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THROUGH THE BREACH



— UNDER —
QUARANTINE

Through the Breach books:

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

Through the Breach adventures:

In Defense of Innocence
Northern Aggression
A Night in Rottenburg



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UNDER

QUARANTINE

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INTRODUCTION

Under Quarantine is an expansion to *Through the Breach*, a tabletop roleplaying game set in the world of Malifaux. This book focuses on the darker places of Malifaux, such as the twisting passages of the Necropolis and the haunted streets of the Quarantine Zone. Each player will be one of the Fated, those individuals destined to make an impact on the world of Malifaux. As the Fated walk the path of their destiny, whether they embrace or deny their fate will determine what sort of an impact they'll make and if they'll be remembered as heroes or villains.

This book expands upon the information presented in the *Fated Almanac* and *Fatemaster's Almanac*, providing more options for players and Fatemasters alike. For the most part, you can mix and match the options in this book with those in the *Fated Almanac* or in other *Through the Breach* books. By utilizing a variety of books, you can come up with unique and compelling characters.

THINGS YOU NEED TO PLAY

Playing *Through the Breach* will require the *Fated Almanac*. It contains the core rules for the game, including some steps for character creation. *Under Quarantine* expands on these options and can only be played in conjunction with the *Fated Almanac*.

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.

The Fatemaster will find it useful to have a copy of the *Fatemaster's Almanac*, which contains advice on running the game, statistics for some enemies the players might encounter, and other useful topics. More information on what you need can be found in the *Fated Almanac* on page 5.

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: BEYOND THE CORDON

From the depths of the necropolis to the streets of the Quarantine Zone and beyond, this chapter goes into depth on the various "haunts" of the Resurrectionists and the forlorn people who attempt to make these wretched places their homes.

CHAPTER 3: DIGGING UP THE PAST

This chapter details the process of creating Fated characters who have had a close brush with death. It also explains how to play an Undead Fated, known as a Stitched. This chapter takes you step by step through the process of unearthing your Fated character's past.

CHAPTER 4: PURSUITS

This chapter introduces eight new Pursuits and five new Advanced Pursuits. Each of these Pursuits is closely linked to the use of necromantic energies, and thus they make great choices for characters who are affiliated with (or at the very least using the same methods as) the Resurrectionists.

CHAPTER 5: TALENTS & TRINKETS

This chapter introduces new general talents to fit new and returning Fated as well as talents available only to the Stitched.

It also contains an assortment of Alchemical solutions that an aspiring chemist might whip up and a number of rare items that might fall into the hands of the Fated.

CHAPTER 6: MALADIES & MAGIC

The Resurrectionists are best known for their ability to raise the dead as their shuffling minions, and this chapter provides ways to further expand the creation of undead beyond the rules presented in the *Fated Almanac*. In addition, this chapter offers enough new *Magia* to make any aspiring necromancer happy, along with a few new unique grimoires.

Beyond that, it has expanded rules for sicknesses and diseases.

CHAPTER 7: THINGS THAT GO BUMP

This chapter contains a wide array of creatures that the Fated may encounter. Whether living, undead, or something else, the creatures here should prove challenging for Fated fresh off the train and experienced characters alike.



BEYOND THE CORDON

From above, Malifaux City presents a great and sprawling vista of angular roofs, dull stone walls, curving broadways, and threading alleys. If the details are a little blurred – by factory smoke on a still day or fog on a cold one – it only helps to reinforce the illusion that the city is like any other, its buildings full of people carrying on the timeless rhythm of life. It is, to all appearances, a civilized settlement.

The night tells a different story.

When dusk falls, the streetlamps and windows begin to glow, and the city becomes a checkerboard of light and darkness. Floodlights cast the factories of the Industrial Zone in stark relief, the Downtown district and its Guild Enclave are well-lit by numerous gas street lamps, and innumerable bobbing lanterns fill the streets of the Little Kingdom. Even in the slums, a sullen yellow glow provides some faint illumination as Malifaux's poor resort to cheap candles and small campfires to keep back the dark.

To anyone who might be looking down at the city, however, these patches of brightness would only serve to highlight just how much of Malifaux City is still buried in the implacable night. The Quarantine Zone is the city's dark and silent conjoined twin, as inescapable as one's very shadow. Beyond the last lights of the Guild's barricades lies an urban wilderness of echoing streets and empty houses, through which prowl shuffling zombies, inhuman nightmares, and predatory phantasms.

