Spell or Manifested Power that affects one or more characters, she may discard a card to choose one of those characters and an Aspect. The chosen character has that Aspect increased by +1 for the duration of the Spell or Manifested Power, to a maximum bonus of +3.

If the Spell or Manifested Power does not have a Duration, the Aspect increase lasts until the start of this character's next turn.

## MINOR ENCHANTMENT

Imbuing objects with magical energy isn't particularly difficult for this character. With a simple flick of her hand, she can infuse a weapon with magical power for a few precious moments.

This character gains the following Tactical Action:

(0) Minor Enchantment: Discard a card, target a weapon within one yard, and nominate an Elemental Immuto to which this character has access. If the discarded card had a value of 11+, this character may nominate any Immuto, even if she does not have access to it. Until the start of this character's next turn, whenever the targeted weapon deals damage, the target also suffers the effects of a single instance of the nominated Elemental Immuto.





## MASTERED IMMUTO

Long hours of study and practice have led to this character developing a mastery over a single Immuto. Like a baseball pitcher knowing the correct way to throw a curve ball, the character can now apply her "trick" to any spell she casts, regardless of whether or not the chosen Immuto is listed in any of her Grimoires.

This mastery is a powerful boon in the arsenal of any spellcaster and the first sign that the character has started to walk the path of a true spellcaster. The more Immuto that a character masters, the more control she has over her spells and their parameters, allowing her greater flexibility with her magic.

When this character gains this Talent, she chooses an Immuto. This character always has access to the chosen Immuto, no matter her chosen Grimoire.

## TRANSMUTIVE COMPREHENSION

This character has come to understand that reality is more mutable than most people think. It's not about turning a person into a newt, it's about realizing that there's not much that differentiates a person from a newt in the first place. Once that realization is accepted, concepts such as physical form fall away, allowing the character to harness true magic.

This character adds + to her Enchanting Skill.

## MASTERED MAGIA

To be considered a true spellcaster, one must devote considerable time to the arcane arts. Most spellcasters are shackled to a Grimoire, forced to memorize the arcane formulae, long chants, or strange symbols it contains in order to harness the power of its magic. With enough study and practice, however, a character can learn to channel this magic on her own, without need for a Grimoire.

When this character gains this Talent, she chooses a Magia. This character always has access to the chosen Magia, no matter her chosen Grimoire. If she does not possess a Grimoire, she may act as if she possessed a Grimoire with this Magia.


## ENCHANT ITEM

When this character casts a Spell, she may choose to infuse the magical energies of the Spell into an item within 1 yard. If she does so, the TN of the Spell increases by +2, and if successfully cast, the Spell's effects do not immediately resolve.

The only Spells that can be placed in weapons are those that deal damage or that target a character other than the caster. After a successful attack, the character wielding the weapon may choose to discharge the stored Spell against their target, who may not attempt to resist it. When using projectile weapons, a single round of ammunition must be enchanted to be effective (unless the character intends to discharge the spell with a well-placed rifle butt).

The only Spells that can be placed in non-weapon items are those that deal damage via a Pulse, those that affect or summon another character, or those that affect the caster. A character possessing the item can discharge the Spell as a (1) Action, in which case, she becomes the target for the stored Spell (or the center of the Pulse, in the case of damaging Spells). If the Spell is resisted, it has the same Acting Value as if it had been cast by this character.

A stored Spell may only be discharged once, at which point the magic is expended and the enchanted item ceases to hold any of the energies with which it was previously infused.

Stored Spells never generate Margins of Success, and any damage flips resulting from a stored Spell suffer . An item can only be enchanted with one Spell at a time. Stored Spells last indefinitely until dispelled.

This character may only sustain a number of stored Spells equal to her Cunning Aspect plus half the number of her completed steps in this Pursuit, rounded down (to a minimum of one stored spell). If she exceeds this limitation, the character must immediately choose one of her stored Spells to end with no effect.

## SPONTANEOUS ANIMATION

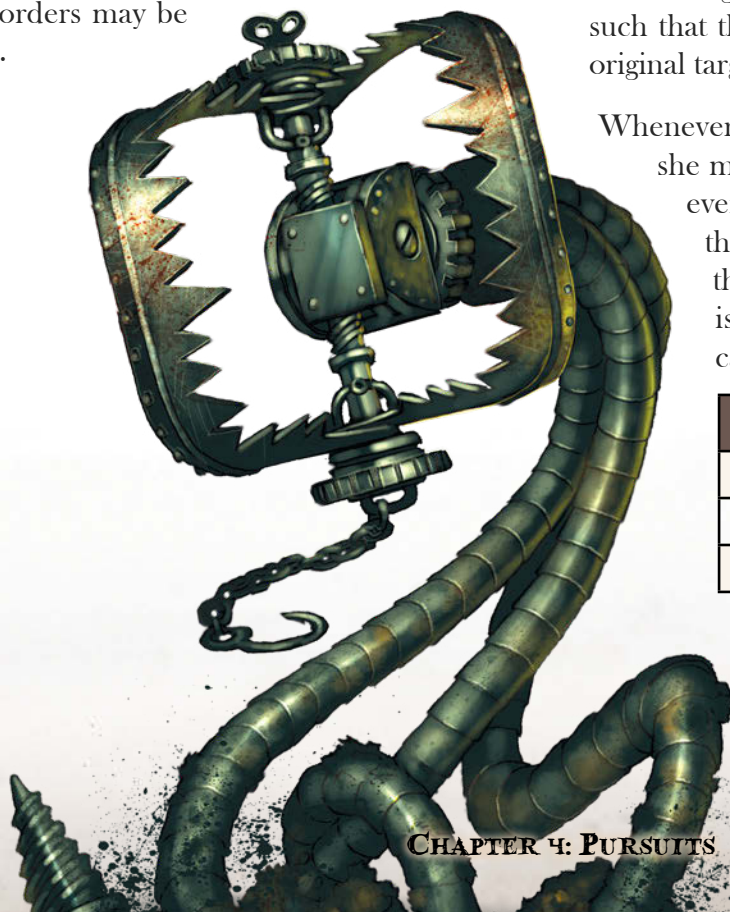
The character is capable of channeling any magical energies left over from her Enchanting spells into piles of scrap, animating them into crude creations of limited intelligence.

These animated scrap piles obey their creator's commands without any thought to their own self-preservation. They only have a limited lifespan before the energies animating them begin to fade, but during that time, they make for tenacious (and expendable) allies.

This character gains the following Trigger on Enchantment Skill Challenges used to cast Spells:

☞☞ *Spontaneous Animation:* After succeeding, target a pile of scrap (including a destroyed Construct) within 3 yards of the target. The pile of scrap animates as a subordinate Clockwork Trap (pg. 175) under this character's control. At the end of the scene, the Clockwork Trap falls apart and once again becomes a pile of scrap.

Each time this character takes a (1) Order Action to command a Clockwork Trap animated through this Trigger, she may give orders to a number of additional Clockwork Traps equal to her Cunning Aspect (minimum 1), and the orders may be different.



## SPLIT ENCHANTMENT

Some spellcasters are able to easily draw upon their magical might for massive effects, but few have the mental fortitude to split their spells in half without having it sputter out and fail. This character is one of the few who has mastered that art, at least when it comes to Enchanting magic.

When this character casts an Enchanting Spell, she may nominate an additional willing, legal target within 3 yards of the original target. The second target gains the full effects of the cast Spell along with the original target. Items in the possession of a willing character are considered to be willing targets for the purposes of this Talent. If the split Spell generates a Pulse, characters caught in the area of both Pulses are only affected once.

If used in combination with Enchant Item, a copy of the Spell is stored in two different items within range. Each item counts toward the maximum number of Spells this character can have stored at any one time.

## LAYER UPON LAYER

Rather than simply unleash her spell once, this character knows how to build loops into her Enchanting Spells, allowing her to layer her spells such that the excess magical energy rolls off of her original target to affect everyone around it.

Whenever this character casts an Enchanting Spell, she may discard a card to have the Spell affect every legal target within a Pulse centered on the original target (who is still affected by the Spell as normal). The size of this Pulse is determined by the value of the discarded card, as show below:

CARD VALUE	PULSE SIZE
1-5	(X)2
6-10	(X)4
11+	(X)6



# MARKSMAN

The Marksman is a patient and methodical sharpshooter. Where a gunfighter might charge into battle, her twin pistols blazing, the Marksman will hang back, often behind cover, and take careful aim at her target before pulling the trigger.

While ranged combat has always been an important element to any army, Marksmen truly came into their own during the Black Powder Wars. While the actual number of casualties claimed by sharpshooters during the war was comparatively small when measured against those claimed by cannons, rockets, and poisonous gas, none of those weapons had quite the same effect upon enemy morale as the presence of a trained sniper. Anyone foolish enough to expose themselves to fire would often catch a bullet to the head, and that threat - whether real or imagined - slowed advancement on the front lines down to a crawl.

After the Black Powder Wars came to an end, the Guild recruited the most experienced Marksmen into the ranks of its standing army. Though technically held in reserve, many of these snipers spent their "peacetime" years as military assassins that eliminated the Guild's enemies from a distance and secured its closing grip around the world.

The advent of more powerful ranged weapons has only served to make Marksmen more dangerous. The Guild has spared no expense in training its elite Riflemen division, but they are not the only organization to employ sharpshooters. The Ten Thunders, for instance, have a number of deadly snipers under their employ, though to ensure secrecy, they require that their Marksmen give up their tongues prior to accepting their first mission.

For every Guild rifleman or Katanaka sniper walking the streets of Malifaux, however, there are a dozen Marksmen who do not possess such lofty ties. Some honed their skills while hunting to feed their families, while others have taken a more recreational approach to shooting and regularly embark on safaris to test their skills against the largest animals that Earth or Malifaux has to offer.

## STARTING

A Marksman begins the game with one Ranged Combat weapon and any Armor. These items cannot have a total combined value greater than 20\$.

## ON THE PURSUIT: RANGING IN

When this character fails a Ranged Combat duel during Dramatic Time, she may draw a card.

During the Epilogue, a character on this Pursuit may advance in any Ranged Combat Skill in addition to those Skill Advancement options presented by the Fatemaster.

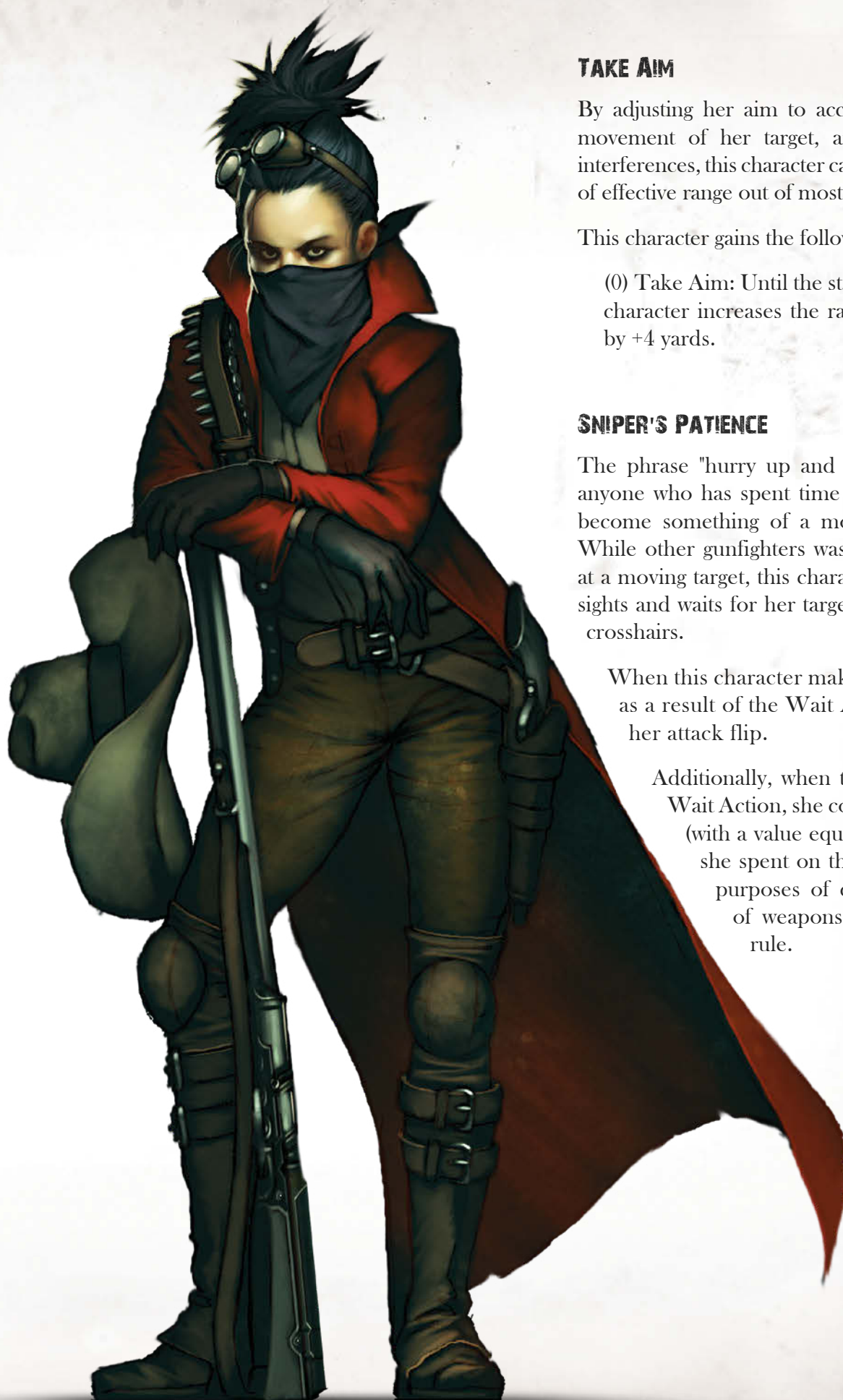
## ADVANCEMENT

At each step, a Marksman gains the Talent listed below:

STEP	TALENT
0	Take Aim
1	Sniper's Patience or Spotter
2	General Talent
3	Lurking Threat or No Distractions
4	General Talent
5	Hidden Position or Trick Shot
6	General Talent
7	Precise Shot or Stay Down
8	General Talent
9	Between the Eyes or Startling Shot
10	Like a Ghost

—  —  
"ONE WOMAN WITH A BULLET CAN CHANGE  
THE ENTIRE WORLD IN A SINGLE SECOND."


— LILIA FERRARO, GUILD RIFLEMAN —  
—  —



## TAKE AIM


By adjusting her aim to account for the wind, the movement of her target, and any other possible interferences, this character can coax a few more yards of effective range out of most projectile weapons.

This character gains the following Tactical Action:

(0) Take Aim: Until the start of her next turn, this character increases the range of her  weapons by +4 yards.

## SNIPER'S PATIENCE

The phrase "hurry up and wait" is well known to anyone who has spent time in the military, but it's become something of a motto for this character. While other gunfighters waste time trying to shoot at a moving target, this character simply sets up her sights and waits for her target to walk right into her crosshairs.

When this character makes a Long Arms attack as a result of the Wait Action, she gains  to her attack flip.

Additionally, when this character takes the Wait Action, she counts as being **Focused** (with a value equal to the amount of AP she spent on the Wait Action) for the purposes of determining the Range of weapons with the Rifle special rule.



## SPOTTER

When this character uses the Assist Action to help another person with an action that uses the Long Arms Skill, she may choose to spot for that person. If she does so, the other person adds this character's ranks in either Mathematics or Notice (whichever is lower) to their final duel total, and their target gains no benefit from being **Prone**.

Similarly, other characters may spot for this character when she uses the Long Arms Skill; when they do so, they add their ranks in either Mathematics or Notice (whichever is lower) to this character's final duel total, and this character's target gains no benefit from being **Prone**.


## LURKING THREAT

The possibility that a sniper might be waiting for someone to poke their head out of cover is a sobering thought, but *knowing* that a sniper is nearby and waiting for someone to make a mistake is downright terrifying. With a well-placed miss, this character can announce her presence to the world... and draw a whole lot of attention her way.

When this character uses the Impose Action while wielding a Long Arms weapon, she may expend one round of ammunition to use the Long Arms Skill in place of the Intimidate Skill. If she does so and is successful, the target also becomes **Prone** (in addition to the normal effects of the Impose Action).

## NO DISTRACTIONS

The best way to keep a sharpshooter from landing a hit against one's friends is to engage them in melee combat. That tactic doesn't work against this character: even when a towering Nephilim is reaching down to snatch her up in its claws, she still has the determination to focus squarely upon a distant target without succumbing to distraction.

This character can make  attacks while engaged, provided that the target of her attack is not engaging her.

## HIDDEN POSITION

The natural position of a sniper is hidden behind cover. In addition to protecting her from the shots of her enemies (she's behind cover, after all), being hidden from her enemies allows this character to take her time and line up difficult shots without worrying about dodging incoming fire.

If this character is hidden from sight (most likely as the result of a successful Stealth Challenge), any Long Arms attacks she makes that achieve a Margin of Success do not reveal her position. While her targets will most likely have a general sense of where she might be hiding ("It's coming from somewhere on the ridge!"), this information is not enough to allow them to target her with return fire unless they were already aware of her position.

In addition, when making a Long Arms attack against a character that is unaware of her position, this character treats any cover possessed by her target as one step worse (i.e., she treats hard cover as soft cover and soft cover as no cover).

## TRICK SHOT

While any sharpshooter worth her salt can put a bullet into the back of someone's head at a dozen paces, it takes true talent to pull off trick shots like this character. Whether it's firing at the ceiling to drop a chunk of plaster onto someone's head, bouncing a bullet off the ground and into someone's monocle, or just shooting the weapon out of someone's hand, this character knows plenty of ways to make a bullet behave like magic.

When this character uses the Trick Action while wielding a Long Arms weapon, she may expend one round of ammunition to use the Long Arms Skill in place of the Deceive Skill. If she does so and is successful, the target also becomes **Dazed** for one round, plus one round per Margin of Success (in addition to the normal effects of the Trick Action).

## PRECISE SHOT

There's a chink in every armor, the saying goes, and this character knows just where to look. The largest, most powerful constructs all drop when they take a bullet to a critical component, and no matter how well a human covers themselves in armor, there's always a gap or weak point somewhere.

When this character has the **Focused** Condition, or when her attack is benefiting from the **Focused** Condition or the Sniper's Patience Talent, her Long Arms attacks ignore Armor and Hard to Wound.

## STAY DOWN

Not every shot this character fires is intended to reach its target. Sometimes, it's more important to bounce bullets off the ground to kick up dust and get everyone ducking for cover. Then again, people still duck for cover when their commanding officer gets shot in the throat, so why waste a perfectly good bullet?

When this character makes an attack using a weapon with the Rifle special rule, each of her allies within (X)6 of the target is considered to have soft cover until the start of her next turn. If her attack hits the target, her allies are instead considered to have hard cover.

## BETWEEN THE EYES

If there's one thing this character has learned by this point, it's that a single bullet can rout an entire army. With just one good headshot, this character can turn an angry mob into a pack of frightened cowards and begging penitents.

This character gains the following Trigger on her Long Arms attacks:

- ✕ *Between the Eyes:* After killing the target, all enemy characters within (X)6 of the target must immediately perform a Horror Duel. The TN of the Horror Duel is equal to 10 + half the target's negative hit point total when it was killed, rounded down.

## STARTLING SHOT

The sudden crack of a rifle can often come as a surprise to the unprepared, particularly when it is accompanied by a bullet kicking up dirt a mere inch in front of them or whizzing past their ear. In that moment of panic, some characters hesitate, some lock up in fear, and others simply faint and pass out.

When this character declares a Long Arms attack against a target, she may discard a card and declare that she is making a Startling Shot. If she does so, she makes the attack against the target's Willpower, rather than its Defense. On a successful hit, the attack deals no damage to the target, but this character still makes a Damage Flip.

If the attack would have dealt Weak damage, the target becomes **Slow**.

If the attack would have dealt Moderate damage, the target becomes **Paralyzed**.

If the attack would have dealt Severe damage, the target becomes **Paralyzed** and must immediately make an Unconsciousness Challenge with a TN equal to the final duel total of this attack.

## LIKE A GHOST

Strike and fade, strike and fade. Those words are a mantra to this character, and she has taken them to heart. When confronted with a melee threat, her most important priority is to put distance between herself and the enemy... and then to put a bullet into the enemy.

This character gains the following Tactical Action:

- (0) Like a Ghost: If this character is engaged, she may discard a card to immediately move a number of yards equal to her Walk Aspect. She must end this movement unengaged. If the discarded card had a value of 11 or higher, she may immediately make a Long Arms attack against a character that was engaging her when she took this Action.



# PROPAGANDIST

It is a common misconception that the Guild rules Malifaux through the threat of violence and punishment. Fear only leads to hatred and anger, and like night following day, those inevitably lead to sedition and revolution. The Guild learned plenty of lessons from its occupation of India and the Three Kingdoms, and when it came time to assert their rule over Malifaux, they decided to rule through lies, rather than (or at least, in addition to) violence.

At any hour of the day, a resident of Malifaux City can turn on their radio and hear the Guild's carefully worded condemnations of the terrorists that call themselves the Arcanists or the greedy and corrupt Miners and Steamfitters Union. The sides of buildings in Downtown are plastered with posters and flyers decrying the Resurrectionists and asking people to report any "witches" to the nearest Guild guardsman. Both of the city's legal newspapers are little more than elaborate spin machines that cast every event in the best possible light for the Guild while demonizing its opponents.

The Guild doesn't hold a monopoly on propaganda, though. The Union spends plenty of resources and manpower on countering the Guild's lies with lies of their own. Every misstep by Guild personnel is blown out of proportion and cast in a sinister light, and new anti-Guild newsletters spring up almost as quickly as the Guild can find and destroy them.

The Ten Thunders also rely upon propaganda, though their efforts tend to focus more upon ruining the reputations of others than bolster their own reputations and more upon ruining the reputations of others. Through its various agents, the Ten Thunders disseminate cruel lies and expose the shameful secrets of their rivals, causing scandal and chaos in equal measure.

To the common citizen, all of this propaganda can make it difficult to separate the truth from all the lies. Fortunately, there's always someone who is willing to step forward and tell these people who they should trust and what they should believe.

## STARTING

This character begins with a set of high-quality brushes and paints or a high-quality box camera (counts as an Art Skill Toolkit), a printing press (stored in a safe location, counts as a Printing Skill Toolkit), or an aethervox broadcaster (about the size of a breadbox, counts as Convince Skill Toolkit).

## ON THE PURSUIT:

### ONE HUNDRED PERCENT TRUE

When this character fails a Social duel, she may draw a card.

During the Epilogue, a character on this Pursuit may advance in any Social Skill in addition to those Skill Advancement options presented by the Fatemaster.

## ADVANCEMENT

At each step, a Propagandist gains the Talent listed below:

STEP	TALENT
0	The Voice of the People
1	Rumor Mill or Talking in Circles
2	General Talent
3	Spin Doctor or Force of Personality
4	General Talent
5	Deadly Slander or Uprising
6	General Talent
7	Brainwash or Revisionist History
8	General Talent
9	Run from the Truth or Conversationalist
10	The Hype is Real

**"THIS IS OUR TIME! THROW OFF THE SHACKLES OF THE UNION, BROTHERS AND SISTERS, AND JOIN ME IN THE WARM EMBRACE OF OUR SAVIORS!"**

**- YORICK FAIRBURN**

## THE VOICE OF THE PEOPLE

Most Propagandists believe that they are serving a higher purpose. Sometimes, the truth just needs to be simplified or cleaned up a bit to let the common man understand it, sure, but the core "feeling" of what she is telling people is the truth... even if none of the actual facts are correct.

When this character succeeds on a Social Skill duel, she gains the following Condition until the end of the session: **"Voice of the People +1:** This character gains +1 to her Art, Printing, and Convince Skill duels, to a maximum bonus of +3."



## RUMOR MILL

Gossip and innuendo are the lifeblood of any thriving civilization, at least in this character's mind. She has learned how to tap into those currents of scandalous whispering to pass along her own carefully phrased stories and anecdotes.

This character may spend one hour to spread a rumor within her current area. To do so, she makes a Convince Challenge at a TN determined by the size of her current area:

AREA	TN
Contract Town	9
Small Town (Edge Point, Fortune Falls)	11
Large Town (Ridley) or Malifaux City District (Downtown, Riverfront Slums, etc.)	13

If this character is attempting to start rumors using graffiti or pamphlets, she may use the Art or Printing Skill, respectively, in place of the Convince Skill.



On a success, the rumor quickly spreads throughout the entire area. For the most part, people just pass on the rumor because it is amusing or interesting, without actually claiming that it is true. If the character achieves a Margin of Success on her Challenge, however, then the rumor is so well crafted that most people who hear the rumor believe it, at least for a few days, or until it becomes obvious that the rumor is false.

For instance, starting a rumor that the Governor-General has been replaced by a doppelganger could gain some traction for a few days, but any rumors about a rare solar eclipse happening at noon will end when the supposed solar eclipse fails to happen. Particularly silly rumors (such as a rumor claiming that Sonnia Criid is actually two Gremlins in a long coat) will still spread if this character is successful, but always in a tongue-in-cheek sort of manner.

## TALKING IN CIRCLES

When logic, persuasion, and charm fail to convince others to do what this character wants, she can still fall back upon good old-fashioned confusion to get her way. Depending upon the situation, this might involve using increasingly big words that her conversation partner might not understand, employing circular logic by nestling her conclusions among her premises, or simply throwing out so many disclaimers and quantifiers in such rapid succession that nobody quite knows just what she's talking about.

Somewhere in the middle of all that evasion and confusion, this character is able to walk back any previous comments or suggestions she might have made by obscuring them behind a wall of confusion and double-speak.

After this character fails a Social Skill Challenge, she may lower the value of her **Voice of the People** Condition by 1 to immediately attempt the Skill Challenge again against the same TN. If there were any modifiers to her original flip (such as  or  modifiers), they apply to this second flip as well. The character uses the current (post-reduction) value of her **Voice of the People** Condition if it applies to the Challenge.

If this character fails this second Challenge, she may continue using this Talent, lowering the value of her **Voice of the People** Condition by 1 each time to make additional attempts on the Social Skill Challenge.

If this character succeeds, she is considered to have succeeded on the initial Social Skill duel, and her previous failures are ignored. The character's **Voice of the People** Condition does not increase as a result of succeeding on this Social Skill duel.



## SPIN DOCTOR

This character is skilled at manipulating how people perceive events. She can make specific interpretations of events sound plausible to the masses or downplay the events entirely, making them seem inconsequential and trivial.

When this character illustrates, writes, or broadcasts about a specific event, she may make an Art, Printing, or Convince Challenge, respectively. On a success, anyone who looks at or reads the character's work or hears her broadcast must succeed at a Willpower Challenge against her final duel total. On a failure, their opinion shifts one step toward or away from a certain organization or idea for one week, plus one week per Margin of Failure generated by the influenced character. The scale ranges from Hatred to Dislike to Apathy to Approval to Adoration.

Depending upon the circumstances and topic, the mood of the reading character may shift back or remain altered once this duration has ended, at the Fatemater's discretion. Reading or looking at the work again or listening to a recording of the broadcast refreshes this duration.

If the character's work challenges the power of local authorities or prominent characters, the repeated use of this Talent could very well land the character in prison (or a shallow grave). Many Propagandists prefer to hide their true identities behind false names for this very reason.

## FORCE OF PERSONALITY

Propagandists tend to have intense, forceful personalities, and this character is no exception. Fortunately, she's often able to transform her intensity into a sort of aggressive charisma that many people find difficult to resist.

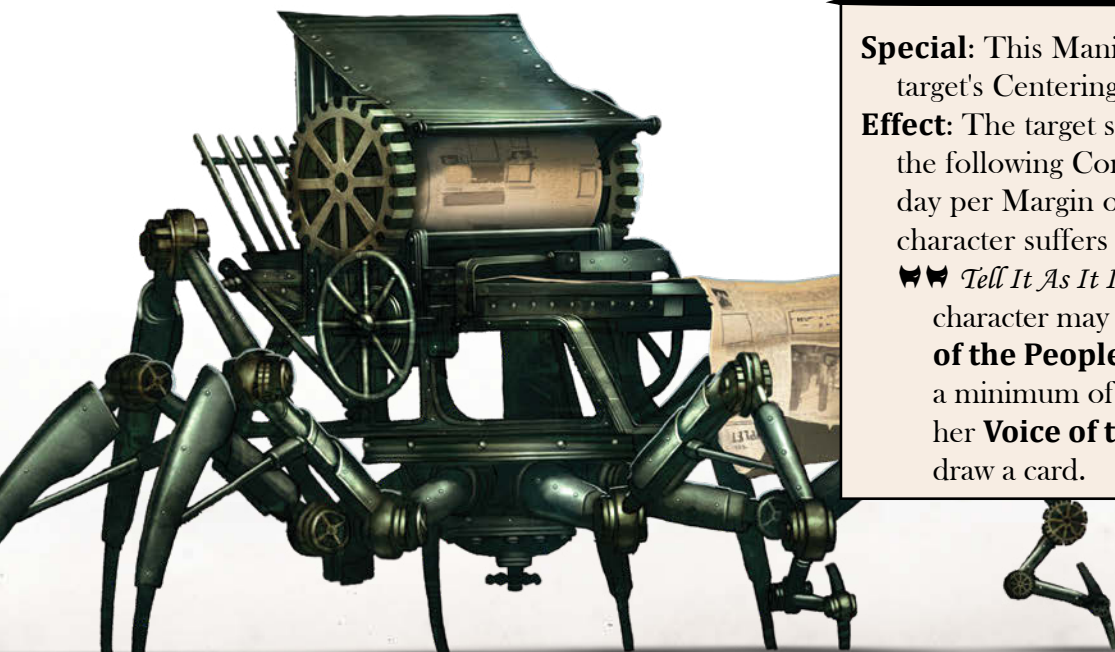
After this character succeeds on a Social Skill Challenge (and after she has gained the **Voice of the People +1** Condition), she may lower the value of her **Voice of the People** Condition by any amount. For every point by which this character lowers her **Voice of the People** Condition, she gains a Margin of Success on the Social Skill Challenge in question.

## DEADLY SLANDER

Prolonged exposure to the magical energies of Malifaux has twisted this character's words into deadly weapons. Her sharp wit is capable of drawing actual blood, and woe to anyone who finds themselves on the receiving end of her cruel satire.

This character gains the following Manifested Power:

DEADLY SLANDER				
ACTING VALUE	AP	TN	RESIST	RANGE
<i>Intellect + Convince</i>	1	10☹	<b>Special</b>	6 yards
<p><b>Special:</b> This Manifested Power is resisted by the target's Centering + Tenacity.</p> <p><b>Effect:</b> The target suffers 2/3/4 damage and gains the following Condition for one day, plus one day per Margin of Success: <b>"Slandered:</b> This character suffers ☐ to Social Skill Challenges."</p> <p>☹☹ <i>Tell It As It Is:</i> After succeeding, this character may lower the value of her <b>Voice of the People</b> Condition by any amount, to a minimum of 0. For each point she lowered her <b>Voice of the People</b> Condition, she may draw a card.</p>				



## UPRISING

Mob mentality is a curious thing. With the right words and a great deal of passion, a single person can convince a group to do terrible things that they would have never attempted on their own. Once everyone is riled up, this character only has to point them in the direction of someone she has led them to believe is the source of their trouble and let their violence run its course.

When this character makes a Social Skill Challenge against a group of ten or more people, if she achieves a Margin of Success, she may lower the value of her **Voice of the People** Condition by any amount to transform the group into an Angry Mob subordinate character under her control for ten minutes per point of **Voice of the People** lowered. At the end of this duration, the Angry Mob comes to its senses and disperses, its members often feeling somewhat ashamed about what they have done. The Angry Mob has **Rank Value +8**, per its Collective Focus Ability.

Stats for the Angry Mob can be found on page 201.



## BRAINWASH

Propaganda is intended to resonate with emotions and change opinions, but sometimes, one of this character's pieces resonates strongly with someone in the audience and changes their viewpoint forever. From that moment onward, the brainwashed character dedicates their every waking moment toward spreading the "truth" that changed their life.

When this character achieves a Margin of Success when writing about, broadcasting about, or creating art about a specific event (typically on an Art, Printing, or Convince Challenge, as appropriate), her words are so powerful that they permanently convert some of her audience to her way of thinking.

Within one day of the art or writing's circulation or the broadcast's airing, the character attracts one subordinate character for each Margin of Success. The exact identity of the subordinate character is up to the Fatemaster, but it should be appropriate to the character's audience. A character may have a number of these subordinate characters equal to her Intellect Aspect (minimum 1 character).

Subordinate characters attracted in this way have a Rank Value of Enforcer (7) and are willing to accompany the character into combat "to protect her from those who would silence the truth." The Fatemaster can either create the character herself or select a character from the Bestiary of this book, the *Core Rules*, or another *Through the Breach* supplement and set that character's Rank Value at the appropriate level.

If this character exceeds the number of subordinate characters she can control with this Talent, she must choose which of her subordinate characters return to their former lives; these characters no longer accompany the character on her battles, but they are willing to go to great lengths to help her out in other aspects, such as forging documents, stealing from their employers, or even just handing out papers on street corners. The character gains **++** to all Social Skill Challenges made with brainwashed characters.



## REVISIONIST HISTORY

Just because something happened one way doesn't mean that anyone's going to remember it that way. This character approaches history with a revisionist mindset, and Malifaux has responded by giving her final editorial approval over other aspects of her life... like whether that sword pierced her heart or merely grazed her arm.

When this character suffers damage, she may lower the value of her **Voice of the People** Condition by any amount to reduce the damage she suffers by 2 points per point she lowered her **Voice of the People** Condition.