The Quarantine Zone presses against the barricades like a living thing, a constant reminder to the people of Malifaux that this is not their world, not their city, and that their foothold in this inhospitable place is far more tenuous than they will ever admit. It looms large in the imaginations of the city's residents, and it is the crumbling stage onto which they project their darkest fears.

EMPTY STREETS

When the Great Breach unexpectedly reopened, the Guild at first expected an invasion. Those who had worked to keep the Breach from closing had written memoirs and told stories describing the screams they had heard from the other side, and the corpse that had been tossed through prior to the Breach's collapse - the one with "Ours" carved onto its chest - made it clear that the Neverborn had taken back the city of Malifaux for their own.

The Guild used all of its resources to send thousands of soldiers and tons of ammunition to the Breach, even as its mages and thaumaturges worked to stabilize the integrity of the portal. When, after a month, no invasion from Malifaux came, the Guild created the Malifaux Resettlement Corps, armed them with heavy weapons, and sent them scrambling through the Breach to scout the city.

There was no railway line then, so the wide-eyed troopers ordered through the Breach had to pick their way down a muddy trail toward the tomb-silent city that waited for them. Under the patient gaze of Jack Daw from his vantage point high on the Hanging Tree, the little column wound its way through the wreckage of the fringe settlements their predecessors had built a century before and clambered over the walls of the city proper to scout out their surroundings.

The city was empty. There were a few signs of a recent battle - fresh bloodstains on stone walls, scatterings of shell casings, hastily erected barricades - but no corpses, whether human or Neverborn. The city had once been the home of thousands of people, but whatever had happened to them, there were no bodies to be found. The Resettlement Corps returned to Earth and made its report, and the Guild moved quickly to secure the city.

The ranks of the Resettlement Corps swelled as the Guild sent its soldiers sweeping through the city, checking every building for the presence of Neverborn before moving on to the next. Smaller groups skirted the edges of the city and began clearing sections along the southern wall, intending

to push any Neverborn they encountered northward towards the river, where they would have no cover and could be easily dispatched by the larger forces on the opposite bank.

Throughout the entire operation, however, the Guild never encountered any opposition from the Neverborn. Once the first few districts were secure, the Guild sent engineers and expendable laborers through the Breach to begin construction on a central fortress from which the Guild could manage the reclamation process.

The citadel, which would come to be known as the Guild Enclave, was soon bustling with Guild personnel, including the newly appointed Governor-General. The cavernous buildings to the east of the Enclave were gutted and converted into armories and factories, and railroad track was laid down throughout the reclaimed portions of the city to hasten the movement of troops and supplies into Malifaux.

The newly created Industrial Zone began turning out weapons, ammunition, and steel rails for the reclamation effort, and hundreds of civilian workers were brought in to keep the assembly lines functioning at all hours of the day. These workers needed other people to make their food, tend their wounds, and pour their drinks, and at some point the city passed from an embattled frontier post into a full colony.

As the Guild's reclamation efforts grew stronger and more successful, it began to turn its focus to the real prize: Soulstones. The political powers back on Earth supplied the Guild with a work force of convicts and indebted laborers, and scores of troops were redirected from the resettlement effort and marched north to serve as guards and supervisors in the newly reopened Soulstone mines.

Back in the city, the steadily dwindling Resettlement Corps was ordered to cease its advancement and fortify itself in its current position. It soon became clear that the Guild had no interest in reclaiming the rest of the city's districts, and this drew the ire of the city's residents, many of whom were still living in cramped and overcrowded slums.

The Governor-General settled the matter by proclaiming that the unclaimed parts of the city were too dangerous for settlement and were under quarantine to protect the city's respectable citizens. To reassure them, the Resettlement Corps was officially disbanded and restructured as constabulary force, marking the end of the Guild's resettlement efforts and the beginning of the Guild Guard and the Quarantine Zone.

ELDRITCH GASLIGHTS

Many stretches of barricades are lined with devices that appear to be gaslights, either affixed atop iron poles or bolted right to the barricade walls. At night, the lanterns enclosed within the glass cases of these devices glow with a steady, eerie blue light.

Any Living creature that steps within 1 yard of one of these gaslights must succeed at a TN 10 Willpower Challenge or become mesmerized, unable to speak or act until the light extinguishes with the rising of the sun. More likely, however, is that one of the barricade's guards will come along to take the mesmerized person away for questioning.

The gaslights have a much greater effect upon the Undead. Any Undead creature that passes within 6 yards of one of these devices must succeed on a TN 12 Willpower Challenge or be drawn to the lantern and mesmerized as described above. Rather than lead them away for questioning, the barricade guards typically just shoot any entranced Undead they come across.

The gaslights were a product of early Malifaux, though the Guild (or more precisely, Sonnia Criid, one of its agents) unraveled the secrets of the gaslights shortly after the Quarantine Zone was established. Their placement along the walls is intended to ensure that even if the undead should break through the barricades, they will not wander far.

SILENT HOUSES, HAUNTED STREETS

Despite the many monsters that are assumed to live in the Quarantine Zone, many of the people who spend time in the restricted areas claim that they are most unnerved by its emptiness. Behind them, Malifaux's populace crowds right up against the barricades - the reclamation efforts stopped, but the population kept growing - and the noise and bustle of the inhabited city only sharpens the contrast when one passes through one of the fortified gates.

Once in the Quarantine Zone, any form of light seems flat and washed out, giving a feeling of gloom even when the sun is overhead. Sounds change, either becoming unnaturally muffled or picking up long, unnatural echoes that trick the ear and seem to carry the echoes of other, stranger sounds within them. It does not take long for the silence and the washed out light to start preying on the imagination, and soon every shadowy window and alley is home to creeping shapes and furtive movements.

The Quarantine Zone is every bit as crowded with buildings as the rest of the city, and these buildings seem very reminiscent of those back on Earth. It is easy to label these structures as houses, chapels, halls, and offices, but often the interiors do not match what the exteriors of the structures would suggest. Everything from stone benches to soaring belvederes seems to have proportions which are slightly off; lines are not quite straight, floors slope gradually to one side or another, and there is a nagging asymmetry to corners and windows. These odd tilts make distances in the Quarantine Zone difficult to judge and often invoke constant feelings of queasiness and discomfort from explorers.

Many buildings have even more striking oddities. The Exploration Society has found sprawling urban villas with gaping oubliettes built into the floor of every room, houses where the doorways are barely a foot wide, hallways that gradually narrow to slots, and stairwells with a hundred tiny steps where a human-proportioned one would have half a dozen. In the city's inhabited districts, such places were gutted and refurbished to more amenable forms, but out in the Quarantine Zone, the distorted architecture sits just the way it was originally built.

THE QUARANTINE ZONE

The Guild's official maps show the Quarantine Zone as a featureless expanse inside the bounds of the barricades and external walls. All formal documents are carefully worded to treat the Quarantine Zone as an inconvenient but entirely inconsequential stretch of wilderness, no different from the western knotwood forests or the empty stretches of badlands which lie to the city's south.

Informally, of course, anyone looking over the barricades can see that the Quarantine Zone is a city-within-a-city that is every bit as large and complex as its occupied twin, and just like the civilized areas, the Quarantine Zone has its own internal geography, landmarks, and neighborhoods.

The monsters of the Quarantine Zone were initially little more than Guild propaganda created to justify the cessation of the reclamation effort, but the rise of the Resurrectionists and the return of the Neverborn have transformed the Guild's convenient lie into an unpleasant truth. They still downplay the number of people who live in the Quarantine Zone (and paint them all as dangerous criminals, insane necromancers, or both), but for the most part, the Quarantine Zone has become the lurking, dangerous threat that the Guild had originally claimed it to be.

THE DISTRICTS OF THE QUARANTINE ZONE

Over the years, the residents of the Quarantine Zone have settled in some areas while avoiding others, and names have arisen for these various "districts." Sometimes the divide is marked by architecture, such as where the squat, blocky buildings of Powderburg give way to the gothic mansions of the Barrows. In other places, the distinction is less defined, making it easy to cross from one district to the next without immediately noticing.

The distinctions between the various districts are also prone to change. The Beggartree district is a good example as the plants that have overgrown the buildings there seem determined to slowly creep into and take over the rubble-choked streets of Passage one inch at a time. Similarly, the border between the Sink and Gremlin's Wharf can fluctuate back and forth throughout the year, as it's mostly defined by which parts of the Quarantine Zone are flooded and which parts are dry.

The population of the Quarantine Zone is much larger than the Guild cites on its reports. Nearly all of these residents are trying to hide from someone for one reason or another. Smugglers, Resurrectionists, and outlaws make up a smaller fraction of these people than many suspect, though they are still present in significant enough numbers as to make their influence felt across the Quarantine Zone. The rest are those who have been forced to flee their homes to avoid Guild, Union, or Ten Thunders attention, and many brought their families with them.