## RUN FROM THE TRUTH

The threat of public shame is a weapon that this character can now wield as deftly as any sword. When she or her allies come under attack, a few venomous threats about the repercussions of attacking the press is often enough to cause an attacker to reflexively step back and reconsider the situation.

If there's any flaw to this tactic, it's that some aggressors - such as flesh-eating cows, mindless zombies, and mechanized battle constructs - simply don't care about their public reputation. With the right spin and a bit of luck, however, this character can still find an angle to exploit when dealing with these media-ignorant savages.

After a Living, non-Beast opponent within 10 yards resolves an attack that targeted this character or one of her allies, this character may lower the value of her **Voice of the People** by any amount to force the opponent to move a number of yards equal to 2 yards per point she lowered her **Voice of the People** Condition in whatever direction this character wishes.

If this character discards a card when she declares the use of this Talent, it gains the ability affect Beasts and non-Living opponents.

## CONVERSATIONALIST

As this character becomes more comfortable with her own particular version of reality, she learns how to drop seemingly innocent comments or references into her conversations to lead them in whatever direction she wishes.

This character's **Voice of the People** Condition now applies to all Art, Printing, and Social Skill duels (instead of just Art, Printing, and Convince Skill duels).

## THE HYPE IS REAL

After having praise and acclaim heaped upon their name, it's understandable how someone might start to think that their abilities match those of their fictional counterparts. Most of the time, this sort of belief only leads to disappointment and an early grave.

When this character is around, though, she can convince her allies that they are just as skilled and talented as the stories claim. Confidence fills their chests and strengthens their arms, allowing the inspired heroes to claim victory and, in doing so, to live up to their own (often inflated) reputations.

This character gains the following Tactical Action:

(0) The Hype is Real: This character may lower the value of her **Voice of the People** Condition by any amount, to a minimum of 0. For every point she lowers her **Voice of the People** Condition, she may give the following Condition to an Ally within earshot:

**"Believes the Hype +1:** This character may add the Art, Printing, or Convince Ranks of the character that applied this Condition to her final duel totals. At the end of this character's turn, the value of this Condition is lowed by exactly 1. If the value of this Condition is ever 0, this Condition ends."



Executioner



Guild Lawyer



Mage Killer



## ADVANCED PURSUITS

Lo s'annunzia - dopo, nel caso, avvenute  
in subordine, come, a parte, in  
in per l'ordine e l'ordine, in  
- in a l'ordine, in  
in l'ordine, in



Soulstone Aficionado



Winking Handker

# ADVANCED PURSUITS

While the Basic Pursuits cover a variety of general archetypes that any character can adopt without much special training, there are certain paths that characters can only follow if they have special training or belong to certain factions. These paths are represented by Advanced Pursuits.

Advanced Pursuits are only ever available through events that unfold as a campaign progresses. Each one has special requirements that are narrative, rather than mechanic, and many require special initiation into exclusive groups and extensive training regimes.

Acquiring and advancing along an Advanced Pursuit is handled differently than with Basic Pursuits. In order to advance along an Advanced Pursuit, the character's involvement with the Advanced Pursuit must be the focus of the current session, rather than the resolution of one of the characters' Destiny Steps.

This means that characters who wish to join the Death Marshals or Freikorps must spend a session working toward that goal. Each time the character wishes to progress further in her Advanced Pursuit, she must devote an additional session entirely toward that goal, often having some sort of adventure related to the Advanced Pursuit.

Just because the character progressing along the Advanced Pursuit is the focus of the session, however, does not mean that the other characters should be left watching on the sidelines. Even if the character is a stealthy Torakage tasked with the assassination of an important politician, the other characters should have the opportunity to contribute and participate meaningfully in the session.

At the end of the session, instead of advancing along her current Basic Pursuit, the character instead advances one step along her chosen Advanced Pursuit.

There is no limit to how many Advanced Pursuits a character may follow at once, except by time and common sense; the Witch Hunters are unlikely to hire a Steamfitter, for instance!

## EXECUTIONER

Executioners are the Guild Guard's elite melee specialists. Using their devastating executioner claws, they wade into combat, leaving a trail of corpses and brutal wounds behind them.

## GUILD LAWYER

Guild Lawyers draw upon their skills at litigation and trial practice to manipulate the laws of reality to their advantage. This power comes at a steep price, however, for in order to sign a contract with the Guild, a lawyer must also sell their soul to Lucius Mattheson.

## MAGE KILLER

When there's a spellcaster relying upon their magical power to cause trouble, a Mage Killer is the person to call. These individuals use warding glyphs to protect their allies and blunt the arcane powers of their magical enemies.

## SOULSTONE AFICIONADO

Soulstone Aficionados are those characters who have, through one means or another, managed to unlock the true potential of Soulstones. Through their connections, they can acquire an increasing number of Soulstones and turn the powers of those gems toward incredible uses.

## WITCHLING HANDLER

Witchling Handlers manage the burned and damaged Witchling Stalkers. Using a combination of kindness and torture, they drive these pitiful creatures into combat while supporting them with a variety of fire-based magical effects.



# EXECUTIONER

In the early days of the Guild's settlement process, before the United Miners Union had formed, the Contract Towns of the north were rough, lawless places. In an attempt to bring some measure of law to these settlements, the Guild borrowed from British tradition and set up a series of traveling judges and lawyers that would travel from one Contract Town to the next in order to try cases.

To ensure that their edicts were enforced (and that the judge was protected from violence), each group traveled with an Executioner bodyguard. These fanatically loyal guardsmen sacrificed their hands in exchange for one or more pneumatic claws.

When the miners and prospectors unionized into the United Miners Union and later the M&SU, they began to police their own members and banded together to drive out the region's troublemakers and bandits. Distrust for the Guild's "hanging judges" rose to an all-time high, and more often than not, when a judge arrived at a Contract Town, they found no pending crimes waiting for them.

Gradually, most of the judges were moved back to Malifaux City, and the Executioners were folded into the ranks of the Guild Guard. Most of their current duties involve intimidation: few people are willing to cause trouble while an Executioner is near.

## AUGMENTED EXECUTIONERS

The Apotheosis Talent of the Augmented Pursuit (from *Into the Steam*) gives characters the option of replacing their hand(s) with Executioner Claws. If a character who has done so also advances in this Advanced Pursuit (or vice versa), she gains the best of both worlds: the increased damage of the Custom Executioner Claw and the Decapitate Trigger of the Executioner Claw.

If a character who already has the Decapitate Trigger would gain the Bloody Exhibition Trigger (or vice versa), she may instead add +1 to her Pneumatic Skill.

## REQUIREMENTS

In order to become an Executioner, a character must first demonstrate her complete and unwavering loyalty to the Guild. If even a sliver of doubt about the character's intentions exist in the mind of her superiors, she will be passed over in favor of another candidate.

If the character is considered a suitable candidate, the Guild frames one of the character's friends or loved ones for a terrible crime and tasks the character with hunting them down and meting out the proper punishment (which is always death). If the character refuses or hesitates, then her superior officers mutter a few words of condolence before taking her out for a few drinks to drown the pain.

If the character goes through with the execution without hesitating, however, then she is congratulated on her sense of justice. Her superiors offer her the opportunity to become an Executioner, and if she accepts, they march her off to the Amalgamation Office to have one or more of her hands removed and replaced with the pneumatic claws that serve as the symbol of her new office.

## ADVANCEMENT

At each step, an Executioner gains the Talent listed below:

STEP	TALENT
1	Pneumatic Claw
2	Certain Death
3	Lawful Battery
4	Love the Job
5	Bloody Exhibition

**"GUILTY? BWAHAHAHAHAH!  
TIME TO DIE, CRIMINAL!"**

**- BEATRICE HARDING,  
EXECUTIONER**



## PNEUMATIC CLAW

One or both of this character's hands (her choice) is replaced with a partial limb pneumatic replacement (*Core Rules*, pg. 245) that is fitted with a specially constructed Executioner Claw. If the character replaces both of her hands, she gains the Paired Weapon (Pneumatics) Talent (*Core Rules*, pg. 219), regardless of whether or not she meets its prerequisites.

The Executioner's Claw has the following profile:

CUSTOM EXECUTIONER CLAW (PNEUMATIC)	RANGE	DAMAGE
Custom Executioner Claw	/// 2	3/5/7
<b>Special:</b> This character cannot remove this weapon or wield other weapons with this hand. <i>☞ Critical Strike:</i> When damaging the target, this attack deals +1 damage for each ☞ in the final duel total.		

## CERTAIN DEATH

When an Executioner decides that someone has to die, there is little that can change her mind. No matter what tricks the condemned might throw her way, she always finishes the job... often with a wide grin on her face.

When this character makes an attack with her Custom Executioner Claw, her target cannot declare Defense Triggers. If her target is suffering from one or more Critical Effects, this character also adds +☞ to her final duel total.

## LAWFUL BATTERY

This character also gains the following Trigger on all Intimidate Challenges:

☞ *Lawful Battery:* After succeeding, make a damage flip with your Custom Executioner Claw against the target, if they are within range. This damage flip suffers a ☐.

## LOVE THE JOB

When this character deals a Severe Critical Effect to an opponent, she heals 1/2/3 damage. If the Critical Effect killed the opponent, this healing is increased by +2.

## BLOODY EXHIBITION

Executioners aren't just good at killing people: they're good at killing people in a particularly flashy manner.

This character gains the following Trigger on her Custom Executioner Claw attacks:

☞☞ *Bloody Exhibition:* After damaging, immediately kill the target unless it discards two cards.



# GUILD LAWYER

Despite their veneer of civility, the courtrooms of Malifaux are no less bloody or lethal than the Badlands. The Guild's lawyers wield the law like a weapon, artfully twisting and manipulating its meaning to suit their foul purposes.

In order to retain their position, a lawyer for the Guild must obtain a certain quota of guilty convictions each month. With this constant pressure to succeed, it's no wonder that many lawyers consider the truth to be nothing more than an inconvenience when it comes to closing their cases. The most successful lawyers have a handful of guardsmen in their pocket, people who have no problem planting evidence or bullying witnesses to ensure that their case achieves a satisfactory verdict.

When in court or otherwise performing duties related to their office, it is traditional for Guild lawyers to wear a mask that obscures their face. In theory, this is to prevent vengeful defendants from seeking out revenge against the lawyer that prosecuted them. While this is certainly one benefit, most lawyers prefer wearing a mask simply because it makes them more intimidating and hides their expression.

While the Guild's lawyers are technically independent contractors, it is something of an open secret that most of them have at least some level of involvement with the Elite Division. What isn't common knowledge, even among the upper ranks of the Guild, is that these lawyers have literally sold their souls in exchange for their position... and that Lucius Mattheson has the ability to claim those souls at any time.

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**"UNFORTUNATELY, YOU ARE IN  
VIOLATION OF THE LEX PECUNIAE,  
PARAGRAPH 12, SECTION 5, SUBSECTION  
12-SIGMA. GUARD, PLEASE TAKE THIS  
WOMAN'S RIGHT ARM INTO CUSTODY."**

**- LIYA TURTURRO, GUILD LAWYER**

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## REQUIREMENTS

To become a Guild Lawyer, a character must first pass her bar exam. This exam may be attempted once every six months, and each time, the character must pay a hefty ten scrip fee.

The written exam is difficult, often requiring multiple Bureaucracy Challenges to recall the correct Guild law to apply in any given situation. If the character passes these Challenges, she is given a passing score and a license to practice law in Malifaux City and its surrounding Contract Towns.

Unbeknownst to most would-be lawyers, there are a few strange questions slipped into the written exam that don't have any sort of actual legal answer. These questions serve more as a test of the character's ethics and morals, and if her answers reveal that she is severely lacking in either, the character receives an offer of employment from Lucius Mattheson.

At the meeting, Lucius presents the newly minted lawyer with a Guild contract. Hidden in the fine print of the contract is a clause that gives ownership of the character's soul over to Mattheson. Most lawyers are skilled enough to find this clause, but Mattheson jokingly waves it off as "an archaic formality." If the character still decides to sign the contract, then they are fully welcomed into the arms of the Guild's Elite Division.

Nobody who has refused to sign the contract has ever made it out of Mattheson's office alive.

## ADVANCEMENT

At each step, a Guild Lawyer gains the Talent listed below:

STEP	TALENT
1	Sold My Soul, Objection!
2	Cross-Examination
3	Censure
4	Closing Argument
5	Sign Your Life Away



## SOLD MY SOUL

This character gains **+** to her Willpower duels. Her corpse can never be reanimated as an Undead creature, and her spirit can never be contacted, controlled, summoned, or trapped in a Soulstone after her death.

If this character does not have a Magical Theory, she gains the Court Procedure Magical Theory (even if she is incapable of casting Spells or Manifested Powers). If she already has a Magical Theory, it changes to the Court Procedure. The character also receives a special dispensation from the Guild allowing her to lawfully use this Magical Theory.

As a (1) AP Action, Lucius Mattheson may deal 3/5/6 damage to this character regardless of range or line of sight.

## OBJECTION!

When a court is presented with evidence or testimony that violates procedural law, it is common for a lawyer to raise a formal objection. The judge presiding over the case then considers the objection and declares whether the objection is "sustained" (i.e., the judge agrees and the evidence or testimony is disallowed) or "overruled" (i.e., the judge disagrees and the evidence or testimony is allowed).

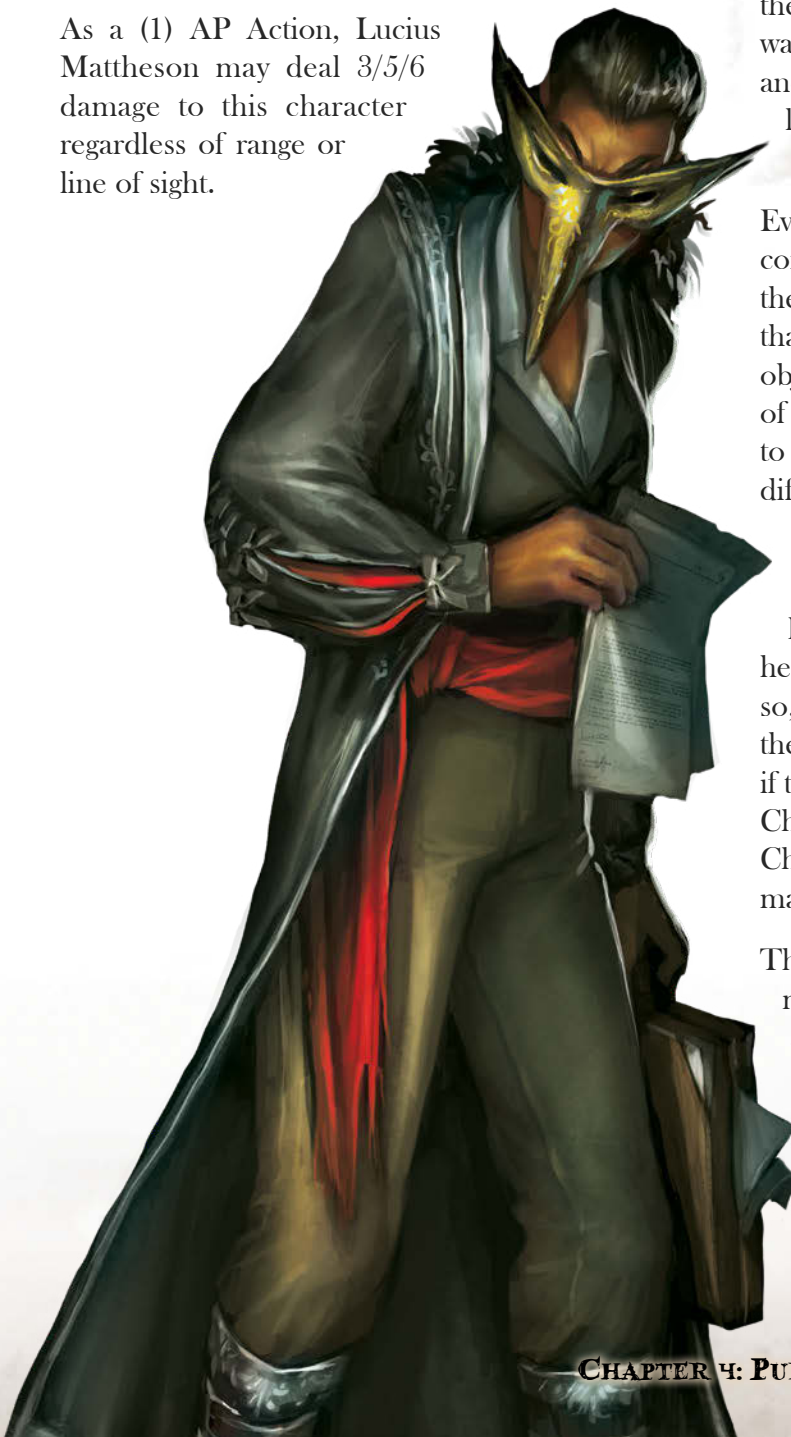
While it's perfectly acceptable to object to a perceived violation in a calm and collected manner, it's far more common for Guild Lawyers to leap to their feet, slam their fist on their table, and shout "OBJECTION!" at the top of their lungs. In addition to being a fun little way to liven up otherwise boring trials, this sudden and emphatic objection can surprise unprepared lawyers and frighten witnesses into rethinking their testimony, even if the objection is overruled.

Eventually, Guild Lawyers start to realize that the contract they signed with Lucius Mattheson allows them to manipulate the laws of reality in the same way that they manipulate the laws of the courtroom. By objecting to actions that violate her own perception of reality, a Guild Lawyer can effectively force reality to "reconsider" its argument and rephrase it in a different, often more beneficial, manner.

After another character performs an action involving a duel, once the results of the duel are known, this character may discard a card to shout her objection over the results of the action. If she does so, the acting character must immediately perform the Action again, with all the same modifiers, just as if the first result never happened. If a Fated character Cheated Fate at any point during the Action, the Cheated card is still discarded, but the Fated character may draw a card before performing the second duel.

This character cannot object to the same action multiple times (it's against court procedure). The acting character must take the results of the second Action, no matter the outcome.

If either Action involved the Black Joker or Red Joker, this character suffers 2 damage and must discard her entire hand after the second Action resolves.





## CROSS-EXAMINATION

In the courtroom, cross-examination is the part of the trial where, after the defense or prosecution has the opportunity to ask questions of the other side's witness.

Cross-examination serves two purposes. The first is to draw favorable comments and statements out of a witness to support one's own case. Since the opposing side cannot undermine the credibility of their own witnesses, a skilled lawyer can use that credibility to establish "facts" that they can later build upon with their own witnesses.

The second, most entertaining purpose of cross-examination is to undermine a witness' credibility. Each lawyer approaches this in a different way. Some are famous for their blistering cross-examinations that anger witnesses and lead to devastating outbursts that portray them as being prejudiced, vengeful, or untruthful. Other lawyers prefer to string their victims along with a series of relatively simple questions that back the witness into a corner; once they cannot move without stumbling over their previous statements, the lawyer swoops in for the kill.

At least one famous Guild Lawyer has made an entire career out of appearing to be a idiot and asking witnesses to explain just what they meant with their previous statements. When the witness starts getting frustrated and simplifies things in an attempt to get the lawyer to understand, he pounces upon any inconsistencies in their statements and destroys their credibility while the witness stares at him in surprise.

No matter what the lawyer's technique might be for cross-examining witnesses, it works just as well outside the courtroom as within. By stringing a person along, the lawyer places them off-guard and then draws out the truth for all to hear.

When this character makes a Bewitch or Intimidate duel against a target, if she achieves a Margin of Success, she may force the target to truthfully answer one question to the best of their ability.


## CENSURE

Despite the annoyingly popular belief that the Guild's courts only hand down death sentences, some of their verdicts are far less fatal. Most often, especially when dealing with Guild personnel, the result is a formal censure of some type. While this sounds vaguely intimidating (and it is, in a way), a censure is nothing more than a warning against some specific type of action.

For the most part, censures don't hold all that much power. Censured Guild employees are still expected to show up for work and still receive their pay at the end of the week, while censured citizens are allowed to go free without any further punishment.

For a Guild Lawyer, however, censures hold far more power. By citing someone's actions as distasteful and unwholesome, she can force reality to impose penalties upon any sort of offensive action the condemned might take. With each attack, the censured person finds its increasingly difficult to take aim or lift her weapon, allowing the lawyer to handle things in a more "civilized" manner.

This character gains the following Tactical Action:

- (1) Censure: Choose a non-Beast target within line of sight that can hear this character, then make a Bureaucracy Challenge opposed by the target's Bureaucracy Skill. On a success, the target gains the following Condition for one day, plus one day per Margin of Success: **"Censured:** When this character declares an attack (whether physical or mental), it must discard a card. If it cannot, it suffers  on the attack." On a failure, the target remains immune to further censure for 24 hours.

## CLOSING ARGUMENT


Once all of the evidence has been presented to the judge and all of the witnesses have given their testimony, the prosecution and the defense each step forward to give their closing arguments. In Guild courts, the defense gives their closing argument first, after which the prosecution takes their turn.

In some courts, there are strict restrictions on just what a lawyer can say during a closing argument. In the courtrooms of the Guild, however, anything goes. Defense attorneys will often claim that their client is innocent and accuse the prosecution of bribing witnesses or even of committing the crime themselves, while prosecutors tend to exaggerate the nature of the defendant's crimes and bring up any manner of additional crimes that the defendant "might" have committed.

Often, it's the strength of an attorney's closing argument that decides the outcome of a trial. This is particularly true if a prosecutor mentions that Lucius Mattheson has a "personal interest" in a particular trial, which tends to be code for "there will be serious repercussions if the defendant isn't convicted."

Outside the courtroom, a Guild Lawyer can draw upon the strength of her closing argument to shock and awe those around her. These arguments are mentally exhausting, however, and if a lawyer attempts to make her closing argument too soon, it could end up losing far more than just a case.

This character gains the following Tactical Action:

(2) Closing Argument: Make a Bureaucracy Challenge opposed by the Bureaucracy Skill of every non-Beast enemy character within 108. Every other character who fails becomes **Paralyzed** and gains the following Condition until the end of the scene: "**Lawyered:** This character suffers  to its Skill Challenges."

If this Action was used during Dramatic Time, this character becomes **Slow** until the end of the Scene. This Action can only be taken once per Scene.

## SIGN YOUR LIFE AWAY

This character can spend two hours and discard a card to prepare a legally and magically binding contract between herself and a non-Beast subject. The contract must dictate a course of action for the subject, which may be as simple or complicated as this character wishes. Once completed, the unsigned contract remains viable for a period of one week.

If the subject signs the contract while it is viable (even if tricked or coerced into doing so), this character makes a Bureaucracy Challenge opposed by the subject's Willpower. On a failure, the contract remains legally enforceable, but the subject is under no further pressure to fulfill its terms.

On a success, the subject is magically compelled to fulfill the terms of the contract. This can be used to force the target to assassinate a specific target, appear in court, rob a bank, turn over their fortune, commit suicide, or even fall in love with a specific person. The subject will must follow the specifics of the contract but may take advantage of any loopholes or vague wording to her benefit. If the original contract is destroyed, the compulsion comes to an abrupt end.

While being compelled, the subject is aware of the compulsion but not necessarily its source (especially if they were tricked into signing the contract).

If one of this character's contracts is made public, she could face legal ramifications if the actions dictated in the contract describe a course of action that is illegal or immoral. While this could theoretically result in this character suffering fines, rebuke, or even disbarment from the courts, it's far more likely for such characters to meet sudden and inexplicable ends as Lucius Mattheson flexes his considerable control over the lawyer's soul.

The courts do not tolerate foolish behavior.

# MAGE KILLER

In the ten years since the Breach has re-opened, hundreds of people have been killed by spellcasters who use their magical talents to terrorize those around them. There are those who would even argue that a fair number of these violent and brutish spellcasters are employed by the Guild; after all, the Witch Hunters tend to cause a fair amount of collateral damage every time they square off against their magically-imbued prey.

Mage Killers are those people who, for whatever reason, have decided to level the playing field by studying magical wards and protective glyphs. As they advance, they learn how to sense magic as it is being cast and how to violently tear down the spells of their enemies.

Whether working for the Witch Hunters or fighting against them as a member of the Arcanists, Mage Killers specialize in neutralizing the magical advantages of their opponents.



## REQUIREMENTS

In order to become a Mage Killer, a character need only learn the warding glyphs that will protect her from hostile magic. This can be as easy as convincing a friendly character to show her the glyphs and their proper uses or as difficult as launching an expedition to the deepest part of the Knotwoods to copy the glyphs inscribed upon an ancient Neverborn cairn.

Beyond learning these warding glyphs, there are no tests or initiations required to become a Mage Killer, save for those the character makes for herself. Most Mage Killers have a specific reason for hating spellcasters and will often make it a priority to either hunt down a specific spellcaster who hurt them or lash out at a magical organization they see as having oppressed them.

## ADVANCEMENT

At each step, a Mage Killer gains the Talent listed below:

STEP	TALENT
1	Warding Glyphs
2	Sense Magic, Magical Wards
3	Violation of Magic
4	Spell Breaker
5	Magic Seeker

“IS THAT ALL YOU GOT?”

– ALEKSANDRA BRANKOVICHE,  
MAGE KILLER



## WARDING GLYPHS

When using the Counter-Spelling Skill to protect a character with Magical Shielding, this character may do so as a (0) Action, rather than a (1) Action, and her Magical Shielding does not end if the character she is protecting moves out of line of sight.

Additionally, any character protected by this character's Magical Shielding reduces the damage they suffer from Spells or Manifested Powers by 1, to a minimum of 0. This reduction is applied after any other reduction the shielded character might possess.

## SENSE MAGIC

When a Spell or Manifested Power is cast within 30 yards of this character, she may attempt a Counter-Spelling Challenge (TN 20 - the spell's TN). On a success, this character learns the exact location of the caster and can sense any magical effects produced by the Spell or Manifested Power for its duration.

## MAGICAL WARDS

This character may spend one hour carving permanent magical wards into an area roughly the size of a two-story house. So long as the runes remain intact, at any point in the future, if this character is within the warded area, she may discard a card on her turn to activate the wards for a period of 24 hours. At the end of this duration, the wards fall dormant until the next time they are activated.

While the wards are active, every character in the warded area (friend or foe) is considered to be protected by this character's Magical Shielding (per the Counter-Spelling Skill). Any characters attempting to cast Spells or Manifested Powers while in the warded area suffer a  $\square$  to their Skill Challenge.

If the character wishes, she may designate a specific Magical Theory when she creates the magical wards. If she does so, characters possessing that Magical Theory may cast Spells or Manifested Powers in the warded area without penalty.

## VIOLATION OF MAGIC

This character gains the following Manifested Power:

VIOLATION OF MAGIC				
ACTING VALUE	AP	TN	RESIST	RANGE
<i>Tenacity</i> + Counter-Spelling	1	10 $\wp$	<b>Wp</b>	10 yards
<p><b>Effect:</b> The target suffers damage equal to the highest rank it possesses among the following Skills: Enchanting, Necromancy, Prestidigitation, or Sorcery. If the caster achieves a Margin of Success on the casting of this Manifested Power, the target suffers +1 damage for each of these Skills beyond the first that the target possesses with at least one Rank.</p> <p>If the target suffered any damage from this Manifested Power, it gains the following Condition until the start of this character's next turn: <b>"Grounded:</b> This character may not cast Spells or Manifested Powers."</p>				

## SPELL BREAKER

This character gains  $\blacktriangle$  to Counter-Spelling Challenge made to end an ongoing magical effect before its normal duration. If she is successful and the magical effect's creator is within her line of sight, that character becomes **Slow** and **Dazed** until the start of this character's next turn. If she achieves a Margin of Success, the creator also suffers damage equal to half this character's Ranks in Counter-Spelling, rounded up.

## MAGIC SEEKER

When targeting an enemy character that is attuned to a Grimoire or that possesses one or more Manifested Powers, this character's Spells and Manifested Powers ignore line of sight, have their range increased by +3 yards, and add one suit of her choice to their final duel total.

This character must still have a rough idea of her target's position to target it with Spells or Manifested Powers.

# SOULSTONE

## AFICIONADO

A single Soulstone has the power to transform even the weakest magical dilettante into a powerful mage. What, then, might such a person accomplish with two Soulstones? Four? Three dozen? A hundred?

Soulstone Aficionados are those rare few people who have explored the true power of those strange gemstones. This is a somewhat macabre field of study, for every time an Aficionado wishes to witness the innate magical power of a Soulstone, someone has to perish to provide that power. While some Aficionados work out arrangements with local hospitals or sick camps to recharge their Soulstones in a relatively moral manner, the vast majority of those wealthy enough to acquire multiple Soulstones prefer to take a more... expedient approach.

Once the uncomfortable problem of finding a way to recharge their Soulstones has been addressed, an Aficionado can begin unlocking their true potential. Many Aficionados liken their skill with Soulstones with musical talent: anyone can pick up a guitar and play a few chords of music, but only a true master of the instrument can move the heart and allow their music to transcend their instrument.

Soulstone Aficionados see themselves as the Mozarts and Beethovens of the magical world. The spells they cast with their Soulstones are as much art as they are practical effects, and if it required the expenditure of a soul to create that art, then there's something beautiful about that fleeting hint of mortality, isn't there?

Needless to say, most Soulstone Aficionados are high-ranking members of the Guild, simply due to the number of Soulstones required to go down this path. Most other Aficionados are either Soulstone smugglers with a penchant for keeping the best gems for their own use or Abyssinians with a long tradition of using Soulstones in ways that defy common expectation.

## REQUIREMENTS

The most difficult requirement for becoming a Soulstone Aficionado is, not surprisingly, the acquisition of at least two Soulstones. Whether these gems are obtained legally, borrowed from a *very* trusting friend, or stolen from the Guild makes no difference: the 'stones don't care one way or another.

Once the character has acquired the necessary number of charged Soulstones, she can attempt to tap into their power. This can take many forms, such as an arcane ritual performed in a place of magical power, a series of scientific experiments, or even ingestion of the fully charged gems.

Whatever route the character chooses, once the process is complete, her increased knowledge of the gems allows her to claim the mantle of Soulstone Aficionado.

## ADVANCEMENT

At each step, a Soulstone Aficionado gains the Talent listed below:

STEP	TALENT
1	Siphon Souls, Soulstone Supplier
2	Soulstone Battery
3	Soul Vigor
4	Drain Souls
5	Master of Fate

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**"THE CHAINS OF OBLIGATION ARE  
NEVER AS BINDING AS WHEN THE LINKS  
ARE MADE OF SOULSTONES."**

**- NATALE TESSARO,  
GUILD COMPTROLLER**

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## SIPHON SOULS

When determining the range at which a Soulstone can be charged or which Soulstone is eligible to gain a charge from a dying character, every Soulstone in this character's possession has its Lade increased by her number of completed steps in this Pursuit.

## SOULSTONE SUPPLIER

This character has an ally – perhaps a sneaky miner, a corrupt guardsman, a black market trader, or a grateful socialite – with a great deal of access to raw Soulstones. When this character gains this Talent, her ally grants her a raw, uncut Soulstone with a Lade equal to her Charm Aspect plus her number of completed steps in this Pursuit (minimum Lade 0). Each time this character completes another step in this Advanced Pursuit, she gains another Soulstone in this way.

The character is free to do whatever she wants with these Soulstones, whether that means trading them for favors, using them to power her constructs, or selling them for a quick profit.

## SOULSTONE BATTERY

This character has learned how to store multiple souls in a single Soulstone.

Each Soulstone in this character's possession can hold a number of charges equal to its Lade (minimum 1 charge). If a Soulstone leaves this character's possession, it loses one charge per hour until only a single charge remains.

## SOUL VIGOR

When this character uses the Absorb Soul Action to heal or remove a lasting Critical Effect from herself or another character within 1 yard, the target heals +1 damage and becomes **Fast**.

## DRAIN SOULS

This character gains the following Tactical Action:

(1) **Drain Souls:** If this character is holding an uncharged Soulstone, she may discard a card to make a Necromancy + Tenacity Challenge. If she does so, every Living or Spirit character within (X)6 of this character must make a Centering Challenge against a TN determined by this character's final duel total. Every character that fails this Challenge suffers 2 damage that cannot be reduced, +2 damage per Margin of Failure. The uncharged Soulstone gains one charge for each character that suffers damage in this way. Any characters killed by this Action contribute two charges to the uncharged Soulstone as the entirety of their soul is drawn into the gem (and thus, their deaths do not recharge any other Soulstones).

## MASTER OF FATE

For those capable of harnessing the true power of Soulstones, nothing is impossible. By tapping into this awesome power, this character has learned how to mold fate itself as if it were clay in her hands.

As a (0) Action, this character may absorb one or more charges from a held Soulstone. For each charge she absorbs, she may draw a card from the Fate Deck, look at it, and either discard it (if it is a Joker) or add it to her Fate Hand (if it is not a Joker). Each of these cards only count as half a card for the purposes of this character's maximum hand size, and when discarded, they are discarded to the Fate Deck discard pile. At the end of the session, every card drawn from the Fate Deck in this way is returned to the Fate Deck.





# WITCHLING HANDLER

When the Witch Hunters capture a spellcaster of significant power, they hand the spellcaster over to Sonnia Criid, who takes them into the Yellow Crypt and burns away their thoughts, personality, and soul. What is left is little more than charred flesh and ash. The Guild mages known as Witchling Handlers turn those ashes into an asset.

Handlers work with each Witchling, coaxing together just enough of its damaged mind to allow it to follow orders, hunt, and fight. Once the Witchling is receptive, the Handler binds the remnants of its personality with half-truths and Guild maxims, making merciless use of the Witchling's former life to shape its condition. This triple role of trainer, nurturer, and torturer takes its toll on the Handlers, who strive to emulate Criid's unfeeling detachment so as not to burn out and go mad in their own turn.

## REQUIREMENTS

To become a Witchling Handler, a character must be a Guild employee in favorable standing with the Witch Hunters. The character must have the ability to cast at least one Spell or Manifested Power, and she must use the Thalarian Doctrine Magical Theory. Characters who use another Magical Theory are either refused the chance to train and ear-marked for further surveillance (if the character uses a legal Magical Theory) or captured and transformed into a Witchling Stalker as soon as someone realizes it (if the character uses an illegal Magical Theory).

The character must then undergo two months of training with the Witch Hunters, which involves both instruction in how to properly condition newly created Witchlings and combat practice alongside the charred creatures. Once the character has completed her training, she is given her runed weapon and welcomed into the ranks of the Witchling Handlers.

## ADVANCEMENT

At each step, a Witchling Handler gains the Talent listed below:

STEP	TALENT
1	Witchling Reserves, Runed Weapon
2	Flame Resistant
3	Drain Magic
4	Retribution
5	The Consuming Flames

"SAD? THAT ONE THERE MURDERED HER PARENTS WITH A SHOVEL. ONE NEXT TO HER TRIED TO INVOKE SOME ANCIENT WATER GOD TO DROWN EVERYONE IN THE CITY. POINT IS, THEY'RE NOT PETS, THEY'RE MONSTERS. ONLY DIFFERENCE IS, NOW THEY LOOK LIKE IT."

- LLUIS BOVER, WITCHLING HANDLER

## WITCHLING RESERVES

At the start of each session, after the Prologue, this character may make a TN 8 Bureaucracy Challenge to gain a single subordinate Witchling Stalker (pg. 189), plus one subordinate Witchling Stalker per Margin of Success. The maximum number of Witchling Stalkers this character may have under her command cannot exceed her total completed ranks in this Advanced Pursuit.

These Witchling Stalkers remain under the character's control indefinitely (or at least, until they're killed).

## RUNED WEAPON

This character is given a runed melee or heavy weapon (typically a greatsword) as a symbol of her office. In addition to functioning like a normal weapon of its type, the runed weapon ignores the Incorporeal ability of any character it damages.

The runed weapon also provides this character with a powerful link to the Witchling Stalkers under her command. So long as this character has her runed weapon in her possession, when she uses the (1) Order Action to command subordinate Witchling Stalkers, she may command all of her subordinate Witchling Stalkers instead of one, and the orders may be different.

Furthermore, when any Witchling Handler (or Stalker) holds a runed weapon, they can concentrate to sense the direction and distance to every Witchling Stalker under the control of the weapon's owner.

If this character loses her runed weapon or if it is stolen, the Guild will replace it, but the enchanting process takes two days. Witchling Handlers who lose their runed weapon with alarming frequency may be docked pay, fired for gross negligence, or taken down into the Yellow Crypt by Sonnia Criid in order to find a "more suitable use" for the character.

## FLAME RESISTANT

At the end of this character's turn, before she would suffer damage from the **Burning** Condition, she may lower the value of her **Burning** Condition by 3 (to a minimum of 0).

## DRAIN MAGIC

This character gains the following Trigger on all attacks with her runed weapon:

✕ *Drain Magic:* After damaging, end all magical effects and Conditions gained from Spells or Manifested Powers on the target, then heal 1 Wound for each such effect.

## RETRIBUTION

This character gains the following Defensive Trigger:

**Df (P) Witchling Retribution:** After succeeding against an enemy character, one of this character's subordinate characters within 12 yards of her may take a (1) Walk Action toward the attacker. If the subordinate character is a Witchling character, it may then make a (1) Close Combat attack against the attacker.

## THE CONSUMING FLAMES

As a reward for her service, Sonnia Criid takes the character into the depths of the Yellow Crypt and subjects her to a small fragment of the terrible magic used to create Witchling Stalkers.

From this point onward, the character is always assumed to have access to the Elemental Nova, Elemental Projectile, Elemental Strike, and Elemental Weapon Magic and the Burning Immuto. If this character does not possess a Grimoire, she may act as if she possesses a Grimoire with these Magic and Immuto.

When this character adds the Burning Immuto to a Magic, she may reduce the TN cost of doing so by 1 (to a total modifier of +2 per application of the Burning Immuto).





## TALENTS & MAGIC

This chapter is divided into two sections. The first section introduces new General Talents to bolster those in the *Core Rules*. While some of these General Talents require membership in the Guild to obtain, others are available to any character that meets the prerequisites.

Talents are the tricks, knacks, and abilities that set a character apart from everyone else. They might be unique fighting styles or avenues of research that the character has mastered, a benefit she gains due to some unique physical quality, or just a weird twist of fate that has marked her in some way.

These General Talents can also be given to Fatemaster characters to customize them a bit further from their standard stats. In this way, Fatemasters can keep their characters fresh and exciting while keeping the Fated on their toes.

The second section of this chapter introduces additional magic options for Fated and Fatemaster characters alike. This includes a new Magical Theory, fifteen new Magia, three Immuto, and a whole collection of unique Grimoires that Fatemasters can add to their campaigns.

For the most part, the magical options in this book are intended to be used by characters regardless of their relationship with the Guild. They can be freely mixed and matched with any of the options in other *Through the Breach* supplemental books (such as *Into the Steam*, *Under Quarantine*, and *Into the Bayou*).

The only exceptions are the Counter-Spelling Magia, which were created by the Guild and are only taught to its members. Still, if the Fatemaster wishes, those Magia might have spread beyond the Guild's careful watch into the hands of their enemies...



# GENERAL TALENTS

Whenever you gain a step in a Pursuit that grants you a General Talent, you can choose from any of the Talents below. In addition, there are General Talents in other *Through the Breach* books that may be appropriate for your character, but you should check with your Fatemaster to make certain that you only choose Talents from books being used in your game.

If a Talent has multiple requirements, you must meet each one before you can select that Talent. Unless specifically stated otherwise, characters may not choose the same Talent more than once.

## ADVICE FOR IDIOTS

*Requirement:* Printing 3 or higher.

Despite her attempts, this character cannot always be there to share her advice with others. Thanks to the modern printing press, however, those in need can still benefit from her knowledge... provided that they pick up one of her affordably priced instruction manuals, of course!

This character can spend an hour and 2 scrip worth of raw materials to produce an instruction manual. When she produces the manual, she chooses a Skill that she possesses with one or more Ranks.

From that point on, any other character in possession of the instruction manual may consult it as a (1) AP Action. For the rest of the consulting character's turn, they are considered to be assisted by this character when using the Skill referenced by the manual, just as if this character had used the Assist Action to help her.

## AETHERIC RESONATOR

*Requirement:* Engineering 3 or higher.

Though difficult to create, aetheric resonators are quite useful to the aspiring artificer. These devices draw additional energy from the aether to augment the magic that animates a construct or pneumatic limb, extending the amount of time before the enchantment must be refreshed.

When this character builds a Construct or pneumatic limb, she may spend 5 scrip to add an aetheric resonator to the machine. If she does so, when the Construct is targeted with a Spell or Manifested Power using the Animate Construct Magic, or when the pneumatic limb is targeted with the Animate Limb Magic, one instance of the Increased Duration Immuto is applied to the Magic at no increase to its TN.

## BADGE OF OFFICE

*Requirement:* Resilience -2 or lower, character must be a Guild employee or have the Infiltration Talent.

Whether it's luck, fate, or heavy-handed symbolism, attacks that would otherwise kill this character tend to bounce harmlessly off her Guild badge.

Once per session after this character suffers damage from an enemy's attack, she may discard a card to have the attack strike her badge of office. If she does so, the damage from the attack is reduced to 1, its Triggers and other effects are negated, and it does not cause any Critical Effects to this character.

This Talent cannot be used on attacks that have one or more ♣ in their damage track (regardless of whether or not the attack actually generated ♣ damage).

### THE INFILTRATION TALENT

Some of these Talents can be taken by characters with the Infiltration Talent. This Talent is granted by the Infiltrator Pursuit, which can be found in *Into the Steam* (pg. 96)

## CLUMSY

*Requirement:* Grace -2 or lower.

Most people can walk down the street without tripping over their own feet. This character is not one of those people.

This character gains the following Defensive Trigger:

**Df (☛) Trip Over Something:** If this character fails and is not **Prone**, she becomes **Prone** and the attack is considered to have missed this character unless the attacker achieved a Margin of Success.

## COVERING FIRE

*Requirement:* Chosen Skill Rank 2 or higher.

While there's certainly a time and a place for precise shooting, sometimes firing a salvo of bullets to frighten one's opponents works just as well.

Choose a Ranged Combat Skill. This character gains the following Tactical Action:

(2) Covering Fire: Target an enemy within range and line of sight of a ranged weapon of the chosen type wielded by this character and expend three rounds of ammunition. If you do so, the enemy subtracts this character's ranks in the weapon's Skill from its final duel totals until the start of this character's next turn.

## CULTURED

*Requirement:* Chosen Skill Rank 2 or higher, Art 1 or higher.

Where brains and cleverness fail, this character's refined tastes and good manners prevail.

Choose a Social Skill. When this character makes a Challenge involving the chosen Skill, she may use her ranks in the Art Skill in place of her Mental Aspect.

## DEATH MARSHAL APOSTATE

*Requirement:* Guild Training (Death Marshals), Necromancy 2 or higher.

The Death Marshals walk a fine line between righteousness and corruption, and invariably, some of them up drawing too heavily upon necromantic magic in the pursuit of their duties. While the Guild doesn't completely disavow such characters (they were serving the Guild when they became "corrupted" by their duties, after all), they are certainly kept under a closer watch by the Judge.

This character is one of those unfortunate few who have crossed that line. As she draws upon her necromantic powers more and more frequently, her appearance will become progressively more sunken and emaciated, and it's likely that her eyes will begin to glow an unearthly green color in the dark.

Whenever this character successfully removes another character from reality (whether through the use of a Spell, Manifested Power, the Get In The Box Trigger granted by the Death Marshal Advanced Pursuit in the *Core Rules*, or some other source), the target suffers 2 damage that may not be reduced and this character heals 2 damage.

When this Talent is chosen, the character may change her Magical Theory to The Whisper. If she does not already have a Magical Theory, she gains The Whisper Magical Theory.



## DEVOUR MAGIC

*Requirement:* Counter-Spelling 4 or higher.

With a simple gesture, this character is able to siphon magical energy away from nearby spells, significantly weakening their strength.

Enemy characters within 3 of this character suffer a 1 on Magical Skill Challenges.

## EVERYMAN

*Requirement:* No Aspects higher than 1.

This character may not be all that strong, or all that fast, or even all that smart or charming, but when pushed too far, she fights back with everything she's got.

When this character's current Wounds are below 0, her attacks that deal damage deal +1 damage. If her current Wounds are below -10, this bonus increases to +2 damage.

## FICKLE FATE

*Requirement:* Gambling 4 or higher.

Fate can be a fickle mistress, but that doesn't mean she can't be courted. While the overall benefits of this attention can be debatable, it certainly allows this character to push her luck in interesting ways.

Before this character flips a Fate Card from the Fate Deck, she may declare "even" or "odd." If the value of the flipped card matches the character's prediction, its value is increased by +1. If not, its value is decreased by -1. If the character flips a Joker card, its value is not modified.

## GUILD TRAINING

*Requirement:* Character must be a Guild employee or have the Infiltration Talent, Bureaucracy 2 or higher.

This character gains a + on all Social Skill Challenges involving Guild personnel and an additional bonus depending upon the division that trained her:

**Amalgamation Office:** If this character uses Guild resources when building a Construct (and registers the machine with the Amalgamation Office), the final cost of the Construct is halved, and any additional costs required to add custom pneumatic weapons, aetheric resonators, or Soulstone fittings to the Construct are waived.

**Death Marshals:** This character ignores the Hard to Wound Ability when attacking Undead characters.

**Department of Public Relations:** When this character joins an Ongoing Challenge made to learn or disseminate information, this character immediately adds a number of successes equal to her Charm Aspect (minimum one).

**Elite Division:** This character may spend ten minutes, discard a card, and choose an Academic, Crafting, Expertise, Social, or Training Skill she has at least one Rank in to create a cover identity. So long as this character remains "in character" with her cover identity, she gains a + to the chosen Skill. The cover identity lasts until the end of the day or until the character ceases to remain in character.

**Guild Guard:** The character gains a + on Social Skill Challenges with non-Guild characters when in uniform and acting (or pretending to act) on behalf of the Guild.

**Neverborn Hunters:** This character is immune to damage caused by the Black Blood Ability.

**Witch Hunters:** After this character successfully resists a Spell or Manifested Power cast by an enemy, she may draw a card.

This Talent may be taken multiple times. Each time, it must be taken for a different division (which requires the character to be trained by that division).



## IDIOT

*Requirement:* Intellect -2 or lower.

All it takes is a few minutes of conversation for someone to decide that this character is a bit slow on the uptake. While this might make it hard to get invited to fancy dinner parties, people tend to realize that this character isn't exactly playing with a full deck and don't really hold it against her.

When this character fails a Social Skill Challenge, she generates no Margins of Failure, and unless this character was outright threatening, the character she is interacting with does not take offense to anything she might have said or realize that this character was attempting to manipulate her.

## IMPLACABLE

*Requirement:* Centering 2 or higher.

This character is particularly resistant to fear.

This character may add her ranks in the Centering Skill to the final total of any Horror Duel she makes.

## INSTINCTIVE GRIP

*Requirement:* Thrown Weapons 2 or higher.

This character doesn't fumble over weapons that she intends to throw. Her fingers just naturally seem to find the best way to hold the weapon.

This character may treat the (1) Ready Weapon Action as if it were a (0) Action when drawing a Thrown Weapon, and she may draw two Thrown Weapons instead of one.

## I'VE GOT YOUR BACK

*Requirement:* Cunning -2 or lower.

This character isn't particularly prone to manipulation or guile. When it comes to her friends and partners, she assumes that they will have her back through thick and thin, and that belief (however misguided it may be) drives her to do the same.

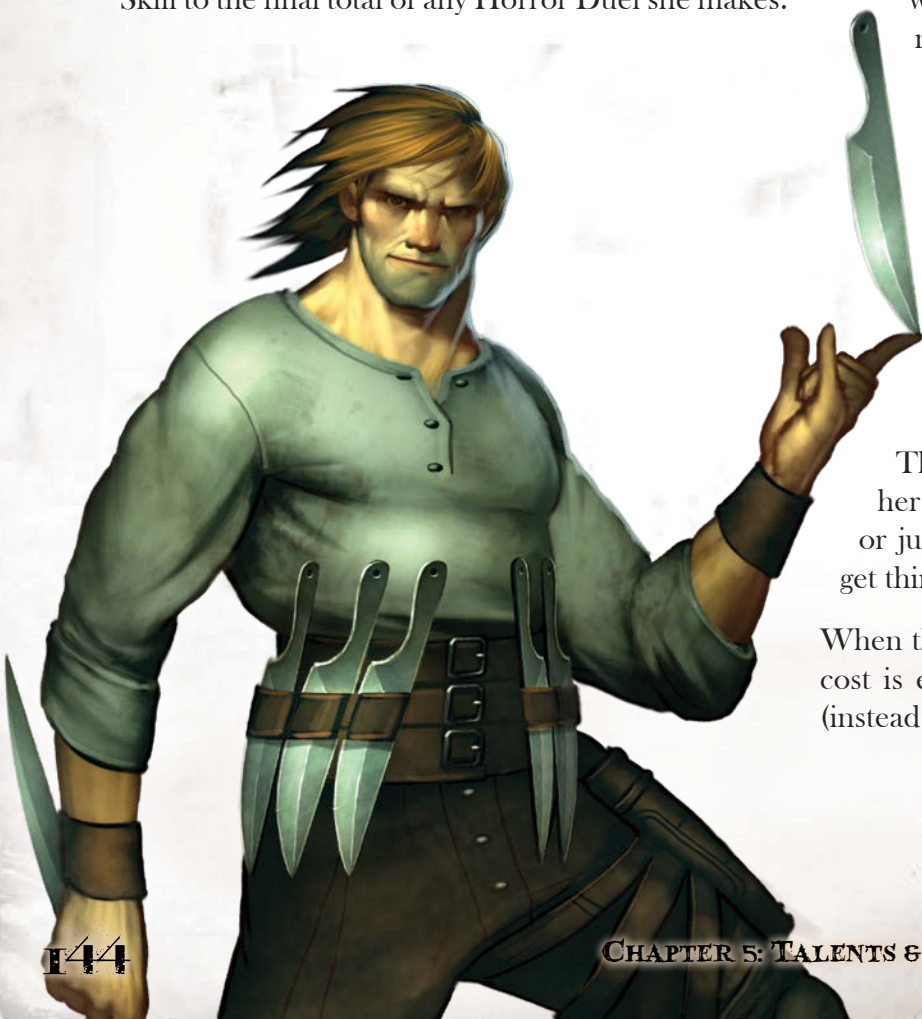
At the start of this character's turn during Dramatic Time, she may nominate another friendly character within 1 yard. Until the start of this character's next turn, the nominated character gains **Armor +1** (without any reduction to their Defense) whenever they are within 1 yard of this character.

## LACKADAISICAL

*Requirement:* Speed -2 or lower or the Sloth Vice.

This character tends to do things according to her own schedule. Whether lethargic, listless, or just plain lazy, this character still manages to get things done... eventually, at least.

When this character takes the Wait Action, the AP cost is equal to the AP cost of the named Action (instead of the AP cost of the named Action +1).



## ON MY MARK

*Requirement:* Leadership 3 or higher.

When this character uses the Wait Action, she may name the Order Action as the Action she is waiting to perform.

When the Wait Action resolves, her Order Action takes effect and one of her subordinate characters may immediately take its turn. The subordinate character's turn interrupts the named action before any duels (if any) take place. The subordinate character may still only receive one turn per round (unless it has **Reactivate**).

## PARTIAL RELOAD

*Requirement:* Speed 2 or higher.

Sometimes, it's more efficient to just slam a few bullets into the chamber instead of reloading the entire weapon. Fortunately, this character is fast enough to do just that.

When this character takes the Reload action with a weapon with a Capacity of 4 or greater, she may discard a card to take the Reload action as a (0) Action. If she does so, the weapon gains an amount of ammunition based upon the value of the discarded card: 1-5 gives the weapon 1 round of ammunition, 6-10 gives it 2 rounds, and 11+ gives it 3 rounds.

## PATIENT

*Requirement:* Centering 2 or higher.

This character knows how to take her time and wait for favorable circumstances. Even if her preparation doesn't pay off, in her mind, it was simply an investment that didn't pay out, rather than a mistake.

When this character takes the Wait Action, if the named Action does not occur before the start of this character's next turn, she becomes **Fast** at the start of that turn.

## PERMANENT ENCHANTMENT

*Requirement:* Enchant Item Talent.

When this character uses the Enchant Item Talent to infuse magical energies into an item, she may choose to make the enchantment permanent. If she does so, the energies of the stored Spell do not dissipate when it is discharged; the enchanted item can be used over and over again without diminishing the magic stored inside it.

The character may only make a single enchantment permanent in this way, and the stored Spell counts against her maximum number of stored Spells for as long as the enchanted item exists.

This Talent may be chosen multiple times. Each time, the character may permanently enchant one additional item.

## PERSONAL SOULSTONE

*Requirements:* Guild Training (any Division), character must be a Guild employee or have the Infiltration Talent.

The Guild tries very hard to keep Soulstones out of the hands of the general public, both out of a desire to control the Soulstone trade and a fear of what might happen if Soulstones fell into the hands of the wrong people (a fear that has, for the most part, shown itself to be entirely justified by the rise of the Arcanists and Resurrectionists). This character, however, has impressed the Guild with her diligence and service, and it has rewarded her with a personal Soulstone as a sign of its appreciation. These cut gems are often set into pieces of jewelry such as medals, necklaces, or cufflinks.

This character gains a Soulstone of Lade 3 (Size 2 and Quality 1). If she loses or sells this Soulstone, it is not replaced (and the Guild will certainly have a few questions for her, if its agents find out).

This Talent may be chosen multiple times. Each time, the character gains another Soulstone.

## PREJUDICE

*Requirement:* Charm -2 or lower.

For whatever reason, this character develops grudges very easily, often making up her mind about a person's flaws and inadequacies from the first moment they meet.

At the start of Dramatic Time, this character may choose an enemy character and discard a card. If she does so, she gains **▲** to all flips against the enemy character until the end of Dramatic Time.

If this character attempts to use a Social Skill other than Intimidate to influence the enemy character's behavior at any point (even after Dramatic Time has finished), she gains no benefit from this Talent and instead suffers a **▢** to her flip.

## QUICK TO ACT

*Requirement:* Athletics 1 or higher.

Rigorous training has turned this character's body into a finely tuned machine. She's in great shape, and all of that training has considerably improved her reaction time.

This character adds her ranks in Athletics to the final duel total of her Initiative flips.

## SELF-PRESERVATION

*Requirement:* Might -2 or lower.

A lifetime of having to deal with bullies and enemies much stronger than herself has taught this character the value of fighting defensively. Even when fully on guard, she's always keeping an eye out for cover and making a dash for safety when the coast seems clear.

When this character takes the Defensive Stance Action, she may move up to two yards in any direction.

## SIDE ARM

*Requirement:* Speed 3 or higher.

The Guild emphasizes a "combined arms" approach to combat: its combat personnel, including the entirety of the Guild Guard, are required to carry both a melee weapon and a firearm while on duty. The quickest of these soldiers are capable of firing off pistol shots while engaged with other business, such as ordering troops, securing a barricade, or hacking their enemies apart with an axe. This character has chosen to emulate the impressive skill of these soldiers and can fire off accurate shots at a moment's notice.

On her turn, if this character has not made a Pistol attack that turn, she may make an attack with a readied Pistol as a (0) AP Action. This character may not make any further Pistol attacks on her turn.





## SOULSTONE HEALER

*Requirement:* None.

This character is particularly adept at channeling the magical energy contained in a Soulstone.

When this character uses the Absorb Soul property of a Soulstone to heal herself or another character, the target heals 3/4/5 damage and removes a lasting Critical Effect.

## STEADY ADVANCE

*Requirement:* Leadership 4 or higher.

In combat, momentum is everything. With a few quick shouts, this character can reorganize her troops into a new formation without having to explain the greater plan to them. Like extensions of her own body, her troops fall into place as expected, allowing their commander to focus upon more important tasks.

At the end of this character's turn, any of her unengaged subordinate characters that did not receive a (1) Order Action may move a number of yards equal to half their Walk Aspect.

## STUDY OPPONENT

*Requirement:* Scrutiny 3 or higher.

This character knows that an enemy is only as strong as their weakest point. She's always scanning her opponents for weakness and searching for the best avenue of attack.

When this character declares an attack against an opponent, she may discard a card. If she does so, each time she makes an attack against that opponent, she may choose whether the opponent resists the attack with Defense or Willpower. This bonus lasts until the end of Dramatic Time.

## SUBTLE MAGIC

*Requirement:* Tenacity -1 or lower.

Magic often rewards those with strong personalities and iron determination. While this character is, unfortunately, not one of those people, she is quite familiar with self-doubt, cowardice, indolence, and timidity. By tailoring her spells to exploit those weaknesses, she can often catch her opponents off-guard by attacking their minds and bodies in unexpected ways.

After this character successfully casts a Spell or Manifested Power that uses the Tenacity Aspect, she generates a number of additional Margins of Success equal to her negative Tenacity Aspect (i.e., one Margin of Success at Tenacity -1, two Margins of Success at Tenacity -2, and so on).

## UNRELENTING

*Requirement:* Tenacity 2 or higher.

No matter the injury or pain, this character does not abandon a mission... or a fight.

At the start of this character's turn during Dramatic Time, if she is not **Slow** or **Paralyzed**, she may choose to become **Slow**. If she does so, she heals 1 damage.



# GUILD MAGIC

The Guild's opinion of magic is nuanced and complicated. On the one hand, the Guild sells and trades Soulstones to the people of Earth, giving them the potential for incredible magical power in exchange for political favors and standing. Many Guild officers are talented spellcasters, especially among the ranks of the Death Marshals and the Witch Hunters, and even those soldiers who can't cast spells often march into battle alongside trained mages or magically animated war machines.

On the other hand, the Guild has a zero-tolerance policy for any type of magic beyond the handful of Magical Theories that it has declared acceptable. Witch Hunters break into houses in the middle of the night to arrest suspected spellcasters, and those who are convicted are either placed in control collars that allow the Guild to use their magical powers as its own or handed over to Sonnia Criid. The first punishment is far more desirable than the second, for Sonnia Criid has a habit of burning away a spellcaster's soul and transforming them into wretched creatures called Witchlings.

At its core, the Guild is a magical organization. Its power comes from the Soulstones under its control and the political influence and technological advances that those Soulstones have purchased. Even though its Special Divisions decry the use of "unlawful" magic by their opponents, the Guild does not hesitate to employ those same rituals and spells if doing so is in their best interest.

The Death Marshals, for instance, condemn the use of dark magic and the animation of the dead, but its agents employ that same dark magic to imprison their enemies. More alarmingly, a growing minority of the Death Marshals are dead men and women who continue to serve the Guild as sentient zombies.

Among the Witch Hunters, Sonnia Criid leads the battle against the Arcanists and their powerful magic, only to confiscate their tomes for her own use. Over the course of her tenure as the leader of the Witch Hunters, she became possessed by a Tyrant that sent her fire-based magical powers spiraling out of control and caused more property damage in a short period of time than the Arcanists have over their entire existence.

The Amalgamation Office is tasked with preventing the spread of unlawful amalgamations, but Charles Hoffman, its leader, frequently used unknown magic to meld his body with various machines and for years used his innate powers to subconsciously puppet the augmented and heavily amalgamated corpse of his brother into combat situations for the Guild's benefit.

In short, the Guild's approach to magic can be summed up in a single word: hypocritical.





## NEW MAGICAL THEORY

It is said that there are as many Magical Theories as there are stars in the sky. While that may be accurate, few of those Magical Theories are potent or refined enough to be anything more than an amusing curiosity for students of the arcane. Every so often, however, a particularly powerful Magical Theory comes to the forefront of popular culture and attracts attention...

This section provides a new Magical Theory for *Through the Breach* characters.

## THE ETERNAL DANCE

During the Black Powder Wars, the Spanish government fielded soldiers who had been infused with necromantic power, ensuring that they would continue fighting even after their deaths. Unfortunately, the enemy soldiers who were killed by these undead warriors rose from the grave as well. By the time the Black Powder Wars came to an end, the Spanish countryside was overrun with hordes of the undead.

For decades, the undead preyed upon the people of Spain. At times, it seemed as if their numbers had been beaten back and the scourge had been cleansed, but then a zombie would wander into an unprepared town and bite a few people, starting the whole process over again. Countless exorcists flooded into Spain on a holy crusade to destroy the undead, but their furious zeal was unable to bring an end to the walking dead.

In the end, it was the Catalans that brought peace to their nation. Instead of destroying the undead, they turned to the necromantic rituals of their ancestors and enslaved the zombies. Their style of magic was unlike anything anyone had seen, for it was graceful and energetic, filled with a vitality that was missing from the more academic Magical Theories.

Decades later, the Eternal Dance is still seen as something of an ethnic Magical Theory, for its practitioners are almost exclusively Catalan. The Guild's recent announcement that the Eternal Dance is a "sanctioned" Magical Theory is starting to break down those barriers and expose others to the traditions of the Catalans, but it is still too early to tell just how influential the Eternal Dance will become.

## THE ETERNAL DANCE BENEFITS

When casting a Spell or Manifested Power, this character may also move a number of yards equal to her Walk Aspect for every AP spent on the Spell. This move is considered to be a Walk Action for the purposes of disengaging strikes and other effects.

If this character does not move the full distance allowed, or if she retraces her steps during this movement, then the TN of her Spell or Manifested Power is increased by +2.





# NEW MAGIA

Whether its Arcanists throwing lightning bolts in the slums or a Resurrectionist animating the dead, magic is everywhere in Malifaux. The various Special Divisions of the Guild fight fire with fire (sometimes literally), and many members of its Special Divisions (save for the Guild Guard) are quite capable spellcasters.

This section delves into the new Magia available to *Through the Breach* characters. These options expand upon those provided in the *Core Rules*, giving spellcasters new and interesting ways to solve their problems. This section adds fifteen new Magia to the game.

In addition to Magia for the "traditional" Magical Skills (Enchanting, Necromancy, Prestidigitation, and Sorcery), this section also introduces new Magia for the Counter-Spelling Skill.

These Magia are the creation of Sonnia Criid, the leader of the Witch Hunters, and as such, knowledge of their use tends to be restricted to Guild characters (or at the very least, characters who learned these Magia from Guild sources).

When a Guild character begins the game with a Grimoire as part of her Starting bonus, she may choose to exchange one of the spells in that Grimoire with a Counter-Spelling Magia.



## ENCHANTING MAGIA

Enchanting is the art of magically augmenting a target. Whether imbuing a sword so that it is freezing to the touch or healing the wounds of a friend, Enchanting magic enhances the subject in some way.

### ELEMENTAL SHROUD

ASPECT	AP	TN	RESIST	RANGE
Cunning	1	7☞	Wp	1 yard

*The caster surrounds the target in a cloak of elemental fury.*

**Effect:** The target is surrounded by an elemental cloak for 1 round. For the duration of this Spell, whenever the target is struck by a Close Combat attack, the attacker suffers the effects of any added Elemental Immuto after resolving the action, just as if it had been damaged by this Spell.

If the Elemental Immuto would have no effect upon an attacker (such as would be the case with the Electric or Spirit Immuto), the attacker simply suffers 1 damage.

**Requirements:** This Magia must include at least one Elemental Immuto.

### ENHANCED VISION

ASPECT	AP	TN	RESIST	RANGE
Cunning	1	8☞	Wp	1 yard

*The caster augments the target's senses, allowing it to operate without vision.*

**Effect:** The target gains enhanced senses for 10 minutes. For the duration, the target gains + to her Notice Challenges, can "see" in the dark as well as in the daylight, and becomes immune to the **Blind** Condition (as her other senses allow her to perceive her surroundings despite her impaired vision).

## RESTRAIN

ASPECT	AP	TN	RESIST	RANGE
Cunning	1	10☞	Wp	1 yard

*The target's body locks up, hindering its movement.*

**Effect:** A Living target gains the following Condition for 1 round: "**Restrained:** This character's Walk and Charge Aspects are reduced by -2 (to a minimum of 1). This character suffers ☐ to its attack flips."





## NECROMANCY MAGIA

The so-called "Dark Art" of Necromancy deals with the forces of life and death. It is also used to manipulate the thoughts of others.

### FEIGN DEATH

ASPECT	AP	TN	RESIST	RANGE
Tenacity	1	10X	-	/// 1 yard

*The caster forces the target to fall into a coma resembling death.*

**Effect:** This Spell may only be cast upon a willing Living target. At any point in the next 3 rounds, even if it is not her turn, the target may choose to fall **Prone** and enter into a coma that resembles death.

While in this state, she has no heartbeat, does not need to breath, does not feel pain, and only suffers half damage from attacks, rounded down.

If the target was **Bleeding Out** or **Suffocating** when she falls into the coma, the value of that Condition does not increase while the character is in this coma, but neither will it end; when the character awakens, the Condition continues where it left off.

Ten minutes after this Spell is cast, or when this Spell is cast upon her a second time, the target awakens from her coma and is **Dazed** for 3 rounds.

If the Increased Duration Immuto is added to this Spell, all three time-related elements of this Spell (i.e., the length of time during which the character can enter the coma, the length she is in the coma, and the length of time she is **Dazed** after awakening) are increased with each iteration of the Immuto.

### OPEN WOUNDS

ASPECT	AP	TN	RESIST	RANGE
Charm	1	8X	Df	/// 1 yard

*The caster infuses the target with necromantic energy, worsening any wounds it suffers while also preventing it from healing.*

**Effect:** For the one round, a Living target cannot heal damage or remove lasting Critical Effects or the **Bleeding Out** Condition. If the target suffers a Critical Effect during this time, it gains + to its flip on the Critical Effect chart.

### SPIRIT WALK

ASPECT	AP	TN	RESIST	RANGE
Tenacity	1	8X	Wp	3 yards

*The caster forces the target into the spirit world, making the target insubstantial and ghostlike.*

**Effect:** The target shifts into the spirit world, a disturbing place with a jet-black sky and dark clouds that swirl upwards in a funnel shape into the dark heavens above. For 1 round, the target becomes Incorporeal, and any attacks she makes with her (now incorporeal) weapons or limbs inflict -1 damage (to a minimum of 1 damage).

#### INCORPOREAL CHARACTERS

Incorporeal characters ignore, and are ignored by, other characters and terrain during any movement. They may float above the ground but cannot fly in any true sense of the world.

Reduce all damage dealt to incorporeal characters from Ranged and Close Combat attack actions by half, rounded up.

Repeated trips into the spirit world run the risk of attracting attention from that realm's denizens, such as the ravenous Gaki (*Under Quarantine*, pg. 191).



## PRESTIDIGITATION MAGIC

Prestidigitatation magic governs illusions, teleportation, and the manipulation of fate.

### FALSE VISAGE

ASPECT	AP	TN	RESIST	RANGE
Cunning	2	8☛	Wp	3 yards

*The caster cloaks the target in an illusion that makes it look like someone else.*

**Effect:** The target takes on the appearance of a specific Living character for 10 minutes. The target and the illusory character must be of the same Height or the illusion is so terribly stretched or compacted that anyone seeing it automatically disbelieves it. The caster must either have seen the character to be mimicked at some point within the past two weeks or have a picture of the character to base the illusion upon. So long as a character viewing the illusion has no reason to call the target's disguise into question, it automatically fools all observers.

The illusion only changes the target's appearance; she retains her own voice and odor, and any animals that see a familiar character who smells different from what they expect are prone to growl or otherwise act nervous around the target.

If a character has reason to disbelieve the illusion, they can attempt a TN 10 Centering Challenge to disbelieve it. On a failure, the character believes that what she is seeing is real. Any character that comes into physical contact with the target automatically disbelieves the illusion.