One of the primary reasons for fleeing into the crumbling landscapes of the Quarantine Zone is sickness. The Guild takes matters of infectious disease very seriously, and their answer to most contagions - especially tuberculosis, or consumption as it is frequently called - is a bullet to the head. While it might be possible to mask the initial symptoms of consumption, once the victim develops the disease's signature hacking cough, it's only a matter of time before someone notices and reports it to the Guard. A sick spouse or child can draw an entire family into the Quarantine Zone in an attempt to save their loved one from certain execution.



1 THE BREACH

TO FORTUNE FALLS

TO RIDLEY STATION

NCZ

5 SLUMS

DOWNTOWN

INDUSTRIAL ZONE

8

4 BEGGARTREE

NCZ



10

PASSAGE

HOWLING SLUMS

STRANGERSKEEL

THE BURNS

6



9

COLD STREET

12

THE WARRENS

7

16



SOUTHERN SLUMS

FORLORN

19

TO EDGE POINT STATION



MAP OF MALIFAUX CITY

NORTHERN HILLS



+ LEGEND +

- 1 THE BREACH ☀
- 2 MALIFAUX STATION 🏰
- 3 THE HANGING TREE ☀
- 4 THE BOTANIST'S GRAVEYARD ☀
- 5 RAT HALL ☀
- 6 THE THIEVES BAZAAR 📁
- 7 ROTTENBURG ☀
- 8 INDUSTRY STATION 🏰
- 9 PRICE MANOR ☀
- 10 McMOURNING'S HIDDEN LABS 🧪
- 11 FREIKORPS HEADQUARTERS 📁
- 12 THE PLAGUED PIT ☀
- 13 UNIVERSITY OF TRANSMORTIS ☀
- 14 MAGGOT MOUTH ☀
- 15 SILVERCREST SHARPSHOOTERS 🏰
- 16 THE RUINED OBSERVATORY 🏰
- 17 BARROWS MANOR ☀
- 18 THE PYLON ☀
- 19 SOUTHGATE STATION 🏰

1 IN. = 3 MI
0 3 MILES

TO LATIGO AND THE BAYOU

THE BARRICADES

Technically, the barricades make up just a thin ribbon of territory dividing the resettled city from its silent twin. If all the space occupied by the walls and guard posts are taken into consideration, however, the barricades can reasonably be considered as a district unto themselves.

The barricades began as makeshift fortifications thrown together when the Reclamation Corps were ordered to cease their advancement through the city. After the first few attacks made it clear that the Neverborn had returned to the city, the barricades were quickly improved from shambolic heaps of propped timber and debris to rough but strong wooden stockades, which in turn became stone and brick structures sprouting watch towers and reinforced access gates.

There are places where the barricades resemble the lines that represent them on the maps, great stretches of smooth, sweeping wall, but in other places they swerve and jag through Malifaux's dense clutter of buildings in a way that shows their hurried and makeshift origins. In a few places, the walls cut through open tracts of land where the buildings were demolished to provide clear construction sites. In other areas, the walls have to weave around city blocks and thread their way through winding streets.

Sometimes the barricades simply pass right through existing buildings. The barricade walls were joined with the building's exterior, and any doors and lower windows opening out into the Zone were bricked up; in some places, whole rooms were packed with rubble to seal them. The rooftops of these buildings now serve as sentry points and sniper nests, while the upper interior floors are used as guardhouses and garrison offices for those stationed on the barricades.

In between these "Wallhouses" are smaller sentry posts, each just large enough to allow a single guard to step in from the rain. These sentry posts are always kept stocked with extra ammunition and a single-shot flare gun, ensuring that a lone guard can quickly summon reinforcements to her position.

Though the walls of the barricades are of distinctly human craftsmanship, the city walls they attach to are significantly older. They encircle the whole of the city and are as strangely built as the rest of its original architecture. They range from drab brick along the northern and eastern sides, so low in places that the Guild has had to shore them up with their own brick and timber, to soaring Gothic constructions along the southern side, built of gray stone so finely cut that the blocks seem to have grown together.

These exterior walls are patrolled by the Guild Guard, who walk its length during the day in groups of three to five. At night, the guards are given lanterns to aid their vision, making them lonely little points of yellow light in the darkness. "Wall duty" is generally seen as a form of punishment for Guild agents who annoy or upset their superiors, for while the northern sections are relatively safe, the southern stretches look out over the darkened Quarantine Zone. Here, the lanterns carried by the guards make them stand out in the darkness, making them very visible targets for Nephilim, bored sharpshooters, or worse.