## TEMPORAL CONVERGENCE

ASPECT	AP	TN	RESIST	RANGE
Cunning	1	8☛	Wp	3 yards

*The caster compresses a small amount of time around the target, granting them unnatural speed.*

**Effect:** For two rounds, the target may take two (0) Actions during its turn, but they cannot be the same (0) Action unless the target first discards a card.

### TELECAEDO

ASPECT	AP	TN	RESIST	RANGE
Intellect	1	10☛	Wp	5 yards

*The caster teleports a handful of small objects into the target's body.*

**Effect:** The caster teleports one or more small objects into the target's body. The objects in question must be able to fit in the caster's hand; most casters just snatch up a handful of rocks and gravel while casting this spell.

If the target is Incorporeal, the teleported objects appear inside its spectral body and then fall harmlessly to the ground. Otherwise, the target suffers 1/3/5 damage, and the teleported object(s) are permanently lodged in the target's body.

Lodged objects can be removed via Surgery or Repair as if they were lasting Critical Effects. If the teleported object(s) were particularly deadly (such as a vial of poison or acid), the target may suffer additional effects at the Fatemaster's discretion, such as gaining **Poison +1** or suffering +1 damage. Any explosives teleported by this Spell are rendered inert upon entering the target's body.

## SORCERY MAGIA

Sorcery magic creates raw magical effects, allowing the caster to hurl magical energy at her enemies. More than any other type of magic, Sorcery Magia benefit from the addition of Elemental Immuto.

### ELEMENTAL CAGE

ASPECT	AP	TN	RESIST	RANGE
Tenacity	1	8	-	5 yards

*The caster creates walls of energy around the target.*

**Effect:** A cage of energy forms around a 1-yard radius area of ground and lasts for 1 round. If there is a character in the affected area when the cage forms, it can attempt to leap to safety with a successful TN 10 Evade Challenge, in which case it may push 1 yard in any direction. If the character fails this Challenge, it is trapped in the cage. The TN of this Challenge is increased by +2 for each Margin of Success achieved by the caster.

The cage can only hold one character at a time. At the start of its turn, a character trapped in the cage may choose to become **Slow**; if it does not, it suffers 2 damage.

The cage does not physically restrict movement, but any character passing through the walls of the cage suffers 2/3/4 damage; a character can only suffer this damage once per round. If a character ends any sort of movement within the affected area, it becomes trapped in the cage.

Characters with the Flight Ability can fly over the walls of the cage without suffering damage, but they must still choose whether to become **Slow** or suffer damage if they start their turn in the cage.

**Requirements:** This Magia must include at least one Elemental Immuto.

### ELEMENTAL LINE

ASPECT	AP	TN	RESIST	RANGE
Tenacity	1	8	Df	5 yards

*The caster unleashes a burst of energy in a straight line.*

**Effect:** The caster 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. The TN of this Challenge is increased by +2 for each Margin of Success achieved by the caster.

**Requirements:** This Magia must include at least one Elemental Immuto.

### MANIFEST ESSENCE

ASPECT	AP	TN	RESIST	RANGE
Intellect	1	10	-	3 yards

*The caster summons an Essence of Power to bolster the magic of those around her.*

**Effect:** When cast, an Essence of Power (see pg. 192) is summoned within range. The caster may command the Essence of Power as a subordinate character. If the Essence of Power acts on the round it was summoned, it gains the **Slow** Condition.

The Essence of Power lasts for 3 rounds before disappearing.



## COUNTER-SPELLING

### MAGIA

Counter-Spelling Magia are a creation of Sonnia Criid, the leader of the Witch Hunters. Her ability to create new Magia is a testament to her skills as a spellcaster and the depths of her arcane knowledge. That she was able to do so without tapping into any of the "traditional" four types of magic is unprecedented.

When a Guild character begins the game with a Grimoire as part of her Starting bonus, she may choose to exchange one of the spells in that Grimoire with one of these Counter-Spelling Magia.

### ADAPTATION

ASPECT	AP	TN	RESIST	RANGE
Tenacity	1	10 	-	 1 yards

*The caster absorbs the essence of a magical effect that struck her, rendering her immune to all further instances of that magical effect.*

**Effect:** If the caster suffered the effects of a magical effect at any point since the end of her last turn, she becomes immune to that magical effect for 2 rounds. If she suffered the effects of multiple magical effects, she must choose one when she casts this Spell.

The caster becomes immune to any Spells or Manifested Powers that share a Magia or Elemental Immuto with the original magical effect, as well as any further applications of that same magical effect.

For the purposes of this spell, magical effects are considered to be Spells, Manifested Powers, and any unique effect that is tied to a Magical Skill.

## BANISH

ASPECT	AP	TN	RESIST	RANGE
Tenacity	1	10 	Wp	3 yards



*The caster banishes a summoned creature back to wherever it came from.*

**Effect:** A target summoned creature winks out of existence, ending the magical effect that summoned it. Any effect that triggers upon the summoned creature's death does not resolve as a result of this spell.

## NULLIFY MAGIC

ASPECT	AP	TN	RESIST	RANGE
Tenacity	1	10 	Wp	3 yards

*The caster surrounds the target in an aura of magical "static" that interferes with the channeling of aetheric energy.*

**Effect:** The target's ability to cast Spells and Manifested Powers is dampened for 1 round. For the duration, the target loses all suits associated with its Magical Skills, and its attempts to cast Spells or Manifested Powers suffer  .





# NEW IMMUTO

This section adds new Immuto that can be used by *Through the Breach* characters. These options expand upon those provided in the Core Rules, allowing spellcasters to warp and twist their spells in interesting new ways.

## ALTERATION IMMUTO

These Immuto alter the effects of a Spell by changing the way it performs. These Immuto allow characters to create unique effects by pushing the boundaries of what a Magia can accomplish into strange and interesting places.

### CHANNELED (TN +3)

The caster gains **+** to any Magical Skill Challenge made to cast this spell.

This Immuto may be added to a spell multiple times. Each time, the character gains an additional **+** to any Skill Challenge made to cast this spell.

### DIMENSIONAL (TN +2)

This spell may target characters that have been removed from reality regardless of range or line of sight. The target resists the spell normally, but any **☠** or **(X)** effects the spell would generate are ignored.

If the target would be removed from reality by the spell, it is instead returned to reality within 1 yard of the caster, in a safe space of her choosing.

### INCREASED HEALING (TN +2)

This Immuto may be added to a spell multiple times. Each time, improve the amount of damage healed by the spell by one step on the chart.

If the amount healed by the spell is not listed, determine where it falls on the chart and increase it from there as appropriate.

If the spell heals a fixed amount of damage in excess of 1 damage or an amount based on some other parameter (such as a spell that heals based on the amount of damage it deals to the target), ignore the chart. Instead, for every two instances of this Immuto applied to the spell, increase the amount of damage it heals by +1.

HEALING STEPS
1 damage
1/1/2
1/2/3
1/3/4
2/3/4
2/4/5
3/4/5
3/5/6



# UNIQUE GRIMOIRES

Here are some new Grimoires for any character's magical needs. These are unique, one-of-a-kind items that can spice up a campaign by falling into the hands of either the Fated or one of their rivals.

## *Bhon's Arm*

This Grimoire is the prosthetic arm of a magewright named Bhon. Bhon was quite skilled at enchanting, but his penchant for stealing Soulstones from the Guild ended up earning him a place on the Hanging Tree. The guardsmen who pulled his corpse down from the tree sold the arm to a pawn shop. Unbeknownst to the guardsmen, the prosthetic arm contained a Soulstone, and that Soulstone had absorbed Bhon's soul upon his death.

Since then, a few different people have purchased Bhon's Arm, typically those unfortunate amputees who cannot afford a brand new prosthetic. While the arm is quite functional, Bhon still has some limited control over the arm, and at least one of its owners has been found dead in their bed, strangled to death by their own steel hand.





- *Magia*: Animate Construct, Elemental Strike, Restrain.
- *Immuto*: Combined Spell, Increased Duration, Electric.
- *Special*: This Grimoire is a Full Limb with an Integrated Artefacting Toolkit enhancement. In order to attune to this Grimoire, the character must attach this limb to their shoulder (which requires the character to be missing an arm). Once attached, the limb remains animated indefinitely. A character with this limb attached to their body cannot attune to other Grimoires.
- *Special*: If the arm grows displeased with the character (talking bad about it, not stealing valuable items around it, etc.), it either stops working for the rest of the scene or attacks the character (who gains **Suffocating +1** at the start of their turn and must spend 1 AP and succeed at a TN 13 Athletics, Martial Arts, or Pugilism duel to wrestle the hand back under their control).

## *The Forgotten Box*

This pine box once belonged to a Death Marshal who abandoned it when he went rogue and became a Resurrectionist. Physically, the box resembles a coffin, but when opened, the interior is filled with unsettling green fog and emerald light.

Though the box is a powerful Grimoire, its usefulness is hampered by the fact that undead horrors occasionally stumble out of its depths. More than one of its former owners has stored the bulky Grimoire in a safe place, only to find a small horde of violent undead waiting for them when they returned.

- *Magia*: Bury, Elemental Cage, Subsume Corpse.
- *Immuto*: Decay, Dimensional, Increased Healing.
- *Special*: Whenever a character attuned to this Grimoire flips the Black Joker, an uncontrolled undead creature forces its way out of this Grimoire's depths. Flip a card on the following chart to determine what sort of undead creature appears:

CARD	SUMMONED UNDEAD
	Zombie Swordsman ( <i>Core Rules</i> , pg. 355)
	Bone Pile (pg. 199)
	Dead Doxy ( <i>Core Rules</i> , pg. 353)
	Corpse Candle (pg. 182)
Joker	Mindless Zombie Horde (pg. 183)

If the owner has taken measures to prevent the Grimoire from opening (such as chaining it shut or weighing it down), the undead remain "in the box" until a card with a value of 11+ is flipped to determine what sort of undead creature is summoned, at which time the undead break free of their confinement and pile out of the coffin in a vengeful group.

## Judgment

A faint yellow Soulstone (Lade 3) is set into the hilt of this ornate Clockwork Pistol. Though it functions perfectly well as a firearm, the true nature of this weapon is revealed to the wearer after they use it to kill an enemy. At that time, the weapon instantly attunes to the character (potentially causing her to lose her attunement to a different Grimoire).

- *Magia*: Elemental Weapon (Judgment only), Elemental Projectile (Judgment only, expends a bullet in the chamber with each casting attempt).
- *Immuto*: Focus Object (Judgment, -4 TN), Alter Range, Blast, Increased Damage, Darkness, Electric, Fire, Ice.
- *Special*: This Grimoire can be wielded in combat as if it were a Clockwork Pistol (*Core Rules*, pg. 234).
- *Special*: This Grimoire only attunes to a character after they use it to kill an enemy. This attunement occurs regardless of the character's wishes.

## Medusa

This "Grimoire" is actually an alchemically-synthesized drug that is starting to gain popularity among those wealthy enough to afford it (much to the frustration of the Witch Hunters). An ampule of Medusa contains around fifteen doses and tends to cost anywhere from ten to twenty scrip, depending upon the compound's purity. The drug is taken by placing a few drops in each eye, which paralyzes the user for a span of a few hours. While paralyzed, the user experiences vivid hallucinations that attune her to the "Grimoire."

- *Magia*: Enhanced Vision, Teleport, Wrench.
- *Immuto*: Channeled, Increase Resistance, Location Genus
- *Special*: A character only remains attuned to this Grimoire for 24 hours. At the end of this duration, the character must succeed on a Carouse Challenge (TN 10 + 1 for each previous time they have attempted this duel in the past week) or become addicted to Medusa. Addicted characters increase their TNs by +2 when not attuned to this Grimoire. After one month of not using Medusa, an addicted character may attempt this duel again to shake off her addiction.

## Perdition's Maw

This iron brazier is crafted from a single piece of iron that has been crudely beaten into shape. It bears a vague resemblance to a squid or octopus, with the tentacled arms rising upwards to form the sides of the brazier, but the craftsmanship is too primitive to allow for much in the way of detail.

- *Magia*: Elemental Cage, Elemental Engulf, Elemental Line, Elemental Nova, Elemental Projectile, Elemental Shroud, Elemental Strike, Elemental Weapon.
- *Immuto*: Alter Range, Increased Damage, Blast, Fire.
- *Special*: To learn spells from this Grimoire, a character must light a fire within the brazier and then thrust an appendage into the flames.

Every round the character keeps her hand within the flames, she suffers 1 damage, gains **Burning +1**, and must succeed on a Centering Challenge (TN 8 + 1 per previous round the character has kept her hand within the flame).

On a success, the character gains one Flame Point. She may then exchange 3 of her accumulated Flame Points to learn one of this Grimoire's *Magia* or 2 Flame Points to learn one of its *Immuto*. The character may then choose to either withdraw her limb or keep it within the flames, in which case she repeats the Centering Challenge listed above.

On a failure, the character panics and withdraws her limb, causing her to lose any accumulated Flame Points and any *Magia* or *Immuto* previously learned from this Grimoire.

Characters who are immune to damage from the **Burning** Condition cannot learn anything from this Grimoire.

- *Special*: Characters cannot attune to this Grimoire, so any *Magia* or *Immuto* learned from this Grimoire immediately begin to fade at the normal rate (as described in the *Core Rules*, pg. 261). Similarly, characters who are already attuned to a Grimoire can learn spells from this Grimoire without losing their attunement to their original Grimoire. Each time a character attempts to learn from this Grimoire, any *Magia* or *Immuto* previously learned from this Grimoire are immediately lost.



### *Sherborne's Mirror*

Named for the Arcanist from whose home it was confiscated, this oval-shaped mirror is 24" long and 18" wide. The mirror attunes very easily to anyone who spends more than a few moments glancing into it, which its former owner used to his benefit by tricking Witch Hunters into looking into its depths. Once they were attuned to the mirror and their devastating attack spells had been replaced with its useful but harmless *Magia*, Sherborne would attack them with his enchanted weapons.

Sherborne was eventually undone by a Guild guardsman who simply shot him as he was fiddling with the bulky mirror; its frame still bears a deep groove in its side from where one of her bullets grazed it. The Witch Hunters have since taken possession of Sherborne's Mirror and occasionally use it to disrupt the plans of particularly troublesome spellcasters.

- *Magia*: Divination, False Visage.
- *Immuto*: Additional Suit, Focus Object (Any Mirror, must be carried in one or more hands to apply, -1 TN), Increased Duration.
- *Special*: This Grimoire attunes to anyone who so much as glances at their reflection in it.
- *Special*: Characters attuned to this Grimoire increase the TN of their Manifested Powers by +2.



### *The Snowbound Guard*

There are roughly one hundred copies of this steamy romance novella floating around Malifaux City and its satellite towns. The novella contains the story of Clara Quincey, a member of the Guild Guard whose patrol is ambushed by bandits. She survives the attack and seeks shelter in a small Contract Town just as a blizzard hits, trapping her in a town filled with handsome suitors and alluring temptresses.

The plot plays out like a trashy romance novel, but woven into its story are powerful *Magia* and *Immuto* that impart themselves to the reader once the story is finished. The novella was originally a disguised Grimoire for an Arcanist infiltrator, but it somehow ended up getting printed by someone who merely thought it to be an amusing bit of smut. The actual Clara Quincey (who has since risen to the position of Captain in the Guard) has devoted a significant amount of time to destroying every copy of the novella that she can find.

- *Magia*: Beckon, Manifest Essence, Phantasm.
- *Immuto*: Alter Range, Increase AP, Pulse.
- *Special*: The Guild Guard consider copies of this novella to be contraband.

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This hefty tome is filled with nonsense symbols that have defied every attempt to decipher them, both magical and mundane. All seven hundred and seventy seven pages of the tome are covered with these unfathomable symbols, from top to bottom and from margin to binding. All it takes to attune to the Grimoire is for a character to make a serious attempt to translate it.

- *Magia*: Conjuring, Parlor Tricks, Temporal Convergence.
- *Immuto*: Channeled, Increase AP, Pulse.
- *Special*: At the start of every day, a character attuned to this Grimoire must succeed on a Centering Challenge (TN 10 + 1 per day since the character last failed this Challenge). On a failure, the character gains **Crazy +1** and becomes obsessed with translating the tome and must spend at least four hours of the day attempting to make some headway in the translation process.



## EQUIPMENT

It's said that there are more guns than people in Malifaux. While the veracity of that claim can't be properly tested, it's certainly not all that far off the mark. With the dangers presented by the Resurrectionists, Arcanists, and Neverborn, keeping a pistol in one's purse or a shotgun beside one's bed isn't so much paranoia as it is common sense.

Then there's the Guild.

The level to which the Guild has stockpiled weapons in Malifaux City far surpasses what even the most paranoid, gun-crazed mercenary would consider excessive. In addition to a seemingly endless number of pistols, rifles, and shotguns, the Guild also possesses dozens of heavy canons, thousands of grenades, and enough Gatling guns that the weapons have their own personal quartermaster simply to keep tabs on their ammunition stockpiles.

In a very real sense, the Guild is well and truly prepared for war to break out in Malifaux.

Much of this preparation is due to the mysterious events that brought about the close of the first Breach. The officers of the Guild still aren't entirely certain just what could have deposed the Council and slaughtered an entire city worth of settlers, but they are bound and determined not to let a similar incident play out on their watch.

For the most part, the Guild avoids flaunting the full might of its arsenal. Its officers will occasionally roll a cannon out and set it up in front of striking miners to make a point or deploy chain gun-wielding soldiers to fight back a Neverborn infestation, but even then, it tries to keep the full extent of its capabilities a secret.

The intent behind this policy of obscured firepower is simple: if nobody fully understands the Guild's capabilities, then the organization will have an upper hand in unexpected confrontations with its misinformed enemies.



## CLOSE COMBAT WEAPONS

WEAPON	RANGE	DAMAGE	SPECIAL	COST	SKILL
Net (Flexible)	/// 2	0/0/1	Tangle, Thrown	3\$	1
Mancatcher (Heavy Melee)	/// 3	2/2/3	Brutal, Pinning	10\$	3
Shock Baton (Melee or Pneumatic)	/// 1	1/2/2	Disorienting	20\$ (melee) or 18\$ (pneumatic)	4
Buzzsaw (Pneumatic)	/// 1	2/4/5	Brutal, Finely Tuned, Penetrating	50\$	4
Punching Harness (Pugilism)	/// 2	Varies	Brutal, Intimidating, Special	30\$	3

### NET

Nets are usually a weapon of last resort: they are all but incapable of dealing damage to an opponent, and even trained wielders find them to be difficult and awkward weapons. To help with this, they are often weighted at the ends, which makes them easier to wield and, in the case of combat nets, more difficult for the opponent to escape their entanglement.

### MANCATCHER

This strange polearm consists of a pole mounted with a two-pronged, spring-loaded head. After striking an opponent, the jaws of the head snap shut around them, impaling their body upon the small spikes lining the mancatcher's inner edges. Fortunately, these spikes are relatively small, often only an inch and a half in length, which ensures that they rarely deal any sort of lethal damage. Instead, they simply provide the prisoner with a painful disincentive against squirming.



### SHOCK BATON

The title "shock baton" properly describes two different and distinct weapons. The first is the non-lethal weapon invented by the Abyssinian military for the purpose of safely incapacitating military prisoners. This weapon is roughly the size of a club and must be powered by a charged Soulstone (Size 2 or less), just as if this weapon were a construct with a Soulstone mount. This version uses the Melee Skill.

The second is the Guild's reverse-engineered version of the Abyssinian weapon. This weapon is powered by a back-mounted generator that channels electricity to the club via a series of thick cables. This version uses the Pneumatic Skill.

### BUZZSAW

This weapon is essentially a military-grade, arm-mounted buzzsaw. The blade is set into an armguard that rests against the wielder's wrist and ensures that a flippant gesture will not result in the loss of fingers. Buzzsaws were popularized by the Abyssinian Steel Legion and are still closely associated with that unit.

### PUNCHING HARNESS

This pneumatic framework was first cobbled together from the spare parts of destroyed constructs. It fits over both of a wearer's arms and attaches to a back-mounted generator that augments the wearer's punches, increasing their speed and striking distance. The harness also looks very intimidating, which ends many fights before they begin.



## RANGED COMBAT WEAPONS

WEAPON	RANGE	DAMAGE	CAP.	RELOAD	SPECIAL	COST	SKILL
AG Hydra (Heavy Guns)	☞ 10	3/4☛/6☛☛	1	4 AP	Slowing, Special Ammo, Multi-Tether	22\$	4
Fumigator (Heavy Guns)	☞ 8	1/1☛/1☛☛	8	8 AP	Cloud, Finely Tuned, Poisonous, Special Ammo	15\$	3
Hotchkiss Personal Autocannon (Heavy Guns)	☞ 14	2/4☛/5☛	10	5 AP	Brutal, Full Auto, Special Ammo	25\$	3
Punt Gun (Heavy Guns)	☞ 14	4/5☛☛/6☛☛☛	1	5 AP	Brutal, Heavy	25\$	3
M13 Portable Chain Gun (Heavy Guns)	☞ 14	2/3/4	20	4 AP	Deadly, Full Auto, Special Ammo	20\$	4
Moldavian Ribauldequin (Heavy Guns)	☞ 15	4/6☛/8☛	4	6 AP	Inaccurate, Intimidating, Multi-Barrel, Special Ammo	35\$	3
Wall Gun (Heavy Guns)	☞ 16	3/4/5	2	3 AP	Multi-Barrel, Rifle, Special Ammo	20\$	3
AG Netgun (Long Arms)	☞ 10	0/0/1	1	2 AP	Slowing, Special Ammo, Tangle	15\$	3
Rifle Grenade (Long Arms)	☞ 10	3/5/7☛	1	1 AP	Grenade, Penetrating, Proto-Rocket	8\$	3
Bola (Thrown Weapons)	Varies	1/1/2	n/a	n/a	Slowing, Trip, Thrown	2\$	2
Chakram (Thrown Weapons)	Varies	1/2/2	n/a	n/a	Deadly, Thrown	6\$	2
Discus Grenade (Thrown Weapons)	Varies	2/3☛/5☛☛	n/a	n/a	Brutal, Grenade, Penetrating, Thrown	12\$	4
Percussion Grenade (Thrown Weapons)	Varies	2/3☛/5☛	n/a	n/a	Grenade, Penetrating, Thrown	6\$	2

### AG HYDRA

The AG Hydra is something of an oddity, even for AG Works' already eccentric product catalog. Originally built on a dare, it consists of a Ribauldequin chassis that has been modified to simultaneously fire four tethered harpoons, rather than rockets. An automatic winch kicks in once the harpoons impact a target, allowing the wielder to "reel in" anything hit by one or more of the hooked harpoons.

### FUMIGATOR

Known both as Fumigators and Foggers, these weapons consist of a cylindrical backpack and a heavy gun that resembles a pepper shaker. The backpack is filled with pressurized toxins, which are then converted into thick fogs when the weapon is fired. When the gun is swept back and forth, it ensures that the toxins are spread across a wide area.

The Guild primarily uses Fumigators to spray for insects in the Gremlin's Wharf district of the Quarantine Zone, but some rat catchers have taken to using the weapons to deal with particularly infested basements and houses.

### ALTERNATE FUMIGATOR AMMO

The versatile nature of Fumigators allows the weapon to create a thick cloud of just about any sort of pressurized liquid. The weapon's base profile assumes that it is filled with poisonous toxins.

If the weapon is filled with one of the following substances, replace the Fumigator's Poisonous special rule with the listed effect:

**Black Blood:** Any character without Black Blood that is damaged by this weapon suffers 1 damage and is at risk of contracting Blood Sickness (*Under Quarantine*, pg. 152). It takes roughly 3 damage worth of bleeding (or one increment of the **Bleeding Out** Condition) for a creature with Black Blood to supply one round of ammunition for this weapon.

**Excrement:** Any character damaged by this weapon gains the following Condition until it washes off: "**Covered in Slop:** This character suffers a  $\square$  to all Social Skill duels and cannot declare Triggers. Pigs target this character with attacks gain  $\oplus$  to the attack flip."

**Liquefied Plague Victim:** Any character damaged by this weapon gains **Blighted +2** (*Under Quarantine*, pg. 149). Each point of Height possessed by the victim supplies two rounds of ammunition for this weapon.

**Oil:** Any character damaged by this weapon gains the following Condition for 5 minutes: "**Flammable:** If this character gains the **Burning** Condition, she gains an additional **Burning +2**, then ends this Condition."

**Water:** This weapon deals no damage but still creates soft cover, per its Cloud special rule. Any character that would have been damaged by this weapon immediately ends its **Burning** Condition.

### HOTCHKISS PERSONAL AUTOCANNON

The Hotchkiss Personal Autocannon is one of the newest weapons to roll off the assembly lines of Earth. Developed specifically to assist the Guild in their battles against the Gibbering Horde, the Hotchkiss Personal Autocannon (or HPA, as it has become known in the field) is a handheld autocannon with three rotating barrels that are powered by a backpack-carried electronic motor.

The weapon is incredibly heavy - the gun itself weights thirty pounds, and the backpack and ammunition add another twenty - but what it lacks in ease of use it makes up for in damage potential. The HPA fires explosive rounds at a high rate of fire, allowing its wielder to lay waste to anything in front of them.



## M13 PORTABLE CHAIN GUN

The M13 Portable Chain Gun is an eight-barreled rotary gun that is capable of laying down a withering amount of fire in an incredibly short amount of time. There are two major versions of this weapon, one of them powered by an electric battery and the other by a pneumatic boiler, both of which are large enough that they must be carried on the wielder's back. These weapons were specially commissioned by the Guild in the wake of the Battle of London, and as a result, most of them are still in Guild hands.

## MOLDAVIAN RIBAUDEQUIN

The Moldavian Ribauldequin is a volley weapon consisting of a large, rectangular, box-shaped chassis that is braced against the wielder's shoulder when fired. Each time the trigger is pulled, the weapon fires a high-yield rocket in the general direction the weapon is facing. Because the rockets are self-propelled, they are prone to pinwheeling off target with alarming frequency, though this deficiency can be somewhat mitigated through careful aiming.

Nevertheless, the use of a Moldavian Ribauldequin is tantamount to an open admission that the wielder does not care about collateral damage.

## PUNT GUN

A Punt Gun is, effectively, an extremely large shotgun. These weapons were traditionally used in the commercial harvesting of waterfowl. The massive, eight-foot-long guns were mounted directly onto a boat's frame, allowing a hunter to quietly row into range of a group of resting birds. A hunter who lined up their shot right could often kill over fifty birds with a single shot.

In Malifaux, Punt Guns most often see use in the hands of the Ortega family and various bandit groups, both of whom have taken to mounting the oversized weapons atop carriages and wagons.

## WALL GUN

Wall Guns are large caliber muskets that were used in the 16th through 18th centuries. Too heavy to be fired like a normal weapon, they had to be braced against window ledges or low walls, which is how they earned their name. During the Black Powder Wars, most existing Wall Guns were cut down and turned into blunderbusses, but the original design flourished in India, and many Guild officers involved in India's occupation brought these weapons home as trophies. Now that the Guild's control of India has started to slip, these archaic weapons are starting to surface in the hands of Indian rebels, which has not increased their popularity among the Guild's employees.

## AG NETGUN

Although rare, the AG Netgun is seen as one of the more ingenious firearms that money can buy. Valued primarily as a way to restrain a target at range without killing them, the netgun is a favorite among bounty hunters who wish to retrieve their quarry alive. In recent years, it has seen an increase in use among the Guild Guard, as it makes for an effective way to detain suspected criminals without any permanent harm.

### CRAFTING GRENADES

The Percussion Grenade, Rifle Grenade, and Discus Grenade can all be crafted using the Explosives Skill, provided that the crafter meets the appropriate Skill Requirement.



## RIFLE GRENADE

During the Battle of London, the British military forces realized just how woefully unprepared they were to deal with the titanic creatures that accompanied the Gibbering Hordes into battle.

While their elite forces could be equipped with grenade launchers that stood a chance of damaging such colossal creatures, those weapons were too expensive and scarce to be a viable option for the common soldier. The army needed a solution that would provide heavy ordnance to ground troops without depleting their entire war chest.

It was this need that led the King's Empire to create the rifle grenade. These explosive devices are mounted at the end of a simple rod, which is then inserted into the barrel of a rifle and launched using a blank cartridge. Repeated use of these weapons can cause damage to a rifle's barrel, but even when factoring in the price of a new rifle and a dozen rocket grenades, the cost often still comes in less than the price of a grenade launcher and an equivalent amount of ammunition. It did not take long for the Guild to begin manufacturing their own version of the rifle grenade, and the versatility it offers to soldiers in the field has proven to be quite useful to Guild troops stationed in Malifaux.

## BOLAS

Bolas are throwing weapons consisting of two or three round weights connected by durable cords. To use bolas, the wielder holds the weapon by either one of the weights or the nexus of the cords and swings them in a circular pattern, building momentum. Bolas are typically aimed at a target's legs, as the momentum of the weapon is sufficient to not just entangle the target's legs but often to knock their legs right out from underneath them. While primarily a hunting weapon, bolas still see use among bounty hunters and law enforcement personnel.

## CHAKRAM

These exotic weapons are circular in shape, roughly one inch wide and a foot in diameter, with a sharpened outer edge. They're usually thrown vertically to avoid harming one's allies, but skilled practitioners can throw them horizontally without much difficulty. These weapons are popular among Guild members who spent time in occupied India, where they witnessed the brutal effectiveness of these weapons first hand.

## DISCUS GRENADE

Also known as "oyster shell" grenades, these explosive weapons are circular in shape, thin on the edges and thick in the center. The edges of the disc are lined with multiple impact fuses, and when thrown like a discus, any sort of impact causes the grenade to immediately detonate. This very specific throwing method can make it awkward for an untrained wielder to hit with these weapons, but in the hands of a skilled thrower, a discus grenade can be an alarmingly accurate explosive.

## PERCUSSION GRENADE

Percussion grenades are a somewhat maligned product of the Black Powder Wars. A percussion grenade has the appearance of a dart, with cardboard fins that are intended to stabilize its flight and ensure that the weapon lands on the percussion cap in its nose. This design made early percussion grenades unreliable, as they had to directly hit their target to detonate, but modern advances have improved upon the design with clockwork stabilizers that shift the grenade's center of gravity towards the tip the longer it remains in flight. A few of these grenades can still be found in the arsenals of the Guild, but with the advent of rifle and discus grenades, they have largely been relegated to the dusty shelves of surplus caches.

## AMMO

WEAPON	SPECIAL	COST	SKILL
20 Bullets/Shells	Bullet	3\$	1
20 Bullets (Chain Belt)	Bullet, Special (M13 Portable Chain Gun)	5\$	1
20 Cavity Bullets (Chain Belt)	Bullet, Cavity, Special (M13 Portable Chain Gun)	39\$	3
20 Torch Bullets (Chain Belt)	Bullet, Torch, Special (M13 Portable Chain Gun)	22\$	2
20 Wailer Bullets (Chain Belt)	Bullet, Wailer, Special (M13 Portable Chain Gun)	10\$	2
20 High-Caliber Rounds	Special (Wall Gun)	8\$	2
10 Explosive Rounds	Special (Autocannon)	10\$	3
4 Harpoons (reusable)	Special (AG Hydra)	24\$	2
1 Net (reusable)	Special (AG Netgun)	3\$	1
1 Poison Tank (8 shots)	Special (Fumigator)	10\$	3
4 Rockets	Special (Moldavian Ribauldequin)	20\$	3

### CAVITY BULLETS

These rounds are designed to expand on impact and are extremely effective against unnatural targets such as the undead. These rounds tend to be expensive, so anyone seeking to requisition an entire belt of Cavity bullets should be prepared to go toe-to-toe with some very annoyed Guild accountants.

### TORCH BULLETS

Torch shells are specially designed to light the walking dead on fire. When loaded into the chain gun, they ramp the level of collateral damage up to the point where the Guild requires the signatures of no less than three different quartermasters on the requisition paperwork.




### WAILER BULLETS

Wailer rounds are designed to make a weapon less lethal. Most consist of either rock-salt shells or resin-wax bullets and are designed to incapacitate rather than kill the target. Loading Wailer rounds into a chain gun is an exercise in contradictions, but that doesn't mean that it's not possible.

### POISON TANK

While Fumigators are typically loaded with insectotoxins, loading them with a different kind of poison in no way impacts their performance. A character with 3 or more ranks in Alchemy can create a tank of Poison ammunition with 2 scrip of raw materials and access to an Alchemy toolkit.

### AMMO SPECIAL RULES

- *Bullet:* This ammo can only be used with a firearm.
- *Cavity:* This weapon gains  to its Damage Flips against targets without an Armor value. Armor may be used to reduce the damage from this weapon to 0.
- *Special (Weapon):* This ammunition can only be used with the indicated type of weapon.
- *Stunning:* When this weapon deals Severe damage, the target suffers a Weak Critical Effect in addition to any other Critical Effects it would suffer.
- *Torch:* Characters who suffer Severe damage from this weapon also gain the **Burning +1** Condition.
- *Wailers:* This ammunition imposes a   on Damage Flips, but the attack gains Stunning.



## WEAPON SPECIAL RULES

- *Brutal*: This weapon gains  to its Damage Flip.
- *Cloud*: This weapon ignores cover. The target has Soft Cover until the end of the next round.
- *Deadly*: This weapon automatically gains  to the attack flip.
- *Disorienting*: Anyone damaged by this weapon becomes **Dazed** until the end of its next turn. On Severe damage, the target must also attempt a Unconsciousness Challenge (TN 8 + the amount by which the attack exceeded the target's Defense).
- *Finely Tuned*: This weapon cannot be modified.
- *Full Auto*: Characters using this weapon have access to the following Trigger:
  -  *Stutter Fire*: After damaging, immediately make another attack with this weapon against a different target. This extra attack may not declare Triggers.
- *Grenade*: This weapon cannot be modified and is destroyed after it is used. If this weapon misses the target but does not generate a Margin of Failure, the attack hits the target but suffers   to its damage flip.
- *Heavy*: Attacking with this weapon is a 2 AP Action. If this weapon is a gun, it must be braced to a weapon mount in order to fire.
- *Inaccurate*: This weapon gains  to its attack flips.
- *Intimidating*: This weapon's reputation adds  to Intimidate Challenges involving it.
- *Multi-Barrel*: This weapon may fire its entire Capacity as one action to gain  to its Damage Flip and deal +1 damage for every 2 bullets fired (rounded down).
- *Multi-Tether*: Characters using this weapon have access to the following Trigger:
  -  *Multi-Tether*: If this weapon is braced, after damaging, push every character damaged by this weapon towards you a number of yards equal to your Might Aspect (minimum 1 yard).
- *Penetrating*: This weapon ignores Armor.
- *Pinning*: Whenever 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.
- *Poisonous*: Anyone damaged by this weapon also gains **Poison +2**.
- *Precise*: Characters using this weapon have access to the following Trigger:
  -  *Critical Strike*: When damaging the target, this attack deals +1 damage for each  in the final duel total.
- *Proto-Rocket*: The wielder must use a rifle of any type to fire this weapon. If an attack misses with a Margin of Failure, the rifle has its range permanently reduced by -1 yard.
- *Rifle*: The range of this weapon is increased by +10 for each  it gains from the **Focused** Condition.
- *Slowing*: The target gains the **Slow** Condition in addition to any normal damage.
- *Special Ammo*: This weapon requires a specific type of ammo in order to function.
- *Tangle*: Characters hit by this weapon gain the following Condition: "**Wrapped Up**: This character has -2 **Wk** and -2 **Cg** and generates 1 less AP at the start of her turn. Any character within 1 yard of this character (including this character) may end this Condition as a 2 AP Action."
- *Trip*: If this weapon hits with a Margin of Success, the target falls **Prone**.



## BESTIARY

The Fated will encounter many people and creatures during their time in Malifaux. Some are merely denizens of Malifaux or employees of the Guild, while others are stranger still, such as the twisted monsters known as the Neverborn or the hideous walking undead enslaved to the will of the Resurrectionists.

The stat blocks contained in this chapter should provide Fatemasters with an assortment of characters from every walk of life and faction to be found within Malifaux City and beyond its crumbling walls.

In addition to the stat blocks provided in this chapter, bestiaries can be found in any of the various *Through the Breach* supplements, such as *Into the Steam*, *Under Quarantine*, and *Into the Bayou*. These books tend to focus on some of the less common creatures and people that the Fated might encounter on their adventures, from Minions all the way up to Henchmen.

Depending on the situation, Fatemasters more familiar with *Through the Breach* may want to adjust some of these characters' Rank Values ahead of time to create more or less of a challenge for their players. Generally speaking, increasing a character's Rank Value by two points is enough to transform it into an "elite" version of its normal form, but be careful when increasing any character's Rank Value higher than Henchman rank.

Alternatively, a Fatemaster could cherry-pick a Pursuit Talent or two and add them to one of the characters presented here, possibly in addition to another rank or two of Toughness. Fated who are expecting a typical character of that type would be surprised to find one that possesses more advanced capabilities!

In any case, remember that this is your game! You should feel free to adapt and add to these characters and creatures as you see fit.



## FROM THE DIARY OF EMELINE BELLEROSE:

Imprisonment, I have learned, does not suit me.

After a great deal of waiting, looking annoyed, and not going on the murderous rampage that the Ortega family seemed to be expecting, my jailors finally seemed to accept that I was just as civilized as they were. More so, I would argue, if doing so would not have exacerbated my already-tenuous situation.

When the Ortegas found me in the Bayou, I was initially quite relieved. The appearance of a small group of unusual undead had left me stranded in a tree, pondering whether or not they would accept the presence of another of the walking dead among their ranks. My deliberations were rendered moot by the sudden appearance of two gunfighters who defeated the undead with incredible speed and efficiency.

Hoping that the moonlight would obscure my pale features (I simply did not have enough light to touch up my makeup), I called out to them and played the part of the stranded explorer, which, truthfully, was not entirely inaccurate.

When I realized that the two men were Ortegas and that they intended to bring me back to Latigo, I knew that I had to escape. The Neverborn Hunters I have met all tended to be a bit too quick with their pistols and a bit too slow with their minds, neither of which are favorable qualities for a woman with my condition.

Ultimately, my plan failed. The first of the two Ortegas was easily ensnared by my magic, but when he tried to talk the other into handing his guns over to me, it was all I could do to avoid sighing in frustration. I had hoped that he would suggest that we were close enough to Latigo that I could make it the rest of the way on my own, or perhaps that they should leave me in a safe place while they scouted for more of the undead abominations that almost claimed my fragile and delicate life.

Instead, the idiot turned to his companion and suggested that they should both give me their guns. *Quel boulet!*

Perhaps that is why the Ortegas make such excellent hunters of the Neverborn; they are simply too stupid to be influenced by the more subtle magics.



The idiot's companion immediately realized what was happening. In the blink of an eye, he had struck the other in the back of the head with his pistol, knocked him unconscious, and turned his weapon upon me. I threw up my hands and revealed myself as an agent of the Elite Division, which, when combined with a slight push from my magic, ensured that he did not put a bullet into my head right then and there.

After the other one became conscious, the two of them escorted me - guns at my back - to Latigo and threw me into a cellar. They gagged me under the mistaken belief that doing so would prevent me from influencing them, and I played the perfect prisoner, sitting daintily in the dim light of the cellar.

The Ortegas confiscated my things (including my journal and makeup, as if either were a threat to them), but their impromptu prison was poorly conceived. At some point, one of the Neverborn Hunters must have been interrupted while they were counting inventory for I found a small notebook and a pencil tucked away next to the barrel that is currently serving as my chair.

It is a poor substitute for my beleaguered journal, but the days pass slowly in this cramped cellar, and writing has always helped me pass the time. You have a distinguished legacy to live up to, little notebook.

- E.B.

## PISTOLERO

Minion (6), Living

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

**Skills:** Athletics 2, Carouse 2, Centering 3, Homesteading 1, Husbandry 2, Intimidate 2, Martial Arts 2, Notice 2, Pistol 3, Scrutiny 1, Stealth 1, Toughness 2.

**Gunfighter:** This character may use Pistol weapons as if their Range were  $\infty$  2 (in addition to their normal range).

**Quick Draw:** This character may treat the (1) Ready Weapon Action as if it were a (0) Action when drawing a Pistol, and it may draw two Pistols instead of one.

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

### (1) Sand in the Eyes (Martial Arts)

AV: 4 (10) ===== Rg:  $\infty$  1 ===== Resist: **Df**  
Target gains the **Blind** Condition until the start of this character's next turn, plus one turn per Margin of Success on this attack.

**And Gun to the Head:** After damaging, make a Pistol attack against the target with  $\blacksquare$  to the damage flip.

### (1) Modified Collier (Pistol)

AV: 5 (11) ===== Rg:  $\infty$  2 or  $\infty$  12 ===== Resist: **Df**  
Target suffers 2/3/4 damage. This weapon gains  $\blacksquare$  to its damage flip. Capacity 6, Reload 2.

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

### (0) Shrug Off

This character may discard a card to remove one Condition on itself.

One of the Neverborn Hunters brought me food this morning! It was just a plate of gruel, and very unappetizing gruel at that, but I suppose it is the thought that counts. Or rather, it would have counted, had it not been such an obvious trap.

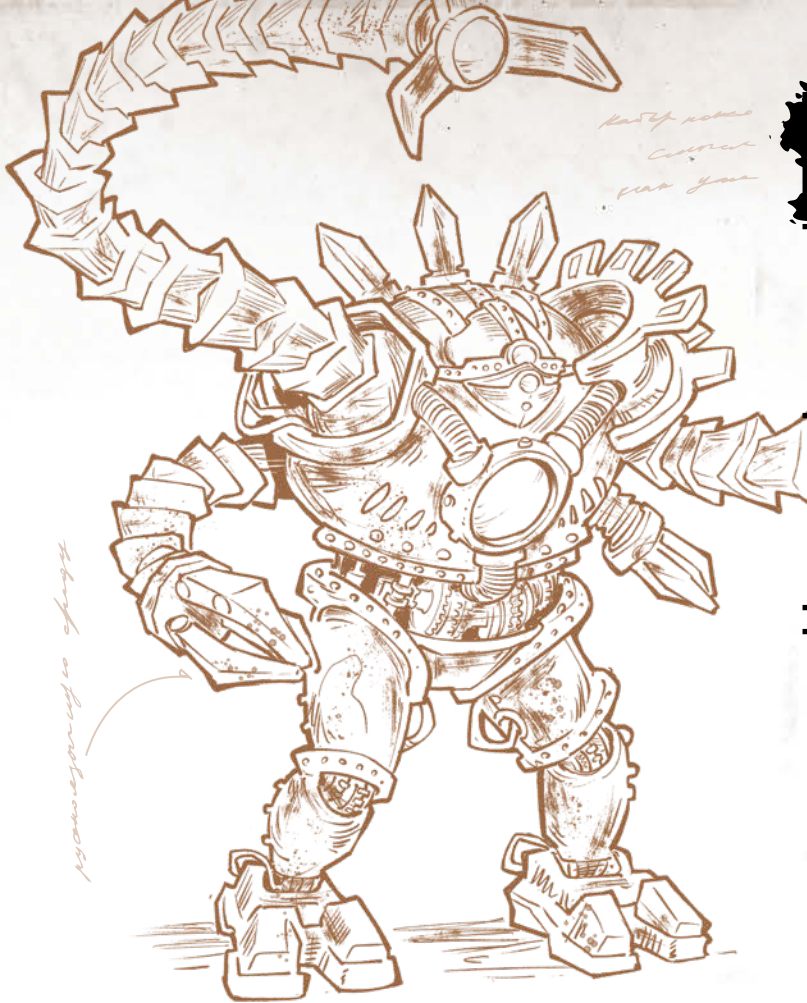
The Ortegas, I assume, wished to tempt me into using my powers to force the man to help me escape, which would give them the excuse they needed to end my (un)life. To their dismay, I was a model prisoner. When he removed the gag so that I could eat - a laughable excuse, given my undead nature - I simply thanked him for the courtesy and pantomimed sipping at the gruel.

He lingered suspiciously, as if waiting for me to spring my clever trap, but instead I merely thanked him again and complimented his family's cellar. As it turns out, this man was not one of the Ortegas!

Instead, he is what they call a Pistolero, a combination of gunfighter and farmhand that assists the Ortega family in the execution of their duties. He claimed to be quite the experienced combatant and even showed off a few scars that he had gained while protecting the Ortegas. All in all, it was an agreeable conversation, and when he left, I heard him speaking in Spanish to those waiting beyond the cellar's entrance. - E.B.







Freedom! Or at the very least, freedom from that dingy cellar. I barely had time to tuck my notebook into my dress when the Pistolero from before stormed down into the cellar and informed me that I was being transferred back to the city.

More specifically, back to the Elite Division. Evidently, Mattheson has an interest in "retrieving" me. I might have almost thought this to be a sign of generosity, had it not been for the magic-dampening Control Collar that the Ortegas forced around my neck, per Mattheson's orders.

As if that were not enough, he sent a Warden to "escort" me back to Malifaux City. I had not seen one of these machines up close prior to having been handed over to its care, as they typically only see use in the Gaol and Sanitarium.

This one seemed to be a newer model, for it sported four pneumatic restraining claws instead of two, each one mounted at the end of a telescoping steel arm. I had no doubt that any escape I attempted would end with a steel claw closing around my waist and yanking me back to the unwavering machine's side.

- E.B.

## WARDEN

Minion (6), Construct

Might 3	Grace 3	Speed 1	Resilience 1
Charm -5	Intellect -5	Cunning -5	Tenacity -5
Defense 3 (9)	Walk 5	Height 2	Initiative 2 (8)
Willpower 4 (10)	Charge 5	Wounds 7	

**Skills:** Centering 2, Evade 2, Notice 1, Pneumatic 3☉, Toughness 2.

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

**Df (☹) Grinding Halt:** This character immediately gains an additional Armor +2 for the duration of this Action.

**Ruthless:** This character automatically succeeds at any Willpower duel it attempts during its turn.

### (1) Mechanical Fist (Pneumatic)

AV: 6☉ (12☉) ===== Rg: ☼ 1 ===== Resist: Df  
Target suffers 2/3/4 damage.

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

☹ **Send Flying:** After damaging, push the target a number of yards in any direction equal to the damage it suffered from this attack, then it becomes Prone.

✕ **Restrain:** After damaging, the target becomes **Paralyzed** until it leaves this character's engagement range. Only one character can be restrained at a time; if this Trigger is declared against another character, the first character ceases to be **Paralyzed**.

### (1) Restraint Claw (Pneumatic/Grace)

AV: 6☉ (12☉) ===== Rg: ⚡ 10 ===== Resist: Df  
Target suffers 1/2/3 damage. 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).

*matron, overwatched & unmeasured  
with a pattern in subterranean  
unmeasured jaggedness for  
graceful splendour the  
unmeasured nature*

## SABOTEUR

Minion (5), Living

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

**Skills:** Alchemy 2, Centering 2, Explosives 4, Forgery 1, Lockpicking 2, Melee 3, Notice 2, Stealth 3, Toughness 1, Thrown Weapons 2.

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

**Gas Mask:** This character has Protected (🛡️) and ignores all gas-based effects and damage.

**Hidden Explosives +2:** At the start of the scene, the Fatemaster chooses +2 locations where this character has hidden explosives. This location must be at least 2 yards from any other character, and there must be somewhere for the explosives to be hidden (such as beneath a piece of furniture or in a hollowed-out brick). Finding a hidden explosive takes a TN 12 Notice Challenge.

### (1) Poisoned Knife (Melee)

AV: 4 (9) ===== Rg: 🗡️ 1 ===== Resist: Df  
Target suffers 1/3/4 damage and gains **Poison +1**.

### (1) Flaming Bottle (Melee)

AV: 4 (9) ===== Rg: 🍷 1 ===== Resist: Df  
Target suffers 1/1🔥/1🔥🔥 damage. Every character damaged by this attack gains **Burning +1**.

### (1) Detonate Hidden Explosives (Explosives)

This character detonates one or more of their hidden explosives. Every character within (X)3 of one or more detonating explosives suffers 4/6/8 damage ignoring armor, or half that if they pass a TN 12 Evade Challenge. If there are any explosives within (X)3 of one or more of the detonating explosives, they detonate as well.

### (0) Hide the Bomb (Explosives)

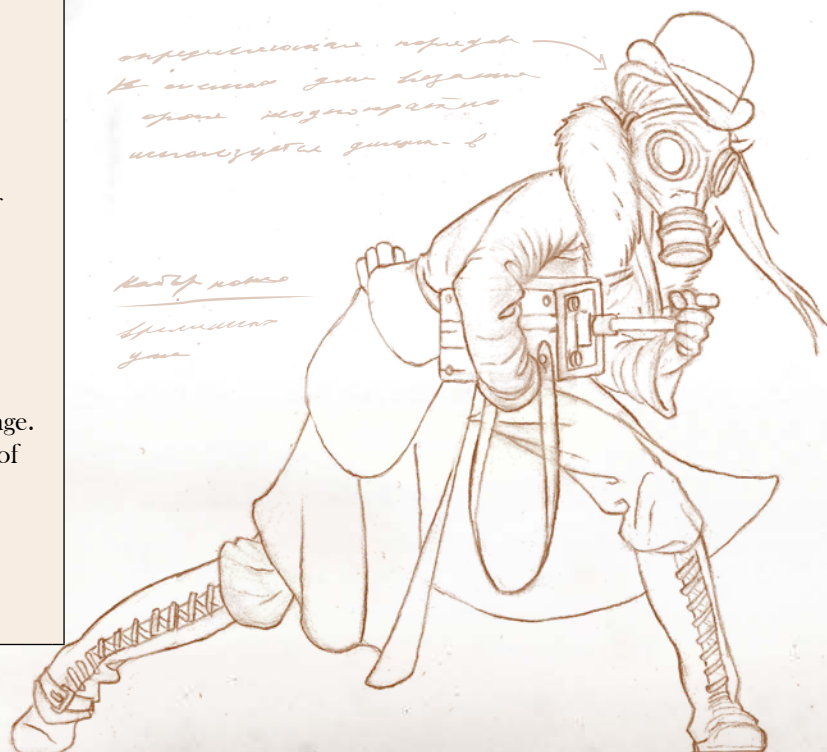
This character may discard a Twist Card to place a hidden explosive anywhere within 1 yard.

My journey back into the vengeful hands of Lucius Mattheson seems to have taken an unexpected (but not unwelcomed) turn. I had just settled into my seat on the train and finished sketching my steel chaperone when a thundering explosion rocked the train! I glanced out the window toward the front of the train and saw the engineer stumble out of the engine, which was engulfed in flames and spewing thick black smoke into the sky.

Had it not been for my training, I might have failed to notice the figure crouched down in the shadow of the station, hurriedly gathering up a detonation plunger and trying to shove it beneath her coat. Her face was obscured behind a gas mask, but she must have sensed my haze, for she looked up and froze when she caught sight of me watching her from behind my window.

I debated calling out to warn someone, but the heavy Control Collar around my neck and the intimidating Warden standing next to me (it was growing increasingly more agitated with my continued interest in the window) were persistent reminders of just how much trust the Guild had put in one of its former members.

I raised my hand, smiled sweetly, and waved my fingers at the mysterious saboteur. Your secret is safe with me, noble terrorist! - E.B.





The train has been well and truly damaged by the explosion. There are already rumors about who might be responsible, with the primary culprit being the Arcanists. I suspect that the rumors are, for once, somewhat accurate.

Unfortunately, the train's destruction has no hampered my transfer plans. The guardsmen at the station debated just how to handle me and my companion; evidently the orders for my transfer stressed that delays would not be tolerated, no matter the reasoning.

After a bit of debate and a few quick games of "stones, scissors, paper," two of the guardsmen swore under their breath and fetched horses for themselves. Their losses meant that they had the unfortunate pleasure of escorting me north to Malifaux City.

The horses did not appreciate marching alongside a walking corpse, however charming she might have been, and constantly fought with the unfortunate guardsmen for the entirety of our first day's travel. Though not inclined towards conversation, the guardsmen at least seemed capable of keeping their unruly horses under control. - E.B.




## MOUNTED GUARDSMAN

Minion (6), Living, Guardsman, Horseman

<i>Might</i> 1	<i>Grace</i> 2	<i>Speed</i> 0	<i>Resilience</i> 1
<i>Charm</i> -1	<i>Intellect</i> -1	<i>Cunning</i> -1	<i>Tenacity</i> 3
<i>Defense</i> 4 (10)	<i>Walk</i> 6	<i>Height</i> 2	<i>Initiative</i> 2 (8)
<i>Willpower</i> 5 (11)	<i>Charge</i> 10	<i>Wounds</i> 7	


**Skills:** Athletics 2, Bureaucracy 1, Evade 3, Intimidate 2, Leadership 2, Melee 3, Notice 2, Pistol 3, Toughness 2, Track 2, Wilderness 1.



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


**Frenzied Charge:** This character gains  to any attacks it generates due to the Charge action.

**Mounted Horseman:** This character has enhanced Walk and Charge Aspects. If this character would become **Paralyzed**, it becomes **Slow** instead. It ignores penalties for terrain while taking Movement Actions.





### (1) Cavalry Saber (Melee)


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



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

 **Rear Up:** After resolving, the target must pass a TN 10 Centering Challenge or fall **Prone**.


### (1) Peacebringer (Pistol)

AV: 5  (11 ) ----- Rg:  10 ----- Resist: **Df**  
Target suffers 2/3/5 damage. This weapon grants its wielder  to Intimidate duels. Capacity 6, Reload 1.

 **Arrest:** After succeeding, the target gains the following Condition until the end of its next turn:  
**"Arrest:** This character must discard a card to perform a movement action."

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

### (0) "Mount Up! Rank and File!" (Leadership)

This character may discard a card. If it does so, until the start of its next turn, every friendly character within (X)10 gains  to its **Df** while it is within 1 yard of another friendly character.

# PATHFINDER

Enforcer (8), Living

<i>Might</i> 2	<i>Grace</i> 0	<i>Speed</i> 2	<i>Resilience</i> 1
<i>Charm</i> -2	<i>Intellect</i> 2	<i>Cunning</i> 3	<i>Tenacity</i> 2
<i>Defense</i> 6 (14)	<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> 7	

**Skills:** Barter 2, Evade 4, Homesteading 1, Intimidate 1, Long Arms 3♥, Melee 2, Notice 3, Scrutiny 1, Stealth 3, Stitching 1, Toughness 2, Track 3, Wilderness 4.

**Booby Traps:** This character is accompanied by a number of Clockwork Traps (pg. 175) equal to half its Rank Value, rounded down. If any of these Clockwork Traps have cover, they are considered to be hidden from sight until they take an action other than Pass.

**From the Shadows:** When called upon to make an Initiative flip, if no enemy is aware that this character is an unfriendly combatant (either because they believe this character is an ally or are simply unaware of its presence), this character may immediately take one additional turn after the Initiative flip (but before characters begin resolving their turns in order) for each instance of this Talent that the character possesses. If multiple characters have this talent, resolve each in Initiative order.

**Unimpeded:** This character ignores penalties for severe terrain while taking Movement Actions.

## (1) Hunting Knife (Melee)

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

## (1) Frontiersman Musket (Long Arms)

AV: 5♥ (13♥) ===== Rg: 12 ===== Resist: Df  
Target suffers 2/4♣/5♣ damage. Capacity 1, Reload 2.  
♥ *Forceful Push:* After succeeding, the target is pushed up to 3 yards in any direction and is then knocked Prone.

## (0) Activate Traps

This character may discard a card to target a friendly Clockwork Trap within 10 yards. That Clockwork Trap and every friendly Clockwork Trap within (X)2 of it may immediately take a (1) Action.

The guardsmen declared that we would follow the rail line northward to ensure that we did not stray off course, and that has been our course for the past two days. The horses have not yet warmed up to my presence, which has led to both guardsmen staying an appreciable distance from me and my mechanical warden. At night, they sleep in shifts, always keeping a wary eye turned in my direction.

Were I not the subject of their vigilance, I might almost think to commend their training. Fortunately, they have not raised any objections over my use of this notebook, once they glanced over it and confirmed that it was just a journal and a few drawings.

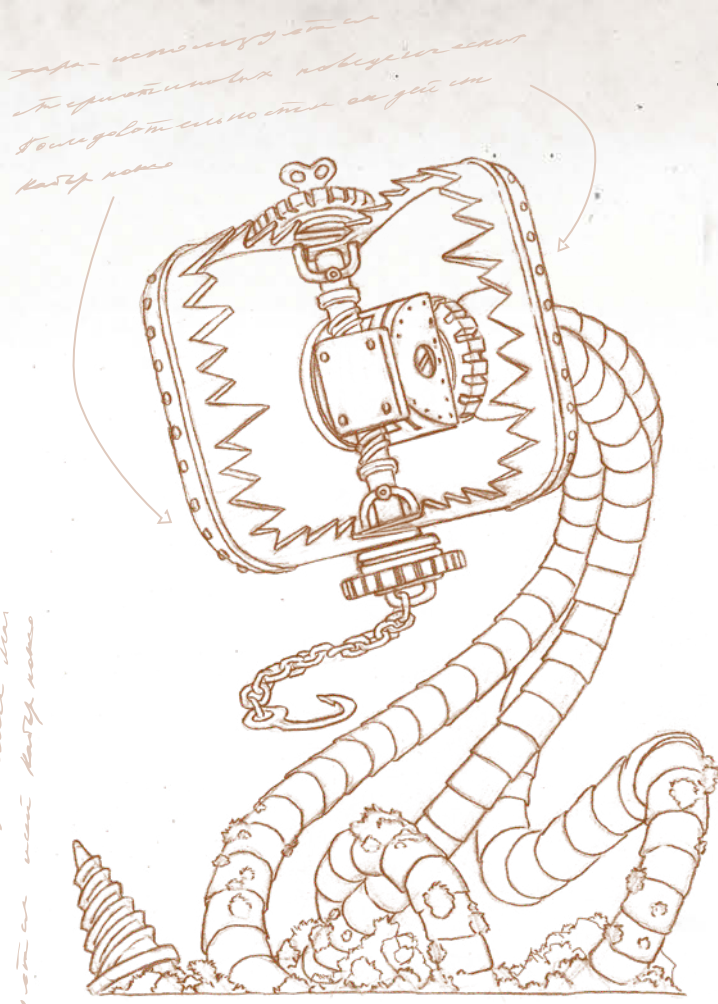
Earlier today, we encountered a fellow traveler for the first time since leaving Latigo. She was one of the trappers that live beyond the city walls, clawing out a meager existence through the sale of meat and furs.

I had expected for us to pass her by without comment, but instead, one of the guardsmen rode towards her and exchanged a few quick words out of earshot. After a few minutes of conversation, the guardsman drew his pistol and forced the trapper to hand over a pair of dead rabbits that were hanging from her belt.

The guardsmen ate well this evening and laughed about their "catch," but I saw the look the trapper gave us after the guardsmen turned their backs. *Tant va la cruche à l'eau qu'enfin elle se brise*, my friends. - E.B.







## CLOCKWORK TRAP

Minion (5), Construct

Might 0	Grace 1	Speed 1	Resilience 0
Charm -5	Intellect -5	Cunning -5	Tenacity -5
Defense 2 (7)	Walk 4	Height 1	Initiative 1 (6)
Willpower 2 (7)	Charge 4	Wounds 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  $\frac{1}{2}$ .

### (1) Trapping Jaw (Pneumatic)

AV: 3 (8) ===== Rg:  $\frac{1}{4}$  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."

What joy! I had barely set my notebook down for the evening when I heard a rustling sound approaching our campsite. The guardsman on watch had just shuffled off to relieve himself, leaving me alone with his sleeping partner and the vigilant Warden.

I had thought it to be a snake of some sort, but as it drew close enough to the fire for light to reflect off its metallic body, I realized that the "snake" was a Clockwork Trap! I had seen these strange devices in supply and hunting shops throughout Malifaux City, but I had never before seen one in operation. I could have said something, perhaps, but I thought it far more appropriate to assume a non-threatening position on a fallen rock as I watched the machine inch its way toward the sleeping guardsman.

Unfortunately, one of the tethered horses, still unnerved by my presence, noticed the machine and reared back, which must have triggered some sort of crude reaction in the trap. It lunged at the horse and clamped around its front leg with such force that I could hear the bone break.

The next few minutes were a maelstrom of violence. I hid behind the Warden as the sleeping guardsman snapped awake and started shooting at the horses out of reflex, killing them both. Now my escorts are without horses and arguing amongst themselves.

This is why we do not steal from trappers, gentlemen!

- E.B.

## DEAD OUTLAW

Enforcer (7), Undead, Tormented

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

**Skills:** Barter 2, Deceive 3, Evade 3, Martial Arts 2, Notice 2, Pistol 3X, Scrutiny 2, Toughness 3, Track 2.

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

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

### (1) Sand in the Eyes (Martial Arts)

AV: 4 (11) ===== Rg:  $\text{///}$  1 ===== Resist: **Df**  
Target gains the **Blind** Condition until the start of this character's next turn, plus one turn per Margin of Success on this attack.

$\text{■}$  *Drop It!*: After succeeding, the target must pass a TN 10 Centering duel or drop one of the items held in its hands.

$\text{■}$  *Extra Gritty*: After succeeding, the target becomes **Slow**.

### (1) Collier "Rough Rider" (Pistol)

AV: 6X (13X) ===== Rg:  $\text{■}$  10 ===== Resist: **Df**  
Target suffers 2/3/4 damage. When this weapon is used with the Rapid Fire action, the wielder gains +2 to the final duel totals of their attacks. Capacity 6, Reload 2.

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

$\text{■}$  *Piercing Bullet*: When damaging, this attack ignores Armor and Hard to Wound.

A great deal has happened since my last entry, so please forgive me, dear notebook, if my recollection on the finer details is somewhat vague.

As we traveled along the road, the guardsmen both on foot thanks to their horses being gunned down in the middle of the night, we came across another figure, this one clad in a tattered brown duster. He seemed to be wounded, from the way that he was lurching forward and clutching at the arrows in his chest, and my companions called out to him to ask if he needed assistance.

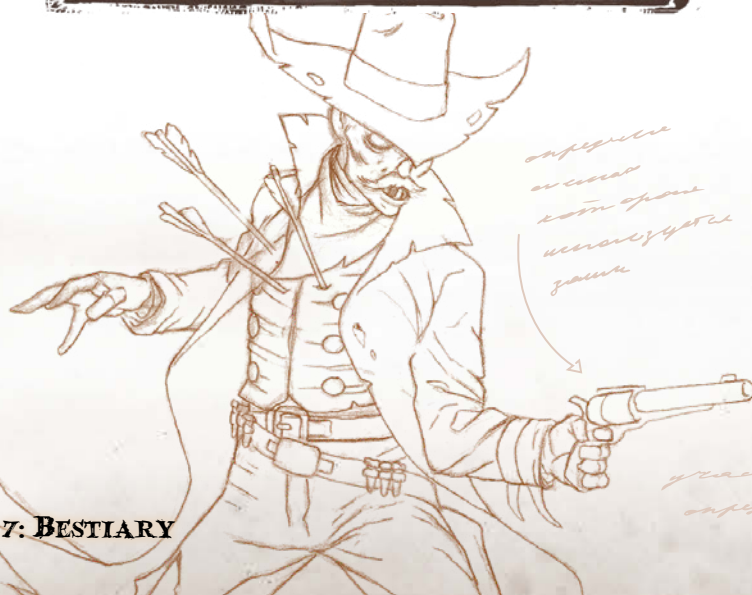
Instead of answering, the man looked up, revealing the decaying face of a zombie, and opened fire with startling speed, killing one of the guardsmen with a lucky headshot. Another bullet struck me in the chest and knocked me off my feet, and I spent the rest of the battle on the ground, staring up at the steel-gray sky, hoping in vain that the undead gunman would somehow prevail against my captors.

-E.B.

## THE CURSED CONDITION

When a character gains the **Cursed** Condition, they also gain a Taboo: a prohibited act that strengthens the curse each time the afflicted character performs the act in question.

The **Cursed** Condition is described in detail on page 154 of *Under Quarantine*. If you're not using *Under Quarantine* in your game, instead have the Dead Outlaw give out the **Slow** Condition that lasts for 24 hours.





Unfortunately, the guardsman and Warden either drove off or defeated the gunman and returned to my side. I pretended to have been killed during the attack (a very easy prospect given that I have no pulse, do not need to breathe, and had a fresh gunshot wound in my chest) in the hope that they would bury me and consider their mission complete, but the encounter with the undead gunman had apparently spooked the surviving guardsman. He commanded the Warden to pick me up, and I got to spend the next two days being treated like a sack of potatoes.

It was quite undignified, and had it not been for my belief that the Warden would snatch me up as soon as I moved, I would have simply slipped away in the middle of the night. Instead, I waited patiently, biding my time until I could think of some way to get this wretched Control Collar removed from my neck.

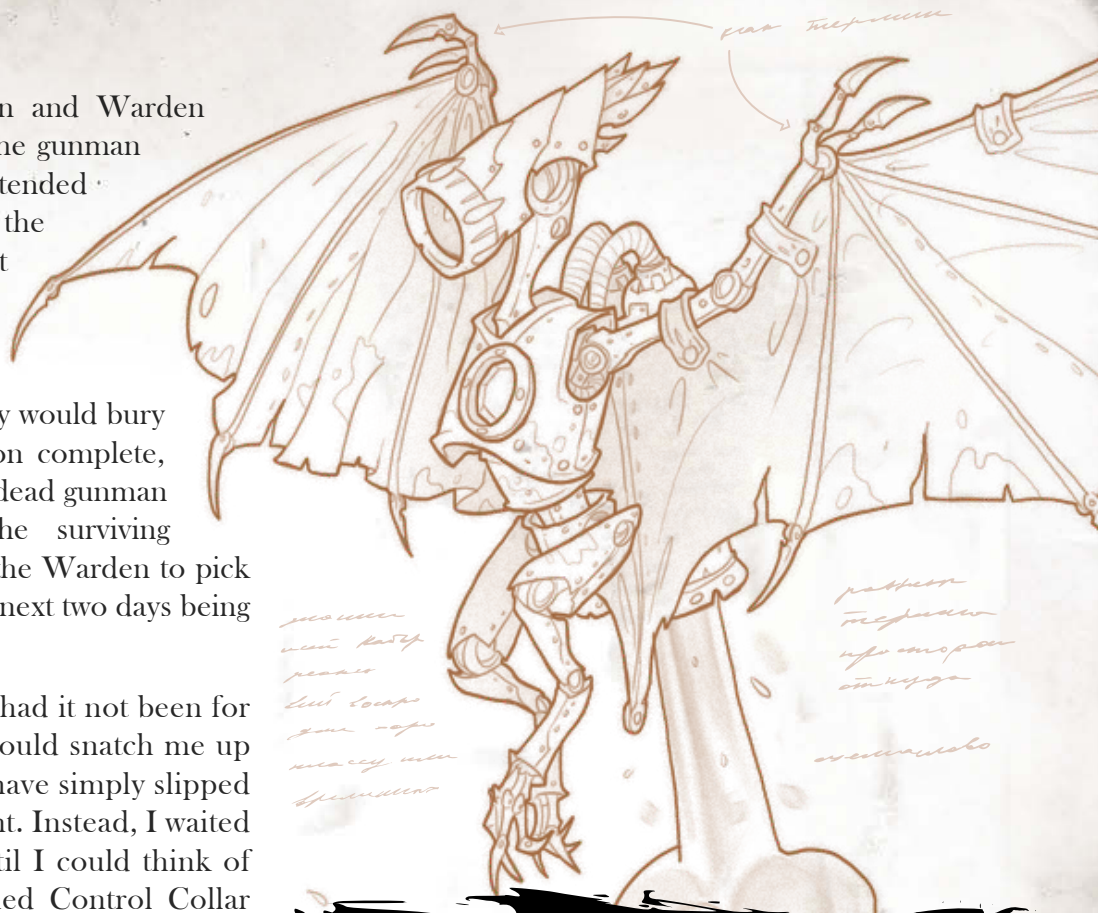
Had I still been alive, I have no doubt that the entire ordeal would have been a wretched symphony of stiff muscles, aching bones, and inescapable hunger. As one of the undead, however, it was merely tedious.