The gates set in the barricades are sturdy constructs that have been fitted with clockwork locks designed to be impervious to mundane and magical means to open them. They are cunning devices that can only be opened for one hour each day at an appointed hour at which each gate can be opened, which differs greatly. To further complicate matters, to pass through these gates, the opening also requires the presence of a special fob watch which is inserted into slots into the opening mechanism of the gate like an elaborate, ticking key.

This watch is typically held by the ranking guard at each gate and is passed between officers at the end of each change. While the hours at which each gate can be opened were initially supposed to be kept secret, the guards stationed on the barricades took to naming their watches after the hours at which they open, allowing them to quickly determine which gate they were to be at with their fellow guards. The system proved so effective that the Guild eventually began issuing identical watches to all barricade guards using the same format. The maps of the barricades and the times at which each gate opens can be found pinned up inside the Enclave and most Wallhouses along the

Certain ranking Guild officials - such as the leaders of the Witch Hunters, Guild Guard, Death Marshals, Elite Division, and Amalgamation Office - possess special fob watches capable of opening any of the barricade gates regardless of the current time. These watches allow the Guild to rapidly deploy troops to the Quarantine Zone during emergencies and large-scale operations, though some watches - such as those possessed by Lady Justice, the leader of the Death Marshals, and Lucius Mattheson, the head of the Elite Division - are used much more frequently than others.

Most of the guards manning the barricade gates also keep a length of sturdy rope handy, just in case they need to drop down to the other side of the wall or climb back up for any number of various reasons. The Guild has strict protocols against bypassing gate security in this way, but that has not done much to address the problem; for most Guild guards, the ability to pull a wounded comrade to safety without having to wake up Lady Justice in the middle of the night is enough to make the risk of censure worthwhile.