Eventually, we arrived at the gates of the city. The Warden was carrying me across its back, but my head was turned just enough to see one of Mr. Hoffman's Watcher constructs waiting patiently near the entrance.

I've always found it difficult to properly describe my feelings for Watchers. They're awkward little machines, more similar to a bat than a hunting raptor, but still quite amazing in design despite their inspiration. They launch themselves into the air via concentrated bursts of steam from an exceedingly compact boiler and are primarily used to track suspects or spy upon those below through the use of internal photographic devices.

Thus does the unstoppable march of industry trample the elegance of traditional spycraft.

- E.B.



## WATCHER

Minion (5), Construct

Might 0	Grace 1	Speed 2	Resilience 0
Charm -5	Intellect -5	Cunning -5	Tenacity -5
Defense 3 (8)	Walk 5	Height 1	Initiative 5 (10)
Willpower 2 (7)	Charge 6	Wounds 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.

## GUILD PATHOLOGIST

Minion (5), Living, Death Marshal

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

**Skills:** Bureaucracy 2, Centering 2, Convince 1, Doctor 3, Evade 2, Literacy 2, Notice 2, Pneumatic 2, Scrutiny 2, Stitching 2, Toughness 1.

**Final Repose:** When this character kills a target, it may choose to instantly render the target's remains unfit to be reanimated into an Undead creature.

**Mortician's Eye:** This character adds its ranks in the Doctor Skill to the final duel total of any Scrutiny duels made to identify a character as Undead.

### (1) Pneumatic Bonesaw (Pneumatic)

AV: 4 (9) ===== Rg: 1 ===== Resist: **Df**  
Target suffers 2/3/5 damage ignoring Armor. This weapon gains **+** to the damage flip.

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

✕ **Autopsy:** After damaging, if the target is Undead, it suffers a Moderate Critical Effect.

### (0) Identify Undead (Doctor)

Target enemy Undead within 12 yards gains the following Condition until the end of Dramatic Time: **"Weak**

**Points:** Enemies attacking this character ignore Armor and Hard to Wound."

When I heard the guardsman tell the gate guard that he was shipping my "corpse" off to the morgue, I was initially quite relieved. Dr. McMourning, for all of his many faults, was at least the sort of person who would remove a woman's Control Collar and not ask too many questions when she tried to slip out the back entrance.

Unfortunately, at some point since my last visit to the city, McMourning had apparently revealed himself as a Resurrectionist and fled the premises with that dull-witted assistant of his. Personally, I'm surprised that it took the Death Marshals this long to realize his true allegiances; are you paying attention or not, Lady Justice?

In any case, I was forced to deal with his replacement, one Dr. Irving. When I sat up on the gurney, she screamed in surprise and attacked me with her pneumatic bonesaw. I managed to wrestle the weapon out of her hands and turn it back upon herself, bringing an end to the poor doctor's employment and leaving myself splattered with blood and viscera.

My apologies, Dr. Irving; it was nothing personal.

- E.B.





And here is where we catch back up to the present, dear notebook. I've locked the doors to the morgue and put up a sign claiming that Dr. Irving is away for lunch, which thus far has kept anyone from stumbling across my person. I stripped the poor doctor of her clothing, stitched up the wound in my chest (it is dreadfully unattractive), and am now just waiting for the bleach to remove the worst of the bloodstains in her clothing.

Out of boredom, I flipped through a few of the doctor's charts and found some rather interesting pieces of information. The decapitated corpse on the gurney to my right, for instance, allegedly murdered his entire family with an axe and then arranged their entrails in the shapes of "strange runes."

This happened up in one of the northern Contract Towns. When the man's neighbors realized what he had done, they tried to subdue him, but he - according to the report, at least - grew to twice his normal size and started hewing them in half with his axe. Every wound dealt to the man appeared on the body of his attacker, until finally he was slain.

It's an interesting story, but I suspect it is just that: a story created to add an element of the supernatural to a terrible but ultimately mundane tragedy.

- E.B.



## DRAUGR

Enforcer (7), Undead, Horror

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

**Skills:** Athletics 2, Enchanting 3, Heavy Melee 3✕, Intimidate 3, Necromancy 4✕, Notice 2, Stealth 2, Toughness 2.

**Hard to Wound +1:** Damage flips against this character suffer  $\frac{1}{2}$ .

**Mutable Size (Large):** If this character is Height 3, its Close Combat attacks have +1 **Rg** and deal +1 damage, and damage flips against this character suffer  $\frac{1}{2}$ .

**Mutable Size (Small):** If this character is Height 1, its Close Combat attacks have -1 **Rg** (min  $\frac{1}{2}$ ) and deal -1 damage (min 1 damage), and Ranged Combat Actions that target this character suffer  $\frac{1}{2}$ .

**The Final Veil:** When a Living character is killed within 8 of this character, this character heals 2 damage.

### (1) Breaching Axe (Heavy Melee)

AV: 6✕ (13✕) ===== Rg:  $\frac{1}{2}$  2 ===== Resist: **Df**  
Target suffers 2/3/4 damage.

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

✕ **Small Distraction:** After damaging, if this character is Height 1, the target gains the **Dazed** Condition until the start of this character's next turn.

### (1) Joined in Death (Necromancy/Tenacity)

AV: 7✕ (14✕) === TN: 12✕ === Rg: 6 === Resist: **Wp**  
Target gains the following Condition until the end of Dramatic Time: **Joined in Death:** When this character deals damage to the character that applied this Condition, this character suffers the same amount of damage."

### (0) Change Size (Enchanting)

This character may discard a card to change its size between one foot to twelve feet tall. If this character is three feet tall or shorter, it becomes Height 1. If this character is eight feet tall or larger, it becomes Height 3.

## SANCTIONED SPELLCASTER

Minion (6), Living, Academic

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

**Skills:** Bureaucracy 1, Literacy 1, Martial Arts 2, Notice 2, Prestidigitation 4, Sorcery 3, Toughness 1.

**Control Collar:** Another character holds the key to this character's Control Collar. The keyholder can spend her own AP to force this character to cast one of her Spells or Manifested Powers with a similar AP cost. Once the Spell or Manifested Power is cast, this character becomes **Slow**. If this character attempts to cast a Spell or Manifested Power without being commanded by the keyholder, the collar detonates, killing this character and dealing 3 damage to every character within (X)1.

**Magical Shielding:** Friendly characters within 6 reduce all damage they suffer by 1, to a minimum of 0.

### (1) Desperate Punch (Martial Arts)

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

### (1) Ice Strike (Sorcery/Intellect)

AV: 6 (12) == TN: 10 == Rg: 1 == Resist: **Df**  
Target suffers 1/3/4 damage and becomes **Slow**. If the target was already **Slow**, it becomes **Paralyzed**.

### (1) Elemental Line (Sorcery /Tenacity)

AV: 5 (11) ===== TN: 11 ===== Rg: 10 yards  
Every character in a one-yard-wide straight line between this character and the end point of this spell's range must pass a TN 12 Evade Challenge or suffer 2 damage.

■ **Blaze:** After damaging, all characters damaged by this action gain **Burning +1** for each in the final duel total.

■ **Electrical:** When damaging, all damage dealt by this action ignores Armor.

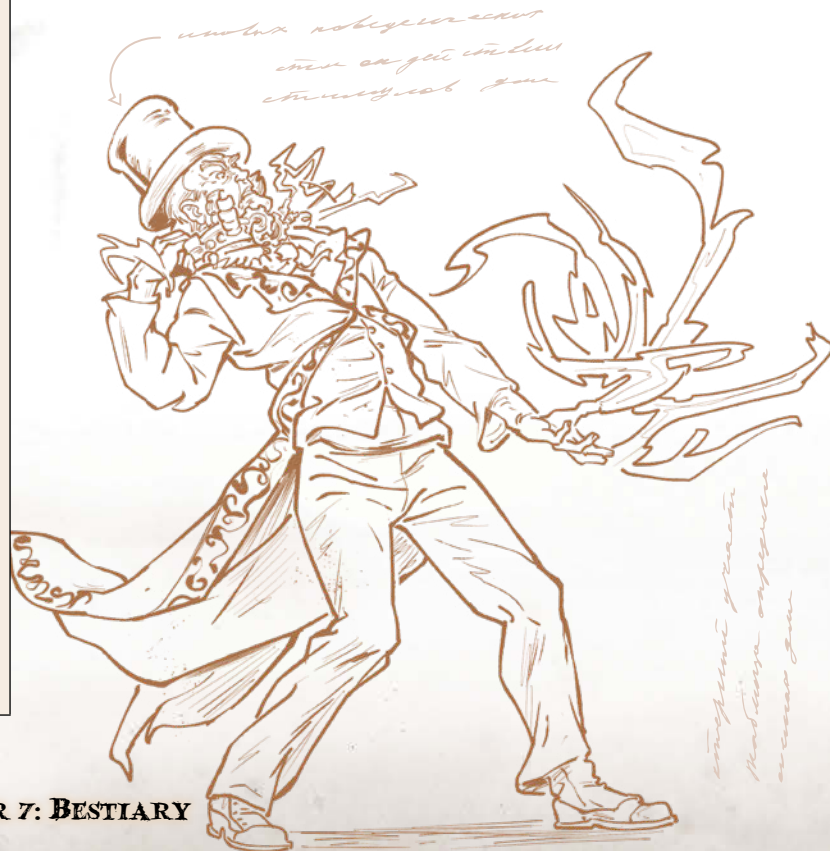
### (0) Quick Teleport (Prestidigitation/Intellect)

AV: 7 (13) == TN: 13 == Rg: 5 yds == Resist: **Wp**  
Target character or object is instantly teleported to a safe location within range.

Once Dr. Irving's clothing had been bleached of all the blood, I changed out of my poor, ruined expedition clothing and into her own dreadful ensemble. A quick search turned up some of the makeup used to prepare corpses for funerals, and with my complexion once more that of a living woman (and with some tinted glasses in place to hide my clouded eyes), I carefully made my way out of the morgue and up the stairs to the offices of the Death Marshals.

Given the Control Collar still fastened around my neck, my only option was to masquerade as a sanctioned spellcaster, those wretched souls pressed into servitude for crimes of a magical nature. Sanctioned spellcasters are frequently forced to perform menial tasks for their masters when their magical powers are not needed, so I adopted a defeated and resigned demeanor as I slowly worked my way toward the room's double doors.

Just as I was about to leave, a true sanctioned spellcaster pushed the doors open and entered the Death Marshal offices. He looked my way, no doubt intending to share a look of shared suffering, but I turned my head so that he would not notice my clouded eyes. He evidently took my turned face as shame, for he muttered a few quiet words of support before continuing past me. - E.B.





The hallway proved to be quite crowded, the result of a tall man in eccentric red garb speaking with a group of Guild guardsmen. Instead of trying to push past the group, I backed up against the wall, pulled out my notebook, and started to write this entry. Once their impromptu meeting is finished and the hallway is clear, I can return to my mission, namely finding a way to remove this infernal Control Collar.

How strange. The eccentric man appears to be a Guild employee of some rank, from the way he is speaking to these Guild guardsmen, but he keeps mentioning "my zombies," even going so far as to reprimand the guardsmen for shooting one of his undead servants in the back.

It seems strange that the Death Marshals would work willingly alongside a self-admitted necromancer, let alone one that animates the dead. Then again, there have always been rumors circulating about the Judge and just how much of him is still living, so perhaps time and familiarity have worn down Lady Justice's resolve in that regard?

I took the opportunity to update a few of my sketches while I wait. Will they ever stop talking? - E.B.



## DOMADOR DE CADAVERES

Enforcer (8), Living, Death Marshal

<i>Might</i> 1	<i>Grace</i> 3	<i>Speed</i> 3	<i>Resilience</i> 1
<i>Charm</i> 2	<i>Intellect</i> 2	<i>Cunning</i> 1	<i>Tenacity</i> 2
<i>Defense</i> 5 (13)	<i>Walk</i> 6	<i>Height</i> 2	<i>Initiative</i> 5 (13)
<i>Willpower</i> 5 (13)	<i>Charge</i> 7	<i>Wounds</i> 8	

**Skills:** Acrobatics 3, Art 1, Athletics 2, Bewitch 3, Carouse 1, Centering 3, Music 2, Necromancy 4X, Notice 2, Scrutiny 1, Sorcery 4, Toughness 3.

**Dying Breath:** When another friendly Living character within 6 is killed or knocked unconscious, that character may discard a card to immediately take a (1) Action. If it does so, the character is then killed.

**Enslaved Undead (2):** This character is accompanied by two Undead characters of Minion Rank or less.

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

**The Eternal Dance (Magical Theory):** When this character casts a Spell or Manifested Power, it may move a number of yards equal to its **Wk** for every AP spent. If he does not move this full distance, or if it retraces its steps during this movement, the Spell or Manifested Power has its TN increased by +2.

### (1) Withering Steps (Necromancy/Tenacity)

AV: 6X (14X) == TN: 12X

Every Living character within 3 must pass a TN 12 Toughness Challenge or suffer 2 damage, then this character heals an amount of damage equal to the amount of damage inflicted by this action (after reduction).

### (1) Life and Death (Sorcery/Intellect)

AV: 6 (14) == TN: 14 == Rg: 5 yds == Resist: **Wp**  
Target suffers 2/3 damage. Undead damaged by this action suffer no damage and instead heal 2 damage.

### (1) Command Corpse (Necromancy/Charm)

AV: 6X (14X) == TN: 14X == Rg: 5 yds == Resist: **Wp**  
An Undead target performs a (1) Action of this character's choice.

X *Enraptured Undead:* After succeeding, the target permanently falls under this character's control unless its controller discards a card.

The eccentric necromancer has now segued into a long story about something he called a "*vela de cadáver*." Spanish is simply not one of my languages, but I do know that "*vela*" means candle. This creature is a "candle of corpses," then?

## CORPSE CANDLE

Minion (6), Spirit

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

**Skills:** Evade 1, Necromancy 3, Notice 1.

**Animation Aura:** At the start of this character's turn, every corpse within 8 of this character animates as a Mindless Zombie under this character's control. When the eighth Mindless Zombie comes under this character's control, all the zombies join together to create a Mindless Zombie Horde. Subsequent animated corpses increase the Horde's **Rank Value** Condition by +1. Mindless Zombies that leave this aura revert to being corpses.

**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.

**Light the Way:** When this character takes a Walk Action, every Undead under its control may move up to 3 yards.

**(1) The Chill of the Grave (Necromancy/Tenacity)**  
AV:5 (11) ===== Rg: 1 ===== Resist: Df  
Target suffers 1/2/3 damage and, if Living, becomes **Slow**.

### (0) Possess Corpse

This character may discard a card to possess a Mindless Zombie within 8. This character and the Mindless Zombie become a single Revenant with full Wounds.

I believe that "corpse candle" might be a more accurate name for the creature, given the necromancer's story. Evidently, the "candle" is a luminous spirit that animates the corpses around it, effectively serving as a crude hive mind for the mindless zombies. To hear the necromancer speak of it, such a spirit has no goals or motivations and sounds just as mindless as the zombies that it animates.

My own experience with the Resurrectionists leaves me less certain of this assumption. Could a "corpse candle" be the soul of a necromancer, its memories having faded away to leave only raw necromantic talent in their place? If so, it would certainly explain why we do not see more undead necromancers stalking the streets of Malifaux. - E.B.

## 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  $\square$ .

**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.



## MINDLESS ZOMBIE HORDE

Peon (Variable Rank Value), Undead, Swarm

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

**Skills:** Pugilism 2.

**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."

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

**Rotted Brains:** This character is immune to Willpower duels.

**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) Pulled into the Horde (Pugilism)

AV: 3 (varies) ===== Rg:  $\text{///}$  1 ===== Resist: **Df**  
Target suffers an amount of damage equal to this character's **Rank Value** Condition.

### (0) Surge Forward

Move this character up to 5 yards in any direction, then reduce its **Rank Value** Condition by 1.



## REVENANT

Minion (6), Undead, Spirit

Might 3	Grace -1	Speed -2	Resilience 3
Charm -5	Intellect -3	Cunning -1	Tenacity 2
Defense 3 (8)	Walk 3	Height 2	Initiative -1 (5)
Willpower 4 (10)	Charge 3	Wounds 8	

**Skills:** Evade 1, Notice 1, Pugilism 2, Toughness 2.

**Animation Aura:** At the start of this character's turn, every corpse within **18** of this character animates as a Mindless Zombie under this character's control. When the eighth Mindless Zombie comes under this character's control, all the zombies join together to create a Mindless Zombie Horde. Subsequent animated corpses increase the Horde's **Rank Value** Condition by +1. Mindless Zombies that leave this aura revert to being corpses.

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

### (1) Possessed Corpse (Pugilism)

AV: 5 (11) ===== Rg:  $\text{///}$  1 ===== Resist: **Df**  
Target suffers 2/2/3 damage.

**No Escape:** After succeeding, every Mindless Zombie within range of the target may make a (1) AP Close Combat attack against the target at +4 AV.

### (0) Release Corpse Candle

This character may discard a card to abandon this corpse. This character becomes a Corpse Candle with full Wounds, but the corpse it was possessing is destroyed.

# GATLING GUNNER

Enforcer (7), Living

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

**Skills:** Athletics 3, Bureaucracy 1, Carouse 2, Centering 3, Evade 2, Gambling 2, Heavy Guns 3, Heavy Melee 2, Intimidate 3, Notice 2, Toughness 3.

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

**Behind the Gun:** While this character is wielding a Heavy Gun, it gains **Armor +2** (in brackets above) that does not reduce its Defense, and it counts as being Braced.

**[Braced:** When this character takes the Defensive Stance Action, damage flips against it suffer a [D].]

**Overwatch:** After an enemy character completes a Walk Action, if this character is unengaged and had line of sight to the enemy at any point during its movement, this character may discard a card to make a (1) AP Heavy Guns attack against the target. The target receives the lowest amount of cover (hard cover, soft cover, or no cover) that it had during its Walk Action.

**Relentless:** This character is immune to Horror Duels.

## (1) Smash with Barrel (Heavy Melee)

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

## (1) M13 Portable Chain Gun (Heavy Guns)

AV: 6 (13) ===== Rg: 14 ===== Resist: Df  
Target suffers 2/3/4 damage. This weapon adds + to its wielder's final duel total. Capacity 20, Reload 4.

**Stutter Fire:** After damaging, immediately make another attack with this weapon against a different target. This extra attack may not declare Triggers.

## (2) Mow Down

This character may discard a card to make a Heavy Guns attack against every opponent in range and line of sight. This character must discard a card each time it wishes to declare a Trigger on one of these attacks.

Eventually, the necromancer finished his story and turned his back, allowing me to slip past him and out of the Death Marshal complex. I admit that I felt a sudden desire to flee from the Guild Enclave as quickly as possible, but I tamped that feeling back down as quickly as it appeared.

Any freedom I might have sought would only be an illusion so long as the Control Collar was still clasped around my neck. In any event, as soon as a guardsman found Dr. Irving's body, it would not take long for someone to put two and two together and decide to detonate the control collar fitted onto their missing "corpse."

I kept my eyes down as I crossed to the central building, hoping that the appearance of self-pity would avert any curious eyes, but to no avail. One of the Guild's gunners - the soldiers tasked with carrying heavy Gatling and chain guns into battle - whistled loudly as I passed and made some less than polite remarks about my bottom and how he could show me a "good time."

Perhaps when this collar is removed, I shall use this sketch to find you. Would you shove your lit cigar into your shooting eye if I asked nicely?

I think you would.

- E.B.





I can only see a few ways in which I might be able to safely remove this infernal Control Collar. The easiest lies in the central building of the Guild Enclave, in the armory of the Guild Guard. They keep a number of Control Collars in storage there, alongside their matching keys. Perhaps one of the extra keys will open my own collar?

Update: A great deal has apparently changed since my period of employment with the Guild. The entire central building has been outfitted with electric lights that bathe everything in a harsh, white glow. Worse yet, the Guard armory has apparently changed locations since my last visit to the building: the rooms that once held the Guard's weapons, ammunition, and auxiliary equipment are now interrogation rooms.

Only two of the rooms were in use when I peeked through their tempered glass windows. In the first, a Witch Hunter was interrogating a nervous-looking man with the appearance of a grocer. He seemed confident, which was a sure sign that he was not familiar with the interrogation techniques used by Criid's jackbooted thugs. The typical round of questioning is often followed by the interrogator drawing upon her magic to sift through the suspect's memories to provide more context to their answers.

From what I understand, it is quite an unpleasant experience. - E.B.

## GUILD INTERROGATOR

Enforcer (7), Living, Witch Hunter

<i>Might</i> 1	<i>Grace</i> 2	<i>Speed</i> -1	<i>Resilience</i> 2
<i>Charm</i> 3	<i>Intellect</i> 1	<i>Cunning</i> 2	<i>Tenacity</i> 2
<i>Defense</i> 4 (11)	<i>Walk</i> 4	<i>Height</i> 2	<i>Initiative</i> 2 (9)
<i>Willpower</i> 6X (13X)	<i>Charge</i> 4	<i>Wounds</i> 7	

**Skills:** Centering 4X, Convince 2, Counter-Spelling 2, Deceive 1, Enchanting 2P, Evade 2, History 1, Intimidate 2, Melee 2, Necromancy 3X, Notice 3, Pistol 2, Scrutiny 4, Sorcery 1, Toughness 2.

**Wp (X) Twisted Mind:** After this character succeeds, the attacker suffers 2 damage.

**Thalarian Doctrine (Magical Theory):** When this character casts an Enchanting Spell or Manifested Power, two instances of the Increased Duration Immuto are added to it without increasing its TN. (This character has received additional Necromantic training.)

### (1) Truncheon (Melee)

AV: 3 (10) ----- 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 it would suffer.

### (1) Mind Sieve (Necromancy/Charm)

AV: 6X (13X) --- TN: 12X == Rg: 1 --- Resist: **Wp**  
This action gains 1. If a Living target knows the answer to an asked question, this character sees that answer in the form of the target's most relevant memory.  
**Manipulate Memory:** After succeeding, this character may permanently change the details of the viewed memory.

### (2) Wipe Mind (Necromancy/Charm)

AV: 6X (13X) --- TN: 13X == Rg: 1 --- Resist: **Wp**  
A Living target permanently forgets one short memory (no longer than 5 minutes) that occurred within the past hour. This character must be generally aware of the memory in question to erase it.



## GUILD INVESTIGATOR

Enforcer (7), Living, Elite Division, Guardsman

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

**Skills:** Bureaucracy 3, Centering 3, Convince 2, Deceive 3, Flexible 4, Forgery 3, Intimidate 2, Leadership 2, Notice 4, Pick Pocket 2, Scrutiny 4, Stealth 2, Toughness 2.

**Manipulative (12):** When an enemy character targets this character with an action, they must pass a TN 12 Willpower Challenge. On a failure, this character may change the target of the action to a legal target of its choice.

**Tip the Scales:** When an enemy character within 8 discards a card, this character may grant a Fate Point to one friendly Fatemaster character within that same range.

### (1) Garrote (Flexible)

AV: 6 (13) ===== Rg: 1 ===== Resist: **Df**  
Target suffers 1/2/3 damage, becomes **Slow**, and gains the **Suffocating +2** Condition until this character is killed, moves out of range, or attacks a different target.  
☞ "Can't... Breathe...": After damaging a Living target, it becomes **Dazed** until the end of its next turn. If it does not discard a card, it also becomes **Paralyzed**.

### (1) Suspicious Activity (Scrutiny)

AV: 7 (14) ===== Rg: 6 yards === Resist: **Special**  
This Action is resisted with the Deceive Skill. The target gains the following Condition until the end of the scene:  
**"Snitch:** When this character is asked a question by a character in a position of authority, this character must discard a card to avoid truthfully answering the question to the best of their ability."  
☛ **Arrest:** After succeeding, the target gains the following Condition until the end of its next turn:  
**"Arrest:** This character must discard a card to perform a movement action."

### (1) Command Guardsman (Leadership)

Target friendly Guardsman Minion within 10 yards performs a (1) Action of this character's choice.

I might not have peeked into the second interrogation room at all, had it not been for the scarf casually draped across the door handle. Back in the lycée, this was done to warn one's roommate that you had smuggled a boy (or sometimes, another girl) into your room and that entry would not be kind to delicate sensibilities.

Among the Guild, the draped scarf or hat signaled that an officer was "interrogating" a prisoner, which meant that the room was strictly off limits. My curiosity got the better of me, much to my benefit, for once. On the other side of the tempered window, my erstwhile coworker, Gloria Maxson, was in the process of garroting an older gentleman, no doubt a witness whose testimony was incompatible with the Elite Division's narrative of events.

Thought technically a member of the Guild Guard, Ms. Maxson was one of the many investigators on the Elite Division's payroll. In addition to silencing inconvenient witnesses for the Elite Division, she also misdirected investigations, planted and destroyed evidence, altered reports, and so on.

And, one lovely evening two years ago, Ms. Maxson became quite drunk at the Guild's Christmas party and went home with a particularly charming Elite Division agent. *Quelle chance exceptionnelle!* - E. B.





Ms. Maxson was quite surprised to see me slip into the interrogation room. I told her a fictional story about a botched undercover investigation which she did not believe, but she still agreed to help me find a way to remove the Control Collar, provided that I "made it worth her while," as she put it.

Here we see the inherent problem with a corrupt constabulary force, don't we? All it takes is a few scrip (or in this case, a pretty face and some very lovely curves) to make them abandon whatever tenuous loyalty they might feel toward their employer.

After I promised my "undying" gratitude for her assistance, Ms. Maxson led me out of the interrogation room and to her office. After drawing the blinds to afford me some privacy, she left me behind with little to do other than update my notebook. It is a testament to my exasperation with this entire situation that I haven't even bothered to snoop through her desk for -

Disappointment. Ms. Maxson returned with an elderly black magewright in the hope that he would be able to remove my Control Collar. After a few moments of examination, however, he admitted that his skills at minor enchantment and healing were not sufficient to remove the device without detonating the explosive within.

I suspect that, as close as he was to my neck, the magewright realized that I was undead, but for whatever reason, he did not give voice to the suspicion I saw in his eyes. I do so appreciate a man who understands proper manners. - E.B.



## MAGEWRIGHT

Minion (5), Living

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

**Skills:** Artefacting 1, Barter 1, Blacksmithing 2, Carouse 1, Centering 1, Convince 1, Enchanting 2, Evade 1, Homesteading 2, Melee 2, Notice 2, Pistol 2, Scrutiny 1.

**Plain Spoken:** This character gains  $\frac{1}{2}$  to Social Duels made during Dramatic Time.

**Thalarian Doctrine (Magical Theory):** When this character casts an Enchanting Spell or Manifested Power, two instances of the Increased Duration Immuto are added to it without increasing its TN.

### (1) Craftsman Tools (Melee)

AV: 3 (8) ===== Rg:  $\frac{1}{2}$  1 ===== Resist: **Df**  
Target suffers 1/2/3 damage. These tools give this character a  $\frac{1}{2}$  bonus to one Crafting Skill of its choice.

### (1) B&D Gatling Derringer (Pistol)

AV: 4 (9) ===== Rg:  $\frac{1}{2}$  6 ===== Resist: **Df**  
Target suffers 2/3/3 damage. This weapon may fire a burst of three bullets as a single action. If it does, the shooter may add  $\frac{1}{2}$  to the weapon's Moderate or Severe damage or add  $\frac{1}{2}$  to both the attack and damage flip. Capacity 9, Reload 2.

### (1) Split Heal (Enchanting/Cunning)

AV: 4 (9) == TN: 9 == Rg:  $\frac{1}{2}$  1 == Resist: **Wp**  
A Living target heals 1/3/4 damage, then another Living target within 3 yards of the target heals 1/3/4 damage. Each additional time the same character is targeted by this Spell within the same hour (regardless of success or failure), the TN is increased by +3 or by  $\frac{1}{2}$  (this character's choice).

### (0) Minor Enchantment

This character may discard a card, target a weapon within 1 yard, and nominate an Elemental Immuto. Until the start of this character's next turn, whenever the targeted weapon deals damage, the target also suffers the effects of a single instance of the nominated Immuto.

# THALARIAN QUELLER

# THALARIAN QUELLER

<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> 2	<i>Tenacity</i> 0
<i>Defense</i> 4 (10)	<i>Walk</i> 4	<i>Height</i> 2	<i>Initiative</i> 1 (7)
<i>Willpower</i> 5 (11)	<i>Charge</i> 5	<i>Wounds</i> 6	

**Skills:** Bureaucracy 1, Centering 3, Convince 1, Counter-Spelling 3, Enchanting 3, Evade 2, Heavy Melee 2, Literacy 2, Notice 1, Toughness 1.

**Nether Fluctuations:** Enemy characters within 6 ignore any suits associated with their Skills.

**Rush +1:** This character's Charge Aspect has been increased by +1.

**Talarian Doctrine (Magical Theory):** When this character casts an Enchanting Spell or Manifested Power, two instances of the Increased Duration Immuto are added to it without increasing its TN.

### (1) Iron Staff (Heavy Melee)

AV: 4 (10) ===== Rg:  $\frac{1}{2}$  2 ===== Resist: **Df**  
 Target suffers 1/2/4 damage.

✗ *Drain Magic:* After damaging, end all magical effects and Conditions gained from Spells or Manifested Powers on the target, then heal 1 Wound for each such effect.

### (1) Restrain (Enchanting/Charm)

AV: 6 (12) == TN: 12 == Rg: 5 yds == Resist: **Wp**

The target gains the following Condition for 3 rounds:  
**“Restrained:** This character cannot declare Movement actions and suffers  $\frac{1}{2}$  to its attack flips.”

✗ *Enervate*: After succeeding, the target becomes **Slow**.

### (1) Nullify Magic (Counter-Spelling)

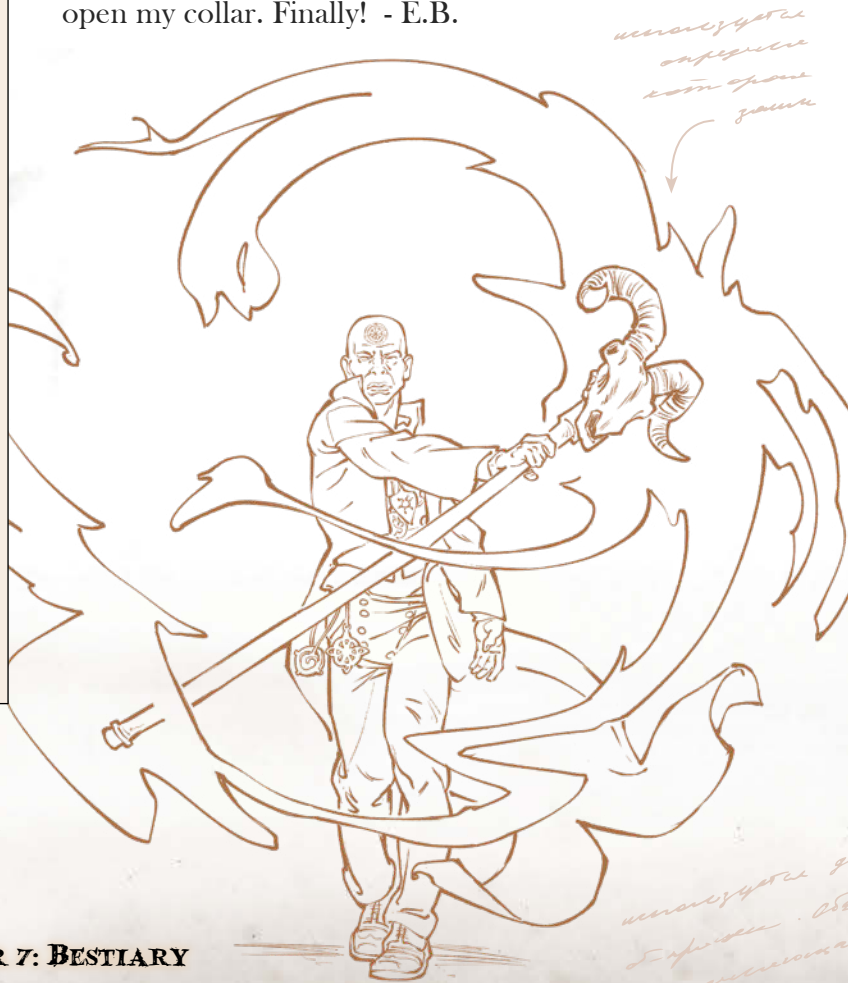
AV: 5 (11) == TN: 10 == Rg: 3 yds == Resist: **Wp**

Until the start of this character's next turn, the target loses all suits associated with its **Magical Skills**, and any attempts it makes to cast a **Spell** or **Manifested Power** suffer ☐☐.

Since the magewright was unable to remove my collar, we have been forced to turn to a less pleasant option, namely traveling to the offices of the Witch Hunters to ask them to remove it. When I expressed my concern over this course of action, Ms. Maxson assured me that she knew someone capable of discretion.