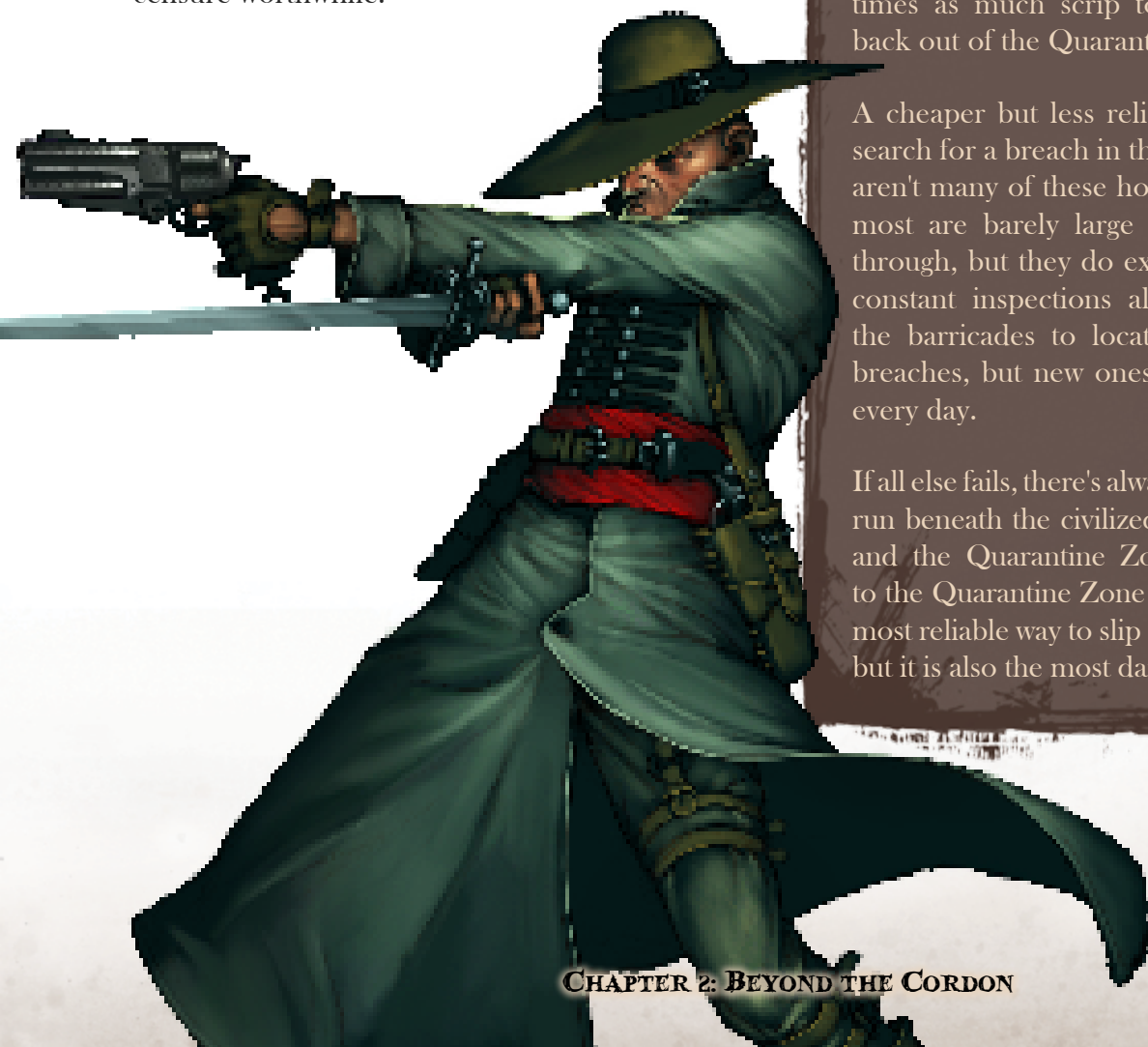
THE ILLUSION OF SECURITY

Security is tight on the barricades, and this might make it seem impossible for anyone to get into the Quarantine Zone, which is exactly the perception the Guild is trying to present to the city's residents. In truth, the guards who man the barricades are frequently underpaid and more sympathetic to a sad tale than their superiors, and anyone willing to stoop to bribery can usually purchase passage through a gate when it opens.

Generally speaking, this requires a TN 12 Barter Challenge and at least five scrip per person, though this rate can (and does) increase randomly, depending upon recent events in the Quarantine Zone, the appearance of the person trying to gain entry, and whether or not there's an officer on duty. This passage is one-way, however, and it takes a silver tongue and four to five times as much scrip to purchase passage back out of the Quarantine Zone.

A cheaper but less reliable approach is to search for a breach in the barricades. There aren't many of these holes to be found and most are barely large enough to squeeze through, but they do exist. The Guild runs constant inspections along the lengths of the barricades to locate and fill in these breaches, but new ones seem to spring up every day.

If all else fails, there's always the sewers, which run beneath the civilized districts of the city and the Quarantine Zone alike. Traveling to the Quarantine Zone via the sewers is the most reliable way to slip past the barricades... but it is also the most dangerous.



STRANGERSKEEP

At the midpoint of the river's twisting passage through Malifaux city, the hill known as Strangerskeep looms up above the surrounding rooftops. The hill is a steep-sided bluff whose slope starts at its northern end, eventually reaching its peak almost directly over the riverbank. The hill's southern slope is practically a cliff, a wrinkled face of gray-black rock cut in with countless steps, niches, and tunnel mouths.

The buildings in Strangerskeep are large and imposing, just the sort of homes that many of Malifaux's wealthy would love to claim as status symbols. High windows glower out over the city from beneath steep and angular roofs, while gargoyles roost silently on sculpted cornices. Iron fences with sharpened pike-heads crisscross the hill in a maze, enclosing overgrown and shadowy thickets that might have once been ornamental gardens.

Strangerskeep has the unique privilege of being the only district in the city to have been quarantined after the Governor-General's initial proclamation. It had been grouped in with the surrounding slums, until it was realized that the entire hill was thoroughly haunted. Because there was no formal method of tracking who was living where - the residents of the slums just lived wherever it seemed safe - the disappearances of those staying in Strangerskeep weren't initially linked to each other.

It was only after a wealthy professor, Andrus Ottoson, disappeared from his new home in the district that the Guild felt motivated enough to investigate Strangerskeep. What exactly they found within Ottoson's abandoned mansion is unknown, but whatever it was, it convinced the Governor-General to declare the entire region unsafe and under quarantine.

The barricades surrounding Strangerskeep are shorter than elsewhere in the city, and the steep hill only serves to make them seem smaller in comparison. In fact, due to the rising slope, there are many places in Strangerskeep with a higher elevation than the surrounding walls.

At the very peak of the hill perches the grandest and most grotesque of all of Strangerskeep's houses, a towering structure referred to as "Price Manor," after the wealthy businessman who owned it after the first opening of the Breach. Exactly what happened to Price is a matter of occasional debate in the city's taverns and alehouses, but most people agree that something terrible happened up on the hill and that the manor is now haunted (or cursed, depending upon the story).

The mansion is sprawling and more closely resembles a child's caricature of a building than anything that might have been built by sane hands. The exterior is a crazy jumble of angles, overhangs, roof-peaks, and domes, while the front is dominated by a copse of gnarled and twisted trees. A thin, cobbled road winds its way through these trees and down to the foot of the hill, eventually ending at one of the barricade's gates.

Because of how difficult it is to actually see into Strangerskeep - the tall buildings and slope of the hill combine to block the view into the district from just about every angle - much of the Guild's scouting has been done with small winged surveillance constructs known as Watchers. The results have been inconclusive, as to the Watchers the district mostly appears to be deserted.

Contrary to the Guild's beliefs, Strangerskeep does have a few residents, but rather than poke around at the mansions on top of the hill, they've built their homes right into the side of the cliff along the river. The bluff is riddled with tunnels, and some sport small piers and wharves just large enough to allow a single boat to dock alongside them. For the most part, these structures are sunk a few inches beneath the surface of the water, making them difficult to spot unless their locations are already known.

Anyone exploring the cliff's tunnels will find the damp and narrow lairs of a handful of smugglers. Very few of the smugglers actually live in these tunnels; most simply use them to store cases of contraband until they can be moved elsewhere. Restricted weapons, seditious publications, and Gremlin moonshine are by far the most common items to pass through the tunnels of Strangerskeep. The presence of the river makes the storage of paper products risky - all it takes is a bit of rain to completely ruin a crate of pamphlets - but steel weapons and bottles of moonshine can generally endure a bit of flooding without any permanent damage.

On rare occasions, an escaped convict or someone on the run from the Guild will take shelter in one of these cramped tunnels. This is rarely a pleasant experience, for it is damp and dark at all hours of the day, and none of the tunnels are entirely free of the centipedes, cockroaches, and mosquitoes that make the river their home. Rats are another constant problem, and more than one hiding convict has met their end simply because a plague-infested rat found its way into their "secret" hideout.

Listen up, rookie. You're on barricade duty now, so your days of standing outside museums and smiling at the pretty ladies are all over. This is serious business up here. You'll hear the guys down in the barracks talking about how Strangerskeep is the safest stretch of barricade in the city, but that's just cause they ain't never spent a day up here like you and me. Here it's not the claws of the Neverborn that'll get you but all the damned ghosts.

Yeah, there's ghosts out there. I've seen 'em, Schala over there, she's seen 'em... before too long, you'll see 'em, too. Sometimes they stare out at you from the windows of the mansions or you catch 'em down in the yard, just lookin' up at you with these blank expressions on their faces. Other times, you'll only hear them, whispering as if they were right behind you, leaning up right next to your ear.

That a surprise to you? Yeah, I figured that it might be. See, while we don't have anything we can rightly call attacks around here, if you ever hear the higher-ups talking about the suicide rate among us Strangerskeep guards... well, let's just call it "pretty damn high" and leave it at that. Thing is, most of the time it happens away from the barricades, so in the Guild's book, it just don't count.

What's that? Can you shoot a ghost? Hah, that's a good one, boy! The gun ain't there to protect you from the spooks out in the QZ. The gun's there so that you have a way out once one of them things notices you.

POWDERBURG

In the northeast quadrant of Malifaux, the land forms a broad, shallow bowl, noticeable only when looking out over the district from a distance. The ground gradually dips down from the eastern edge of the slums and across the desolate region, then slopes gently back up again to the city's outer walls. The architecture in this district tends toward squat, blocky buildings of rough stone with almost featureless facades and narrow windows glowering out from under low, flat roofs.

In many places, these buildings are pushed together to form terraces that line the district's straight, windswept streets. Powderburg has far less of the baroque flourishes and alley-mazes so common elsewhere in Malifaux, and as a result, it feels open and eerily empty.

THE FREIKORPS COMPOUND

The Freikorps compound - typically just referred to as "HQ" by the mercenary group - has been constructed from multiple blocky buildings that have been walled together in imitation of the Guild's barricades. Inside the rough square formed by the walls is a broad expanse of open ground that is used as exercise grounds, firing ranges, and assault courses. Fortified buildings are scattered throughout the area, each with ample stockpiles of weapons, provisions, and ammunition.

Looming over the field area is the central guardhouse, which encloses an enormous communal hall, the walls of which are plastered with bounty flyers and public contracts. The upper floors are full of barracks and gymnasias, an extensive library, and the paymaster's suite, where every mercenary's contract is kept.