That person ended up being Kumar Jans, a somewhat arrogant mage who referred to himself as a "Thalarian Queller." This was, apparently, a somewhat new position among the Witch Hunters, one created after the new Governor-General "borrowed" one of Ms. Criid's tomes and gave it to a small group of hand-picked magewrights for study. Criid must have been furious; she is not the sort of woman who enjoys sharing her toys.

The quellers evidently focus on anti-magic, counter-spelling, and nonlethal magical restraints. They are also been given the responsibility of creating new Control Collars. Ms. Maxson told him that I was a suspect who had been acquitted of all charges, and that the key to my Control Collar had been lost. He believed the story and has left to fetch one of the rare few skeleton keys that can open my collar. Finally! - E.B.





Fate is cruel!

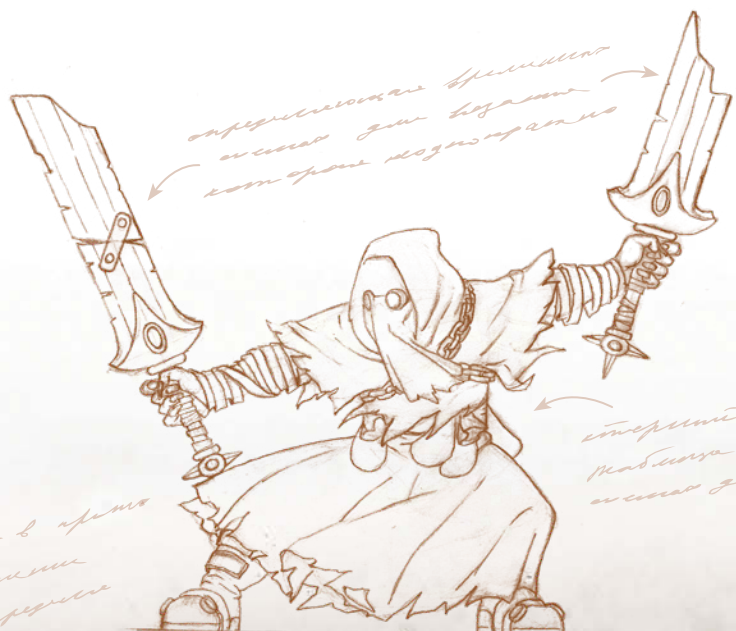
I have been arrested and tossed into the deepest, darkest cell in the Guild Gaol. If I had not tucked this notebook into one of the overly large pockets of Dr. Irving's smock, I would not even have the comfort of journaling to ease my heart.

It all happened very quickly. No sooner had Mr. Jans removed my control collar than he saw the pale, dead flesh beneath it, where I had not been able to apply makeup. He stumbled backwards in surprise and looked up into my clouded eyes, the angle allowing him to see past my tinted glasses.

Reckoning that Mr. Jans had the stronger mind of the two, I reached out with my magic, ensnared the mind of Ms. Maxson, and told her to silence Mr. Jans. She was upon him in a second, her garrote around his neck, but in a moment of panic, Mr. Jans fired off a bolt of scintillating magic that struck the door to his office and blew it off the hinges.

Just as the strength left the queller's limbs, the hooded silhouette of a Witchling Stalker appeared in the doorway, a broken and glowing sword held in each hand. I gestured toward the creature with my hand, sending Ms. Maxson toward the burned creature as I grabbed an office chair and threw it through the office's wide window.

I had no intention of fighting a creature that could not only detect and track magic but would also explode into flame when killed. It's a terrible way to die, as Ms. Maxson quickly learned. - E.B.



## WITCHLING STALKER

Minion (6), Living, Witch Hunter, Witchling

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

**Skills:** Athletics 1, Centering 3, Counter-Spelling 3, Enchanting 1, Evade 3, Melee 3, Notice 2, Pistol 3, Toughness 2, Track 2.

**Df (W) Drawn to Pain:** After this character fails, but before it suffers damage, move this character a distance equal to its Walk speed directly toward the attacker.

**Fiery Demise:** When this character is killed, all characters within (X)2 suffer 1 damage and gain the **Burning +1** Condition.

**Searing Mark:** All characters damaged by this character gain **Burning +1**.

**Sense Magic:** When a Spell or Manifested Power is cast within 30 yards of this character, it may attempt a Counter-Spelling Challenge (TN 20 - the spell's TN). On a success, this character learns the exact location of the caster and can sense any magical effects produced by the Spell or Manifested Power for its duration.

### (1) Shattered Rune Blade (Melee)

AV: 6 (12) ===== Rg: 1 ===== Resist: **Df**  
Target suffers 2/3/5 damage.

✕ **Drain Magic:** After damaging, end all magical effects and Conditions gained from Spells or Manifested Powers on the target, then heal 1 Wound for each such effect.

### (1) Runed Pistol (Pistol)

AV: 5 (11) ===== Rg: 12 ===== Resist: **Df**  
Target suffers 2/3/4 damage. Capacity 6, Reload 2.

📖 **Cataclysm:** This attack gains +1 to its Severe damage.

### (1) Dispel Magic (Counter-Spelling/Tenacity)

AV: 5 (11) ===== TN: 10 ===== Rg: 12 ===== Resist: **Wp**  
End all magical effects and Conditions gained from Spells or Manifested Powers on the target.

# WITCHLING THRALL

Enforcer (8), Living, Witch Hunter, Witchling

Might 4	Grace -1	Speed 2	Resilience 4
Charm -2	Intellect 2	Cunning 0	Tenacity 2
Defense 4 (12)	Walk 5	Height 2	Initiative 5 (13)
Willpower 5 (13)	Charge 6	Wounds 10	

**Skills:** Athletics 2, Centering 3, Counter-Spelling 3, Enchanting 2, Intimidate 3, Notice 3, Pugilism 2X, Sorcery 4, Toughness 4, Track 2.

**Impossible to Wound:** Damage flips against this character suffer  $\square$  and may never be Cheated.

**Warding Sigils:** Every friendly character within 13 gains  $\blacklozenge$  to any duels made to resist Spells or Manifested Powers.

**Searing Mark:** All characters damaged by this character gain **Burning +1**.

**Sense Magic:** When a Spell or Manifested Power is cast within 30 yards of this character, it may attempt a Counter-Spelling Challenge (TN 20 - the spell's TN). On a success, this character learns the exact location of the caster and can sense any magical effects produced by the Spell or Manifested Power for its duration.

## (1) Chained Fists (Pugilism)

AV: 6X (14X) ===== Rg:  $\text{///}$  2 ===== Resist: **Df**  
Target suffers 2/3/4 damage.

X *Drain Magic:* After damaging, end all magical effects and Conditions gained from Spells or Manifested Powers on the target, then heal 1 Wound for each such effect.

$\text{P}$  *Choke Out:* After damaging, the target gains **Suffocating +4**. The target's **Suffocating** Condition cannot end while it is within this character's engagement range.

## (1) Aetheric Blast (Sorcery /Intellect)

AV: 6 (14) ===== Rg:  $\text{r}$  8 ===== Resist: **Df**  
Target suffers 2/3/4 damage. End all effects and Conditions gained from Spells or Manifested Powers on every character damaged by this action.

$\text{W}$  *Blowback:* After damaging, push every character damaged by this action up to 3" in any direction.

I had just barely managed to climb out through the window when the Witchling exploded, sending flames roaring through Mr. Jans' office. The other Witch Hunters had started to realize what was happening, so I pointed a finger toward the burning office and shouted that we were under attack.

It never fails to amaze me how a little prompting in a moment of crisis can so completely color a person's perceptions. One of the Witch Hunters threw a protective spell around me, encasing me in a bubble of shimmering force as I stumbled to my feet and retreated to the back of the room. Another - an Asian man who had already drawn his sword - placed two fingers in his mouth and whistled loudly.

Almost immediately, a large person who had been crouched in the corner of the room - a Witchling Thrall, I believe they are called - climbed to his feet, revealing a mountain of blackened skin and seared muscles. I am not entirely certain why some of the people Criid takes into her Yellow Crypt turn out as Thralls instead of Stalkers, but the rumors suggest that Thralls were far more potent spellcasters than their smaller kin.

In any case, I fled from the room as the Thrall charged into the spreading flames with a roar. - E.B.

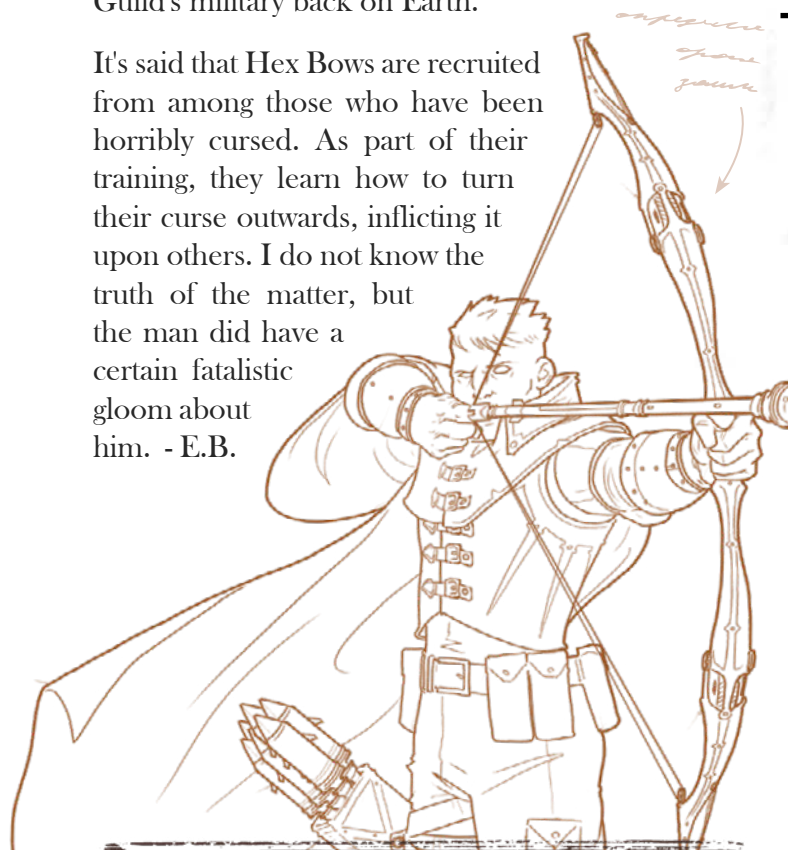




The hallways of the Witch Hunter complex quickly flooded with office workers and non-combatants who were being evacuated from the building. Nobody knew what was happening, and admittedly, my own (very loud) claims that the complex had come under attack by the Arcanists certainly did not help the situation very much.

As the crowd surged towards the doors, a man wearing a bright red cloak forced his way toward the commotion, rather than away from it. His runed bow and gray uniform leads me to believe that he is one of the vaunted Hex Bows that serve in the Guild's military back on Earth.

It's said that Hex Bows are recruited from among those who have been horribly cursed. As part of their training, they learn how to turn their curse outwards, inflicting it upon others. I do not know the truth of the matter, but the man did have a certain fatalistic gloom about him. - E.B.



### THE CURSED CONDITION

When a character gains the **Cursed** Condition, they also gain a Taboo: a prohibited act that strengthens the curse each time the afflicted character performs the act in question.

The **Cursed** Condition is described in detail on page 154 of *Under Quarantine*. If you're not using *Under Quarantine* in your game, instead have the Hex Bow give out the **Slow** Condition that lasts for 24 hours.

## HEX BOW

Enforcer (7), Living

<i>Might</i> 1	<i>Grace</i> 3	<i>Speed</i> 2	<i>Resilience</i> 0
<i>Charm</i> -1	<i>Intellect</i> 0	<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> 4 (11)	<i>Charge</i> 6	<i>Wounds</i> 6	

**Skills:** Acrobatics 1, Athletics 2, Archery 4, Bureaucracy 2, Centering 2, Enchanting 3, Explosives 2, Melee 2, Notice 3, Scrutiny 2, Toughness 2.

**Df/Wp (X) Evil Eye:** After this character succeeds, the attacker gains the **Cursed +1** Condition with a Taboo against attacking this character.

**Gruesome Attack (Archery):** All Critical Effect flips this character generates from Archery attacks gain +.

### (1) Smack with Bow (Melee)

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

Reposition: After succeeding, this character may move up to 3 yards.

### (1) Runed Bow (Archery)

AV: 7 (14) ----- Rg: 14 ----- Resist: Df  
Target suffers 2/3/4 damage. This weapon can be fired without line of sight, but when doing so, it receives a on the attack flip and neither attack nor damage can be cheated.

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

Concussive: After damaging, every character damaged by this attack must succeed on a TN 10 Acrobatics Challenge or be knocked **Prone**.

Death Curse: After damaging, every character damaged by this weapon gains the following Condition for 1 minute: **Touched by Death +1:** When this character suffers damage, it suffers +1 damage."

### (2) Volley

This character may discard a card to make an Archery attack against every opponent in range and line of sight. These attacks suffer a to the damage flip.

## ESSENCE OF POWER

Minion (5), Spirit

Might -3	Grace -3	Speed 1	Resilience -1
Charm -2	Intellect -3	Cunning 2	Tenacity -2
Defense 2 (7)	Walk 5	Height 2	Initiative 1 (6)
Willpower 4 (9)	Charge 5	Wounds 4	

**Skills:** Centering 2, Martial Arts 4.

**Empower Magic:** Characters within 15 gain + to their attempts to cast Spells or Manifested Powers.

**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.

**Searing Mark:** All characters damaged by this character gain **Burning +1**.

### (1) Aetheric Shock (Martial Arts)

AV: 5 (10) ===== Rg: 1 ===== Resist: Df  
Target suffers 1/2/3 damage. Every character damaged by this action gains the following Condition: "Aetheric

**Overload:** This character gains + to its attempts to cast Spells or Manifested Powers. After this character successfully casts a Spell or Manifested Power, it suffers 1 damage for every + the duel received." This attack must declare a Trigger if possible.

**Burn Out:** When damaging, this Action gains + to its damage flip and + to its Moderate and Severe damage. Then this character burns out and is destroyed.

### (2) Amplify

For the next minute, or until this character takes this Action again, this character's controller gains + to her attempts to cast Spells or Manifested Powers while within 10 yards of this character. Each time this character's controller successfully casts a spell that receives this bonus, this character suffers 1 damage. If this character's controller flips a Joker on a spellcasting duel, after resolving the casting attempt, both this character and its controller suffer damage equal to half the final TN of the Spell or Manifested Power being cast.

As the crowd burst out into the courtyard, they began breaking apart into small groups. I kept my head down and avoided making eye contact with anyone as I hurried away from the scene, but the rumors of an Arcanist attack were already spreading quickly through the crowd. Even I was forced to stop and marvel as one of the Witch Hunters raised her hands and summoned an Essence of Power into existence.

The spirit blazed into existence in a sudden flare of bright purple-blue light and hovered a few inches above the ground. It seemed peaceful at first, until the Witch Hunter began siphoning away its power to fuel one of her protective spells, which caused the spirit to writhe and contort as if in extreme agony. I had heard stories of the Arcanists hunting these spirits to fuel their more powerful spells, but I had never heard of the Guild using them, let alone summoning one with a spell.

The Essences of Power were first documented in the days of the first Breach, but as I watched this one float above the ground, I couldn't help but be reminded of the Burning Man that recently appeared in the skies of Earth.

Could that mysterious figure somehow be connected to the Essences of Power?

- E.B.





My decision to sketch the glowing spirit unfortunately proved to be my downfall. As I was carefully drawing its jerking, spasmodic form, I caught sight of a masked figure making his way through the crowd. Or rather, making his way directly toward me.

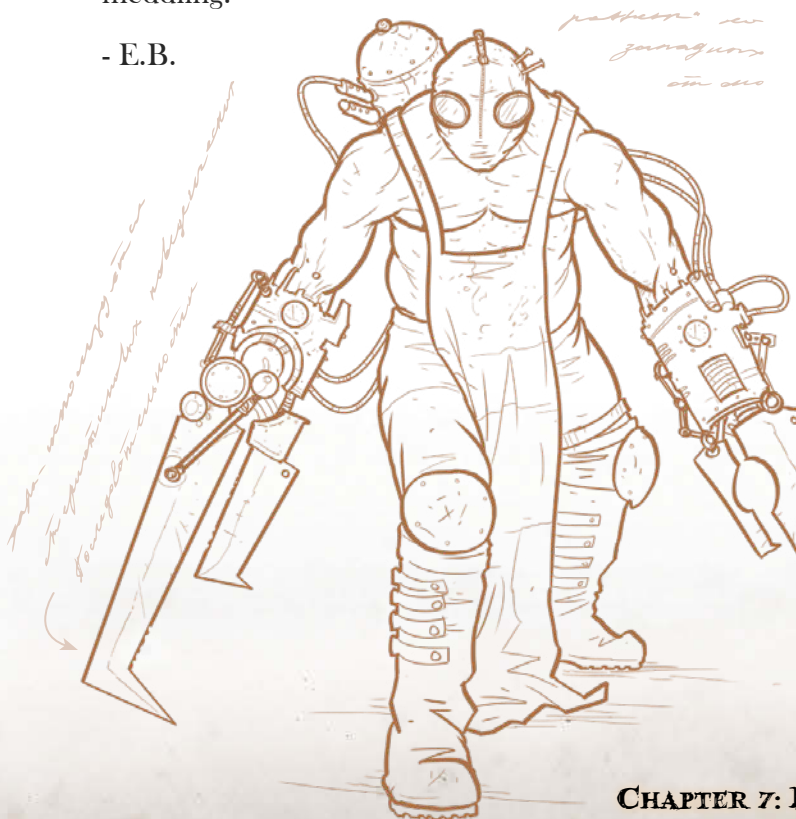
In an instant, I recognized him: it was McGregor, Mattheson's personal Executioner. Even among the sadistic and unscrupulous ranks of those augmented madmen, McGregor's callousness and cruelty pushed him into a league of his own. Instead of finger-blades like most of his peers, the weapons that replaced his hands were designed to cause as much pain and suffering to his prey as possible.

In that instant, I realized that my escape from the Morgue had not gone unnoticed.

As his steady walk broke into a slow lope, I could have sworn that my unbeating heart sprung back to life just long enough to lodge itself in my throat. I attempted to reach out to his mind, to turn him aside, but his mask flared up with etched runes, effortlessly deflecting my magic.

I had no choice but to turn and flee, and behind me, the Executioner broke into a determined run. Mattheson was clearly quite finished with my meddling.

- E.B.



## EXECUTIONER

*Henchman (9), Living, Guardsman*

<i>Might</i> 3	<i>Grace</i> -2	<i>Speed</i> 1	<i>Resilience</i> 3
<i>Charm</i> -3	<i>Intellect</i> 0	<i>Cunning</i> -1	<i>Tenacity</i> 2
<i>Defense</i> 3 (12)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 3 (12)
<i>Willpower</i> 5 (14)	<i>Charge</i> 5	<i>Wounds</i> 9	

**Skills:** Athletics 2, Centering 3, Evade 2, Intimidate 2, Notice 2, Pneumatic 3☉, Scrutiny 2, Toughness 3.

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

**Certain Death:** Other characters may not declare Defense Triggers in duels with this character.

**Final Repose:** When this character kills a target, it may choose to instantly render the target's remains unfit to be reanimated into an Undead creature.

**Love the Job:** After this character inflicts a Severe Critical Effect on an opponent, it heals 1/2/3 damage. If the Critical Effect killed the opponent, this healing increases by +2.

**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.

### (1) Custom Executioner Claw (Pneumatic)

AV: 6☉ (15☉) ===== Rg: 2 ===== Resist: **Df**  
Target suffers 3/5/7 damage. This action gains 1 to the attack flip. This action gains +☉ when targeting characters suffering from one or more Critical Effects.

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

☉☉ **Bloody Exhibition:** After damaging, immediately kill the target unless it discards two cards.

### (0) "You're Next!" (Intimidate)

AV: 4 (13) ===== Rg: 7 yards ===== Resist: **Wp**  
This character immediately Charges the target, even if engaged, but it may only make a single attack as a result of this Charge Action.

☉ **Wild Slashing:** After succeeding, this character deals 3 damage to every character (other than the target) that came within 2 yards of it during its Charge movement.

# CLIPPER

Minion (6), Construct

Might 2	Grace 1	Speed 1	Resilience 1
Charm -5	Intellect -5	Cunning -5	Tenacity -5
Defense 4 (10)	Walk 5	Height 2	Initiative 3 (9)
Willpower 2 (8)	Charge 8	Wounds 7	

**Skills:** Evade 3, Notice 2, Pneumatic 4, Toughness 2, Track 1.

**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.

**Rush +3:** This character's Charge Aspect has been increased by +3.

## (1) Sharp Wings (Pneumatic)

AV: 6 (12) ===== Rg: 2 ===== Resist: **Df**  
Target suffers 2/3/4 damage. This action gains **+** to its attack flip if this character is not flying.

☛ **Hold and Peck:** After succeeding, the target suffers 2/3/3 damage, ignoring Armor, and is knocked **Prone**.

✂ **Lacerate:** After damaging, the target gains **Bleeding Out** +1.

## (1) Pneumatic Spike (Pneumatic/Grace)

AV: 5 (11) ===== Rg: 10 ===== Resist: **Df**  
Target suffers 2/4/6 damage, ignoring Armor. This weapon can be fired without line of sight, but when doing so, it receives a **□** on the attack flip and neither attack nor damage can be cheated.

📖 **Pinned to the Ground:** After succeeding, the target gains the following Condition until it moves or is pushed:  
**"Pinned to the Ground:** This character cannot declare Walk or Charge actions. This character may take a (1) Action to remove the pneumatic spike and end this Condition."

I had barely gone more than thirty paces when I felt a sudden pressure against the back of my leg. A moment later, I crashed face-first to the ground as I tried to lift my leg and found that I simply could not do so. A quick glance backwards at my leg revealed the reason: a long steel spike had been driven through the back of my leg and into the ground, effectively pinning me in place.

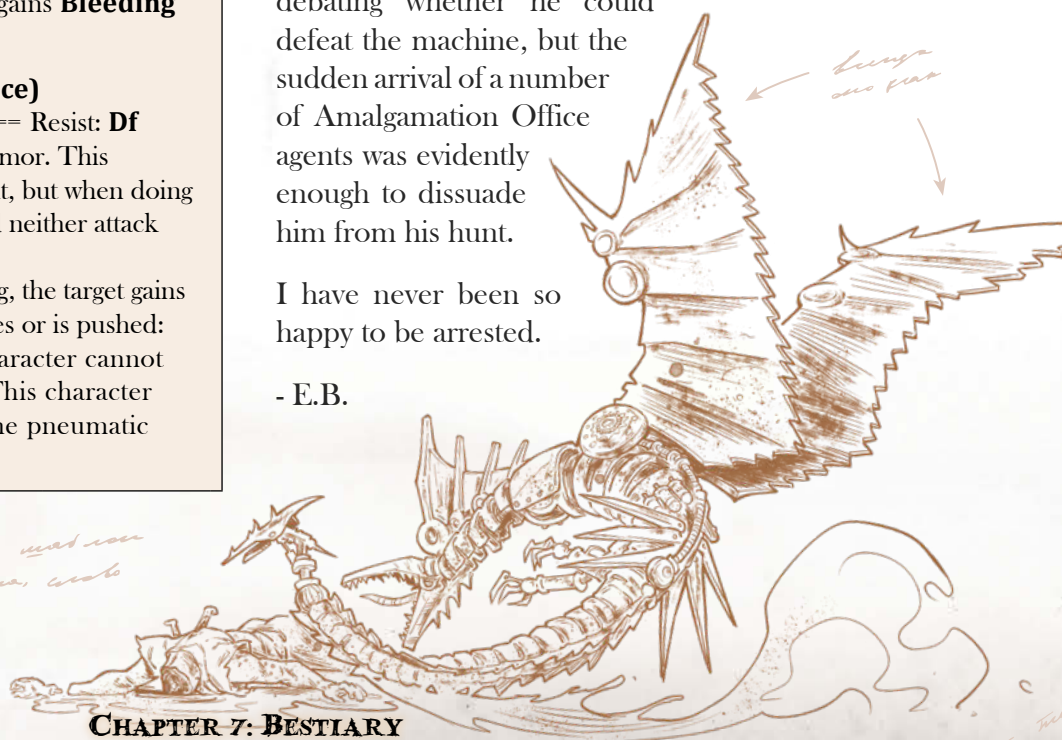
I heard the sound of beating wings and looked up to see a hideous machine no doubt torn directly out of Mr. Hoffman's worst nightmares. Its body was serpentine in nature, with a long tail that hissed steam and ended in a terrible device that resembled one of the rail-laying machines used by the Foundry. Its head reminded me of nothing so much as a chicken, and the entire machine was borne aloft on serrated steel wings like those of a bat.

It opened its mouth to release a sharp, metallic shriek - fingers on a chalkboard, only a hundred times louder - that forced all of the gawking office workers to press their hands to their ears in pain. The metallic beast fired another pneumatic spike at me from the weapon on its tail, piercing my abdomen and leaving me quite pinned to the courtyard.

As McGregor drew closer, I expected that to be the end of my life (or unlife, if you prefer), but the metallic nightmare-bat landed between us and shrieked at the executioner. I could see McGregor debating whether he could defeat the machine, but the sudden arrival of a number of Amalgamation Office agents was evidently enough to dissuade him from his hunt.

I have never been so happy to be arrested.

- E.B.



mechanical - dragons, metal  
'source construction, create  
garage  
on the



And that, dear notebook, is how I came to find myself in this pit of despair. The agents of the Amalgamation Office pulled the pneumatic spikes out of my leg and abdomen with heavy pliers but neglected to offer me any sort of medical attention, suggesting that they knew all about my condition.

My right leg is, unfortunately, quite heavily damaged. It does not hurt (one of the benefits of being undead), but I can only move very slowly and with a very pronounced limp. The agents fastened another Control Collar around my neck (sigh) and kept a safe distance as they escorted me to the Gaol.

Before I was "allowed" to enter my cell, however, I was presented to a member of the Guild's Disease Containment Unit. I had thought that these guardsmen were only responsible for spraying pesticide across the mosquito-infested portions of the Quarantine Zone, but evidently their role has been expanded since the arrival of the new Governor-General. Given the rumors of the Piper's Plague returning to the slums, I can certainly understand the reasoning behind expanding their reach.

The agent gave me a thankfully brief physical inspection (not the fun kind) before declaring that I was free of "grave rot" and could be safely incarcerated.

How embarrassing.

- E.B.

## DISEASE CONTAINMENT UNIT

Minion (6), Living, Guardsman

<i>Might</i> 2	<i>Grace</i> -1	<i>Speed</i> -1	<i>Resilience</i> 2
<i>Charm</i> -2	<i>Intellect</i> 0	<i>Cunning</i> -1	<i>Tenacity</i> 2
<i>Defense</i> 3 (9)	<i>Walk</i> 4	<i>Height</i> 1	<i>Initiative</i> 2 (8)
<i>Willpower</i> 5 (11)	<i>Charge</i> 4	<i>Wounds</i> 7	

**Skills:** Athletics 1, Bureaucracy 1, Centering 3, Evade 2, Heavy Guns 2, Melee 3, Notice 3, Toughness 2.

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

**Containment Suit:** If this character would gain any value of the **Blighted** Condition, the value of the **Blighted** Condition it gains is reduced by 1 (to a minimum of 0).

**Punctured Tanks:** If this character suffers a Critical Effect targeting its Chest (P), it may discard a card. If it does not do so, this character is killed, and every character within (X)3 suffers 1 damage and gains **Burning +2**.

### (1) Hand Axe (Melee)

AV: 5 (11) ===== Rg: 1 ===== Resist: Df

Target suffers 1/3/4 damage.

✕ *Cut Away the Sickness:* After damaging, if the target has the **Blighted** or **Infected** Condition, this attack deals +1 damage, then reduce the value of each such Condition affecting the target by 1, to a minimum of 0.

P *Splash with Kerosene:* After succeeding, the target gains the following Condition until it enters water: **"Covered in Gas:** When this character suffers damage from the **Burning** Condition, it suffers +2 damage and ends this Condition."

### (1) Flamethrower (Heavy Guns)

AV: 4 (10) ===== Rg: 10 ===== Resist: Df

Target suffers 2/3/4 damage. Every character damaged by this action gains **Burning +1**. This weapon gives its wielder + to Intimidate Challenges. Capacity 20, Reload 8.



# WOKOU RAIDER

Minion (6), Living, Last-Blossom

Might 2	Grace 1	Speed 2	Resilience 2
Charm -1	Intellect 0	Cunning 2	Tenacity 2
Defense 5 (11)	Walk 5	Height 2	Initiative 4 (10)
Willpower 5 (11)	Charge 8	Wounds 8	

**Skills:** Acrobatics 2, Athletics 2, Carouse 2, Centering 3, Deceive 2, Evade 3, Intimidate 3, Melee 4, Notice 2, Pick Pocket 3, Pistol 2, Scrutiny 2, Stealth 3, Toughness 3.

**Bulletproof +1:** Reduce all damage suffered by this character from Ranged Combat attacks by +1, to a minimum of 1.

**Rush +2:** This character's Charge Aspect has been increased by +2.

**Skill Trigger (Social Skills):** This character has the following Trigger on its Social Skill duels:

✦ *Fast Talk:* After resolving, take a Pick Pocket action against a target within 1 yard. The Pick Pocket action gains +1 to its flip.

**Unpredictable Assault:** Enemy characters may not Cheat Fate while in this character's engagement range.

## (1) Twin Sabers (Melee)

AV: 6 (12) ===== Rg: 2 ===== Resist: Df  
Target suffers 2/3/4 damage. This action gains +1 to the attack flip.

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

📖 *Drop It!:* After succeeding, the target must pass a TN 10 Centering duel or drop one of the items held in its hands.

✦ *Coordinated Raid:* After damaging, another friendly character engaged with the target may make a 1 AP Close Combat attack against the target. This attack may not declare Triggers.

## (1) Collier Navy (Pistol)

AV: 3 (9) ===== Rg: 12 ===== Resist: Df  
Target suffers 2/3/4 damage. Capacity 6, Reload 2.

✦ *Reposition:* After succeeding, this character may move up to 3 yards.

My cell is spartan, with nothing more than a bucket in the corner as a concession to biological needs. Fortunately, such vile behavior is no longer a necessity for me. I have been here a day with only a brief message from the Amalgamation Office. Evidently, Charles Hoffman believes that the best way to repay his debt to me is to have me arrested in the flawed belief that it will make it more difficult for the Elite Division to eliminate me. How naive.

After my first day of incarceration, another prisoner was transferred to my cell. Given that the cells across and to either side of me are empty, it is not unreasonable to assume that one of my former coworkers has offered my new cell mate amnesty in exchange for removing me from the picture.

She is playing coy for the moment, and we have shared some forced but otherwise polite conversation in an attempt to feel each other out. She claims to be a Wokou raider, a type of eastern pirate who prowls the waters off the coasts of the Three Kingdoms.

To delay her inevitable attempt on my life, I offered to draw a sketch of her in a combat pose. She warily agreed to pose for me, no doubt expecting a trap, but when I had finished, I could see genuine surprise and joy play across her otherwise stoic features.

I believe it bought me another hour, perhaps two.  
- E.B.





I pretended to be engrossed in my writing while I warily watched my cellmate from the corner of my eye. I knew that it would only be a matter of time before she made her move.

The exchange was quick. She stabbed me in the eye with a crude knife, thinking that it would be enough to kill me, and I returned the favor by stabbing my pencil into her neck. She fell down, bleeding to death as I gingerly pulled the knife from my eye. It's so difficult to kill something that is already dead, isn't it, my dear?

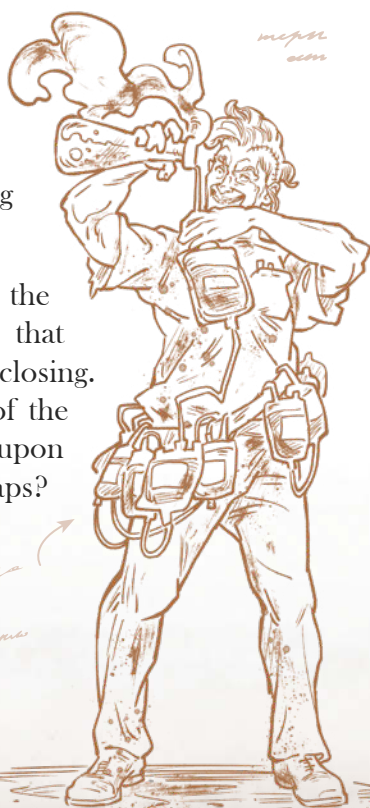
As my would-be murderer bled out on the ground, I hurried to the door and began shouting for assistance, claiming that I had been wounded in the battle with the "undead witch." As I expected, it only took a moment for someone to rush to my cell and throw open the door.

He was a strange man, and the long scar that ran along the side of his head hinted at extensive brain surgery. It instantly reminded me of the "patients" at Smedley's Asylum and the experimental surgeries that its staff are so eager to inflict upon their poor wards.

The orderly had clearly not expected to find a hostile combatant waiting for him on the other side of the door. He had no sooner thrown it open than I buried my knife in his chest, over and over again, until he fell to the ground, gasping for air.

Strangely, as I pulled the knife back, I could see that his wounds were already closing. Was this a side effect of the experiments performed upon him at the asylum, perhaps?

- E.B.



## ORDERLY

Minion (5), Living

<i>Might</i> 2	<i>Grace</i> -1	<i>Speed</i> 3	<i>Resilience</i> 1
<i>Charm</i> -2	<i>Intellect</i> -3	<i>Cunning</i> 2	<i>Tenacity</i> -2
<i>Defense</i> 5 (10)	<i>Walk</i> 6	<i>Height</i> 2	<i>Initiative</i> 5 (10)
<i>Willpower</i> 5 (10)	<i>Charge</i> 7	<i>Wounds</i> 6	

**Skills:** Centering 3, Doctor 2, Grappling 2, Intimidate 3, Melee 3, Notice 2, Scrutiny 1, Stealth 1, Toughness 1.

**Df (W) "Time for Your Meds!":** After this character succeeds against a Close Combat attack, the attacker becomes **Dazed** for the next hour.

**Test Subject:** At the end of this character's turn, it heals 1 damage. When this character suffers a Critical Effect that did not result in a missing limb, it (or its controller) may discard a card to ignore the effects of that Critical Effect.

**Under My Care:** This character gains + to disengaging strikes. If this character makes a successful disengaging strike, it may declare and resolve one of its Close Combat Triggers, regardless of the suits in its final duel total.

### (1) Surgical Instruments (Melee)

AV: 5 (10) ===== Rg: 1 ===== Resist: **Df**  
Target suffers 2/3/5 damage, ignoring Hard to Wound.  
✗ *Needle in the Neck:* When damaging, this attack deals no damage. Instead, the target must pass a TN 12 Unconsciousness Challenge.

### (1) Hold Still (Grappling)

AV: 5 (10) ===== Rg: 1 ===== Resist: **Df**  
Target gains the following Condition: **"Strapped Down:** This character cannot move and can take no actions other than to spend 1 AP to make a TN 12 Athletics Challenge. On a success, end this Condition. Any other character within 1 yard of this character may end this Condition as a (2) Action.  
W *Back to Bed:* After succeeding, push the target up to 4 yards in any direction, then the target becomes **Prone**.

# MEDICAL AUTOMATON

Minion (5), Construct

<i>Might</i> 2	<i>Grace</i> 0	<i>Speed</i> 0	<i>Resilience</i> 1
<i>Charm</i> -5	<i>Intellect</i> -5	<i>Cunning</i> -5	<i>Tenacity</i> -5
<i>Defense</i> 1 (6)	<i>Walk</i> 4	<i>Height</i> 2	<i>Initiative</i> 0 (5)
<i>Willpower</i> 2 (7)	<i>Charge</i> 4	<i>Wounds</i> 5	

**Skills:** Doctor 4, Melee 3, Pneumatic 3.

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

**Pneumatic Doctor:** This character may substitute its Pneumatic Skill in place of its Intellect when using the Doctor Skill.

**Ruptured Anesthetic Tanks:** The first time this character suffers a Critical Effect targeting its Chest (P) or is destroyed, every Living character within (X)3 gains the following Condition for 1 hour: "**Comfortably Numb:** This character ignores the effects of Weak and Moderate Critical Effects." This Ability then ceases to function until this character has healed all its damage.


## (1) Surgical Instruments (Melee)

AV: 5 (10) ===== Rg: // 1 ===== Resist: **Df**  
Target suffers 2/3/5 damage, ignoring Hard to Wound.  
X *Cut Away the Sickness:* After damaging, if the target has the **Blighted** or **Infected** Condition, this attack deals +1 damage, then reduce the value of each such Condition affecting the target by 1, to a minimum of 0.

## (1) Anesthetic Injection (Pneumatic)

AV: 4 (9) ===== Rg: // 1 ===== Resist: **Df**  
A Living target gains the following Condition for 1 hour: "**Comfortably Numb:** This character ignores the effects of Weak and Moderate Critical Effects."

## (1) Activate Medical Protocols (Doctor)

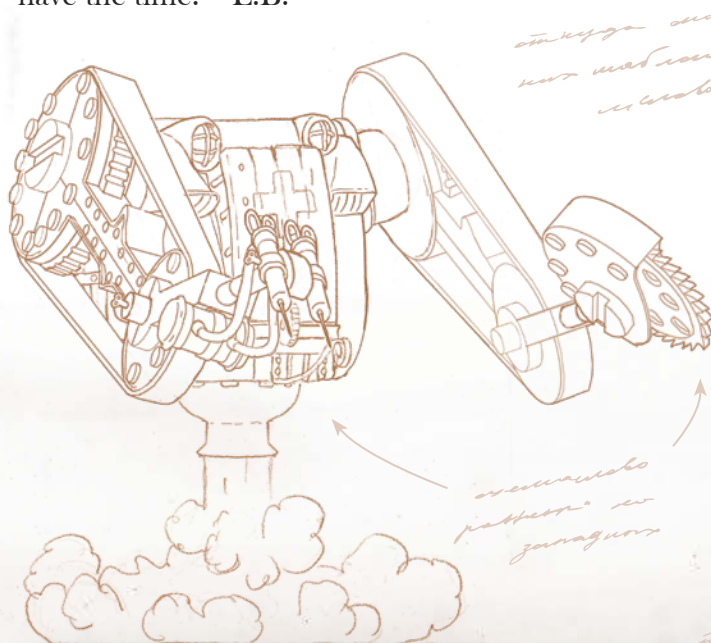
A friendly Living target heals 1/2/3 damage, then flip a card from the Fate Deck, which may be cheated by this character's controller. If it is a , this character begins performing Surgery (*Core Rules* pg. 180) on the target with the intent of removing all of the target's lasting Critical Effects. The Surgery takes 1 hour; if the procedure is interrupted (such as by this character or the target moving), the target suffers a Severe Critical Effect.

Hovering behind the orderly (literally, in this case) was a small Medical Automaton. As with most residents of Malifaux City, I am primarily familiar with these machines for the scandals and mutilated patients they have left in their wake.

From what I understand, they were built to serve as doctors and surgeons for Contract Towns in need of medical personnel. If a miner became injured and time was of the essence, the town need only to turn on the Medical Automaton and allow it to diagnose and patch up its patients. The only flaw was that the machines didn't seem to understand when enough was enough and were prone to performing one unnecessary operation after another if someone did not shut them down, to the point of amputating limbs that would have naturally healed on their own.

As the orderly tried to roll over onto his stomach, the Medical Automaton beeped loudly and injected him with some foul, purple substance. It must have been a sedative, because he immediately stopped moving. I dragged him into my cell, laid him down next to my bleeding cell mate, and removed the keys from his belt. Once the Medical Automaton had started to treat their wounds, I closed and locked the cell door behind them.

I wonder how much time will pass before someone checks in on my would-be murderers. I regret that I could not linger to watch the resulting surgeries, but my escape was still fresh, and I simply did not have the time. - E.B.



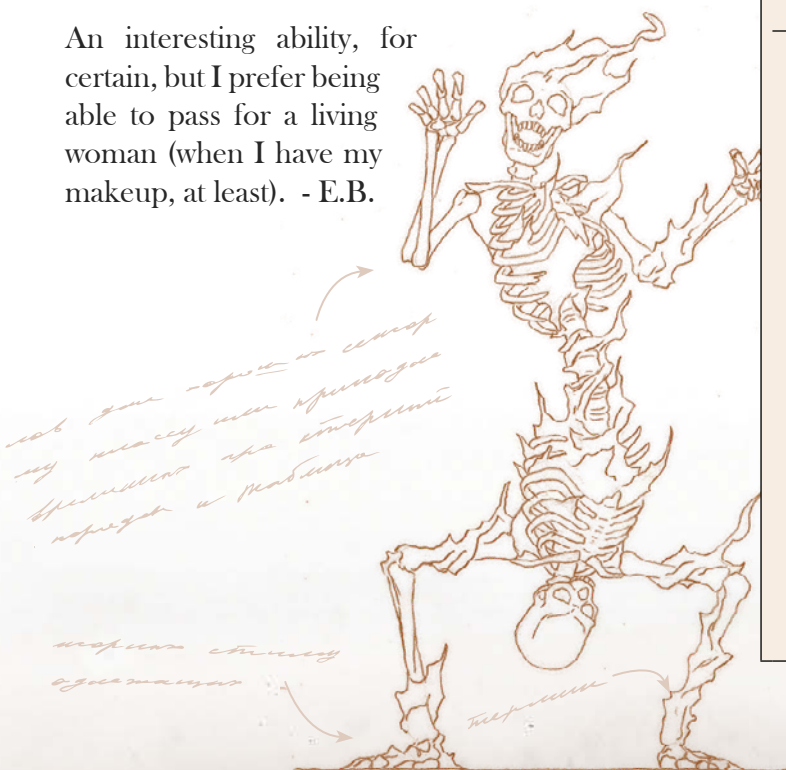


At first, I had thought that whoever orchestrated my attempted assassination had made a critical mistake in clearing the guards and Wardens from my cell block. I admit to growing somewhat suspicious when I reached the barred door leading upwards to the surface and was able to easily unlock it using the orderly's keys. It had all the makings of a trap.

As it turns out, fate had finally decided to favor me with her smile. I emerged from the depths of the Gaol to find the Guild Enclave in turmoil. There was a crowd gathered around the distant courthouse, and from their angry shouting, discernable in sentiment if not actual words, it was clear that a riot was on the verge of breaking out. The guardsmen from the Gaol had been pulled from their posts to help manage the crowd, and being the cravenly sort, they had brought the Gaol's armored Wardens with them.

The commotion, I later learned, was on account of the acquittal of Abdul Horrick, a crematorium operator who had been accused of transforming the remains of many of his clients' loved ones into horrid creatures the Death Marshals called "Bone Piles." These creatures are, as their name suggests, little more than heaps of moldering bone that had been infused with an animating spirit. According to rumor, they are capable of forming new limbs and even crude javelins from their jumbled bodies, making them exceedingly versatile and dangerous.

An interesting ability, for certain, but I prefer being able to pass for a living woman (when I have my makeup, at least). - E.B.



## BONE PILE

Minion (6), Undead, Spirit

<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> 1
<i>Defense</i> 3 (9)	<i>Walk</i> 4	<i>Height</i> 2	<i>Initiative</i> -1 (5)
<i>Willpower</i> 3 (9)	<i>Charge</i> 4	<i>Wounds</i> 8	

**Skills:** Evade 1, Pugilism 3, Thrown Weapons 3, Toughness 3.

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

**Pile On:** If this character ends a Walk Action within 1 yard of a corpse, it may discard a card to add the corpse's bones to its own. If it does so, this character heals 2 damage and increases its Rank Value by +1, to a maximum Rank Value of Henchman (10).

**Too Many Limbs:** At the start of this character's Turn, it may discard a card to gain one of the following bonuses until it uses this Ability again:

- \* **Arms:** This character gains **+** to its attacks.
- \* **Legs:** This character gains +2 **Wk** and +2 **Cg**.
- \* **Skulls:** Enemy characters must make a TN 10 Horror Duel when they target this character with a harmful action.

### (1) Clawing Bones (Pugilism)

AV: 5 (11) ===== 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) Bone Javelin (Thrown Weapons)

AV: 4 (10) ===== Rg: **☛** 12 ===== Resist: **Df**  
Target suffers 2/4/5 damage, then this character suffers 1 damage. This action can only be declared once per turn.

- ☑ **Pinned to the Ground:** After succeeding, the target gains the following Condition until it moves or is pushed: **"Pinned to the Ground:** This character cannot declare Walk or Charge actions. This character may take a (1) Action to remove the javelin and end this Condition."

## GUILD JUDGE

Enforcer (7), Living, Elite Division

<i>Might</i> 2	<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> 1
<i>Defense</i> 4 (11)	<i>Walk</i> 4	<i>Height</i> 2	<i>Initiative</i> 1 (8)
<i>Willpower</i> 4 (11)	<i>Charge</i> 4	<i>Wounds</i> 6	

**Skills:** Bureaucracy 3, Centering 2, Convince 2, Evade 2, Forgery 1, Husbandry 2, Intimidate 3, Leadership 3, Melee 2, Notice 2, Pistol 3, Scrutiny 2, Toughness 1, Track 1, Wilderness 2.

**Court is in Session:** At the start of this character's turn, it may discard a card to increase the value of a friendly Angry Mob's **Rank Value** Condition by +1.

**Jury of Your Peers:** When this character is in any sort of civilized area with a notable Guild presence, it is accompanied by a friendly Angry Mob (pg. 201).

**Manipulative (12):** When an enemy character targets this character with an action, they must pass a TN 12 Willpower Challenge. On a failure, this character may change the target of the action to a legal target of its choice.

### (1) Peacebringer (Pistol)

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

Target suffers 2/3/5 damage. This weapon grants its wielder **+** to Intimidate duels. Capacity 6, Reload 1.

✗ **Hobble:** After succeeding, the target gains the following Condition for the remainder of Dramatic Time:

**"Hobbled:** This character may only declare one Movement General Action per turn and may not declare the Run Action."

### (1) Condemnation (Leadership)

AV: 5 (12) ===== Rg: 10 yards == Resist: **Special**

This action is resisted by the Bewitch Skill. Target gains the following Condition for one day, plus one day per Margin of Success: **"Public Enemy:** This character suffers **+** to Social Skill duels. Angry Mob characters add **+** to their final duel totals when attacking this character."

### (0) Rile 'em Up (Leadership)

Target friendly Angry Mob takes a (1) Action of this character's choice. The Angry mob gains **+** to any duels it performs during this Action.

With the majority of the Guard temporarily distracted by the threat of a riot, I weighed my options and decided to once again brave the central building of the Enclave. There was little hope of finding another Thalarian Queller, especially given my poor physical condition (missing eye, smeared makeup, pronounced limp...), but I still had one final option available to me, distasteful though it may be.

As I neared the courthouse, the shouting of the crowd became more discernable. The most prominent shouts involved accusations that Mr. Horrick (or more likely, I think, his lawyer) had bribed the judge for an easy acquittal. It was, frankly, not entirely impossible. Most of the Guild judges I have known have been somewhat lacking in moral fiber.

Not that I truly have much room to pass judgment, but perhaps you will excuse a little bit of hypocrisy on my part, dear notebook, given the troubles we have endured together?

The primary problem with the Guild's judges, in my mind, is that most of them came out of the circuit courts. As they moved from one Contract Town to the next, dispensing justice, who would notice if a bit of money changed hands? Their bad habits came with them when they were all recalled to Malifaux City, and Mattheson certainly doesn't object to a bit of bribery when the occasion suits him.

What value is there in being honest if corruption brings no threat of punishment?

Then again, I suppose that honest judges don't often have to worry about being hanged by an angry mob...

- E.B.



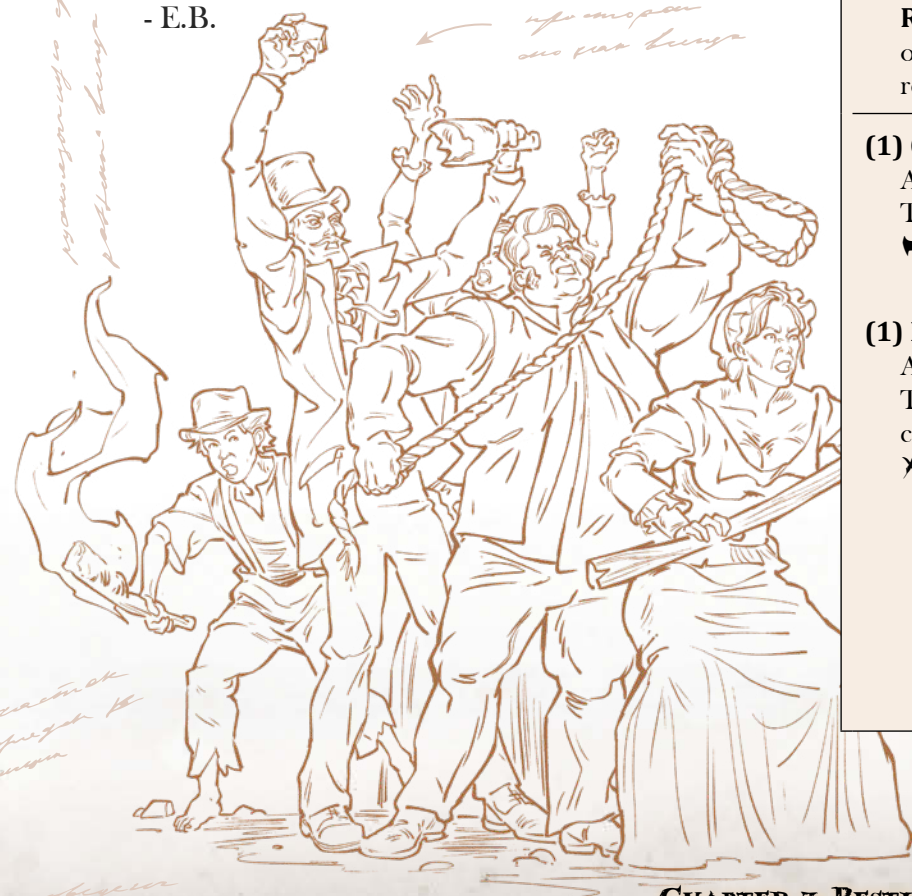


For awhile, it seemed as if the Guard had the rioting crowd under control. Then, in a moment of either extreme stupidity or incredible fortune (depending upon one's point of view), the Guild judge that the mob had been railing against attempted to leave the building via a small side entrance. He was spotted immediately, and before he could escape back into the safety of the building - it was difficult to tell with only one eye, but I thought I saw two lawyers holding the door shut from within as he struggled to reopen it - the mob had him.

It did not take long for the mob to have its justice, and soon the unfortunate judge was strung up from a nearby tree and hanging in the wind. I would not have believed it if I had not seen it with my own eye, but as he struggled, his bulging pockets sprung open and began raining Guild scrip down upon the victorious crowd below, as if to punctuate his death with a clear sign that the mob's outrage was justified.

Given the frequency with which circuit judges were accustomed to whipping up angry mobs to enforce the Guild's justice, it seemed a fitting end. In any event, the crowd quickly began to disperse, so I did not tarry too long in admiring the slowly swaying testament to the self-righteousness of mob justice.

- E.B.



## ANGRY MOB

Peon (Variable Rank Value), Living

<i>Might</i> 2	<i>Grace</i> 2	<i>Speed</i> 1	<i>Resilience</i> 0
<i>Charm</i> 0	<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> 3 (varies)
<i>Willpower</i> 5	<i>Charge</i> 5	<i>Wounds</i> Special	

**Skills:** Athletics 1, Carouse 2, Flexible 2, Intimidate 2, Melee 2, Notice 2, Pugilism 2, Track 2.

**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."

**Angry People:** This character is immune to Willpower duels and can never perform duels using Skills it does not possess.

**Multiple Bodies:** This character does not have Wounds; when this character would suffer damage, instead reduce its **Rank Value** Condition by 1, unless the attack dealt  $\frac{1}{2}$  or  $\frac{1}{3}$  damage, in which case its **Rank Value** Condition is reduced by the full amount of damage dealt. When the **Rank Value** Condition reaches 0, the Angry Mob disbands.

### (1) Clubs and Torches (Melee)

AV: 4 (varies) ----- Rg:  $\frac{1}{2}$  2 ----- Resist: **Df**  
Target suffers 2/3/3 damage.

✱ *From All Sides:* After damaging, take this Action again against the same target.

### (1) Public Hanging (Flexible)

AV: 4 (varies) ----- Rg:  $\frac{1}{2}$  3 ----- Resist: **Df**  
Target gains the **Suffocating +3** Condition until this character is killed or moves out of range.

✱ *Mob Justice:* After damaging, if this character is within 2 feet of a sufficiently tall object, the target is suspended 2 feet above the ground, cannot move, and gains the **Suffocating +2** Condition. On its turn, the target can spend 2 AP to make a TN 12 Acrobatics or Evade Challenge. On a success, they slip free, fall **Prone**, and regain the ability to breathe and move.

## GUILD LAWYER

Enforcer (7), Living, Elite Division

Might -2	Grace -1	Speed 1	Resilience 1
Charm -2	Intellect 2	Cunning 3	Tenacity 2
Defense 3 (10)	Walk 5	Height 2	Initiative 2 (9)
Willpower 6 (13)	Charge 5	Wounds 6	

**Skills:** Barter 2, Bureaucracy 3, Centering 4, Convince 3, Deceive 3, Forgery 2, History 2, Intimidate 3, Literacy 3, Notice 1, Pick Pocket 2, Scrutiny 3, Stealth 2, Toughness 1.

**Manipulative (12):** When an enemy character targets this character with an action, they must pass a TN 12 Willpower Challenge. On a failure, this character may change the target of the action to a legal target of its choice.

**Objection!:** After another character performs an action involving a duel, this character may discard a card to force the target to perform the action again, with the same modifiers. If the target Cheated Fate on the first duel, she may draw a card before performing the second duel. If either Action involved a Joker, this character suffers 2 damage after the second action resolves.

**Sold My Soul:** This character gains **+** to Willpower duels. Its corpse can never be reanimated as an Undead creature, and its spirit cannot be manipulated or trapped in a Soulstone after its death.

### (1) Cross Examination (Intimidate)

AV: 5 (12) ===== Rg: 5 yards ===== Resist: **Wp**  
The target becomes **Dazed** until the end of its next turn.  
**J'accuse!:** After succeeding, the target must discard a card or become **Paralyzed**.

### (1) Censure (Bureaucracy)

AV: 6 (13) ===== Rg: Line of Sight ===== Resist: **Special**  
This action is resisted with the Bureaucracy Skill.  
The target gains the following Condition for 1 day, plus 1 day per Margin of Success: **"Censured:** When this character declares an attack (whether physical or mental), it must discard a card. If it cannot, it suffers **1** on the attack."

### (0) Expert Defense (Bureaucracy)

A friendly character within 5 yards gains **Manipulative (12)** until the start of this character's next turn.

My entry into the central complex went unchallenged; the Guard pit was all but empty, with only a few beleaguered secretaries hurrying about on this errand or that. It was a simple matter to slip past them and make my way to the staircase leading up to the third floor.

My goal was none other than the office of Lucius Mattheson. After my severance from the Elite Division, I had thought that Mattheson might decide to allow me to live (well, exist) in peace, but since my capture by the Ortega family, his intentions have been quite transparent. If he is so intent upon seeing me dead, I reasoned, there is no point in running from my fate. Better to face it head-on and at least go out fighting.

That being said, it was not easy to approach Mattheson's office. One of his lawyers was lingering in the hallway, evidently waiting for Mattheson to return from an appointment. Were I less well informed, I might not have considered the masked man to be a threat, but I have seen what Mattheson's lawyers can do if you allow them to start talking.

I waited until his back was turned before sneaking up behind him and slitting his throat. I generally prefer to avoid doing such brutal work myself, but as with my erstwhile cellmate, there simply was no other option. *C'est la vie.*

Fortunately, the blood stains were not very visible against the crimson of the carpet. I stashed his corpse in a nearby restroom, propped him up in a stall, and left him there. At the very least, the fragrant perfumes should disguise the smell of blood.

- E.B.





Mattheson is not without his own surprises. I had no sooner stepped into his office and shut the door behind me than the large portrait on the opposite wall began to move! I took a step closer, drawn in by my curiosity, only to have the painting itself spring forth from its framed prison to attack me!

In desperation, I lunged for Mattheson's desk but tripped as my wounded leg gave out beneath me. In this case, my weakness was my savior, as I crumpled to the ground before the portrait's painted sword could remove my head from its shoulders.

In desperation, I rattled off every Elite Division password I could remember, until one finally seemed to spark some measure of recognition in the portrait's two-dimensional face. It raised its blade, saluted me, and then eerily flowed back into the painting from which it had come.

I am now sitting at Mattheson's desk, the pistol he kept in his upper desk drawer laid out in front of me. I am wounded, denied my magic, and quite literally falling apart, but I shall, at the very least, have the element of surprise. Perhaps it will be enough.

*Homme mort ne fait guerre.*

- E.B.



## LIVING PORTRAIT

Enforcer (8), Construct

<i>Might</i> 2	<i>Grace</i> 2	<i>Speed</i> 2	<i>Resilience</i> 4
<i>Charm</i> 3	<i>Intellect</i> -1	<i>Cunning</i> 2	<i>Tenacity</i> 2
<i>Defense</i> 4 (12)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 6 (14)
<i>Willpower</i> 4 (12)	<i>Charge</i> 6	<i>Wounds</i> 8	

**Skills:** Art 5, Melee 3, Notice 4, Toughness 2.

**Enchanted Painting:** This character is linked to an enchanted painting. If this character ever ends its turn more than 10 yards from the painting, this character suffers a Severe Critical Effect. The painting is considered to have a Defense of 0 (5) against physical attacks, but any damage it suffers (from any source) is reduced by half, rounded down, then this character suffers a similar amount of damage that cannot be reduced.

**Living Art:** This character may enter or leave its painting as a (0) Action. While in its painting, this character is indistinguishable from a normal painting.

**Nothing But Paint:** Reduce all damage this character suffers to 1. If this character is damaged by a Spell or Manifested Power using the Water Immuto, the damage is not reduced and this character becomes **Slow**.

### (1) Painted Sword (Melee)

AV: 5 (13) ===== Rg: 2 ===== Resist: **Df**

Target suffers 2/3/4 damage and gains the following Condition until it washes the paint off: **"Covered in Paint:**

This character cannot declare Triggers. Any attempts to Track this character gain **++**."

**Painted Into a Corner:** After succeeding, the target cannot take Movement actions until the start of this character's next turn.

### (1) Still Life (Art)

AV: 7 (15) ===== Rg: 6 yards ===== Resist: **Wp**

Target is trapped in this character's painting and gains the following Condition until this character is killed:

**"Framed:** This character is removed from reality and cannot take Actions." This Action cannot be declared if there is already a character in the painting.

## FRANCISCO ORTEGA

As the eldest of the current generation of Ortegas, Francisco Ortega felt that it was only natural that he should be the first Ortega to set foot in Malifaux.

The reopening of the Breach had thrown all of Mexico into a desperate scramble to lay claim to some small portion of the new world, and many of the poorer families were pooling their resources in the hope of sending a small handful of their best and brightest through the Breach. Once they had made their fortune, they promised, they would send for the rest of their family.

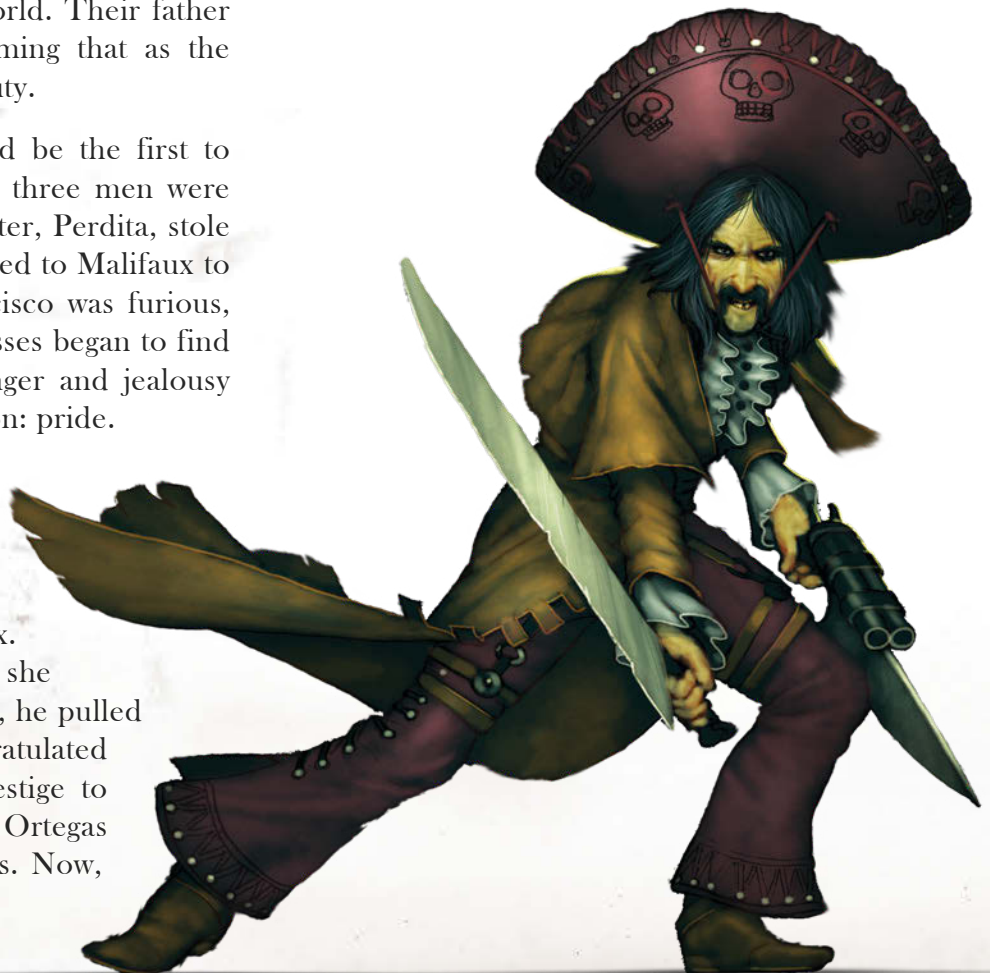
It was no different for the Ortega family. They lived as rural hunters, trappers, and laborers, and though they did not have much money, they were still able to pull together enough coin to purchase a single ticket to Malifaux. Just which Ortega would be the one to carry that ticket, though, was a matter of heated debate. Francisco felt that it was his right as the eldest, while his brother Santiago claimed that he, as the strongest Ortega, should be the first to brave this new world. Their father shouted them both down, claiming that as the leader of the family, it was his duty.

Ultimately, none of them would be the first to set foot in Malifaux. While the three men were sleeping, Francisco's younger sister, Perdita, stole the money they had saved and fled to Malifaux to find her fortune. At first, Francisco was furious, but as rumors of Perdita's successes began to find their way back to Earth, his anger and jealousy were replaced with a new emotion: pride.

Perdita sent a portion of the money she earned from killing Nephilim back to her family, and Francisco was the first to join his younger sister in Malifaux. After telling her just how stupid she had been to take off on her own, he pulled her into a strong hug and congratulated her on bringing honor and prestige to their name. No more would the Ortegas be thought of as simple trappers. Now, they were monster hunters.

It was Francisco who had the idea to move their growing family out of the slums and into the wilderness. It was a bold move, but it accomplished everything the Ortegas wanted: it gave them the distance from the Guild they needed to keep doing things the way they wanted, and it attracted the annoyed and incensed Neverborn like moths to a bright flame. The Ortegas put down each wave of Neverborn that crashed against their walls, then turned around and used the bounty money provided by those Neverborn to bring more of their family into Malifaux.

Soon, they were an army, and Francisco's own reputation began to approach that of his sister. His natural ambidexterity allows him to wield sword and pistol with equal skill, and when the firing lines of the Neverborn Hunters fail, he is willing to wade into melee and fight the horrors of Malifaux back with his twin blades. The Pistoleros view Francisco as the protector of not just his family but all of Latigo.





Unfortunately, not all of the Neverborn are easily defeated with bullets. One of their number, a woman calling herself Pandora, took revenge upon the Ortega family by subjecting their patriarch to the horrors hidden within her mystical puzzle box. His mind torn in half by the things he saw, Francisco's father was condemned to the Malifaux Sanitarium, leaving the Ortega family leaderless.

As the eldest, everyone assumed that Francisco would step up to lead the family. Instead, he stepped aside and supported his sister, reasoning that Perdita was the reason the family had grown to such fame and prosperity. Even after their father escaped from the sanitarium a few weeks later, Perdita remained in charge of the Ortegas, as nobody wanted to turn the reins of power back over to a raving madman with a penchant for explosives.

In the years since, Francisco has stood at his sister's side as her greatest supporter. He has focused a great deal of time upon perfecting his swordsmanship and is now counted among the greatest swordsmen in Malifaux. Often times, the mere mention of his name is enough to force concessions from his human opponents.

Where his brother is loud and his sister is boastful, Francisco is quiet. He will speak up and make his opinion known when the situation calls for it, but for the most part, he allows his actions to speak for him. A subtle nod or shake of the head to signal his approval or disapproval of a course of action, a hand placed upon the hilt of his sword to mark his displeasure; these are the most common ways that Francisco interacts with others.

The only exception is when Francisco is among his family. His younger brother, Santiago, knows exactly how to provoke a reaction out of Francisco, and their sister often turns to him for tactical advice when planning large raids. Francisco's father, meanwhile, is a constant source of frustration for the swordsman, primarily because of his erratic and harmful behavior. More than once, Francisco has woken up in the middle of the night to find his father mixing explosives in a bathtub or hiding dynamite around the *hacienda* (including, on two separate occasions, in the oven).

## FRANCISCO ORTEGA

*Henchman (10), Living*

<i>Might</i> 2	<i>Grace</i> 2	<i>Speed</i> 2	<i>Resilience</i> -1
<i>Charm</i> -1	<i>Intellect</i> 0	<i>Cunning</i> 2	<i>Tenacity</i> 2
<i>Defense</i> 5 (15)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 6 (16)
<i>Willpower</i> 6 (16)	<i>Charge</i> 6	<i>Wounds</i> 9	

**Skills:** Athletics 3, Barter 2, Carouse 2, Centering 4, Convince 1, Evade 3, Explosives 1, Gambling 2, Homesteading 2, Intimidate 4, Leadership 3, Melee 5, Notice 4, Pistol 4, Scrutiny 2, Toughness 5, Track 3, Wilderness 1.

**El Mayor:** Friendly characters within this character's engagement range gain + to their Defense flips.

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

**In the Thick of It:** This character gains + to his final duel total for every enemy model engaged with him.

**Undermine Confidence:** This character gains + to all Intimidate Challenges made during Narrative Time.

### (1) Dueling Sword (Melee)

AV: 7 (17) ===== Rg: // 2 ===== Resist: Df  
Target suffers 2/3/4 damage. If this character is using two swords, he gains + to the attack flip.

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

Slice: Take this action again against the same target.

### (1) Modified Peacebringer (Pistol)

AV: 6 (16) ===== Rg: 12 ===== Resist: Df  
Target suffers 2/3/4 damage.

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

### (2) Flurry

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

### (0) Living Legend

This character may discard a card to remove any number of Conditions on himself. Then, this character heals 2 damage for every Condition removed.

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