The district takes its name from the silty soil the district was built over, a gritty gray-brown powder that collects in basements and against walls and works its way up between paving stones. When the air is dry, the dust seeps into clothing, where it clings to and scratches against skin and irritates eyes and noses. On windy days, the dust whips up into stinging little swirls that sometimes seem to wander the streets in search of victims to annoy. Damp and rainy weather turns the dust into a vile, slippery slurry that stinks, splatters, and stains anything it touches.

The heart of Powderburg is the fortified headquarters of the Freikorps, an incredibly successful mercenary militia which operates under the direction of the legendary Von Schill. Though they are in violation of the laws forbidding their presence in the Quarantine Zone, the Guild has decided that dislodging the Freikorps from their fortified compound is not worth the full-scale military assault that such a course of action would require.

Because of this, the Freikorps' home in Powderburg and the traffic to and from it is an open secret to which the Guild turns a blind eye. The guards manning the nearby barricade gates are happy to collect bribes for allowing the Freikorps to pass without hassle. These guards are also paid "commissions" for directing people seeking to hire the Freikorps away from the Quarantine Zone and towards the various places in the city proper where they can meet with a Freikorps agent to discuss their prospective contract.

Most of these meetings take place in the Central Slums bordering Powderburg, and as a result, the Freikorps are a common sight throughout the slums. They don't patrol the slums, but the presence of a heavily armed and organized militia that has no qualms against investigating distant screams or gunshots has contributed to the (relatively) low crime rate in the Easterly Slums.

In fact, many of the residents of the Central Slums consider Powderburg to be relatively civilized. They like to paint the Freikorps as a more benevolent version of the Guild, often telling favorable stories about the dedicated men and women who have used their skills and initiative to carve out a piece of the Quarantine Zone where one can walk in safety.

While it's true that the Freikorps are a stabilizing presence upon Powderburg, there's precious little altruism to any of their actions. Above all else, the Freikorps are keeping their own boundaries secure and their supply lines safe. Von Schill knows that his militia will suffer if the Central Slums become embroiled in chaos, so it serves the interests of the Freikorps to ensure that any major threats to the slums are dealt with quickly.

The southern part of Powderburg has more or less been claimed by the Freikorps as their own. Their sentries and patrols keep careful tabs on the streets outside their own walls, and it is impossible to approach their compound from any direction without passing by carefully hidden observation posts, prepared ambush sites, and elevated sniper nests. Interior terrace walls have been knocked down to create hidden routes through buildings, and streets and ruined structures have been cleared out to create deadly fire zones with no available cover.

Traps are also common, ranging from concealed bear traps and simple trip wires attached to explosive devices to clockwork traps which slink through the rubble in search of trespassers. While the traps closest to their compound are deadly, those at the outer borders are often little more than alarms intended to alert the Freikorps of an intruder's presence.

Despite these precautions, the Freikorps must still contend with unwanted guests on a regular basis. The northern regions of Powderburg are infamously riddled with Resurrectionist lairs, and the undead minions of these nefarious necromancers often (whether intentionally or not) wander near Freikorps territory and have to be put down.

The Resurrectionists of Powderburg tend to be more paranoid than their counterparts elsewhere in the Quarantine Zone, primarily due to the presence of the Freikorps. The mercenary group considers the Resurrectionists of Powderburg to be a legitimate threat to their safety, and their frequent forays into the northern areas of the district have resulted in numerous skirmishes with the Resurrectionists and their minions.

THE PYLON

The Pylon is an infamous landmark of the northeastern area of Powderburg, roughly equidistant between the Freikorps headquarters and the northern walls. It consists, as the name suggests, of an enormous stone and steel pylon that juts up from a ring of slender, crooked towers.

The Pylon was constructed as part of the Guild's aircar system and was intended to provide a transit point that would allow rapid redeployment to Powderburg in the event of an emergency. Rumors of a curse swirled around the pylon throughout its construction, as dozens of workers choked to death on the powdery soil that was kicked up in the process of sinking the pylon into the ground.

Once the Pylon was completed, it was promptly abandoned by the Guild. It's still technically serviceable, but there's little reason for the Guild to visit Powderburg, and when they do, they usually use one of the barricade gates. That isn't to say that the Pylon is entirely abandoned; it has become a meeting place for the district's Resurrectionists, a few of whom can usually be found moping around its base, seeking the company of their own kind.

Very few of the Resurrectionists here have any desire to embroil themselves in an all-out war with the Freikorps, and as a result, their efforts have mostly been turned towards defending their lairs as best they can. This defense ranges from the overt to the deviously subtle, depending upon the personality of the Resurrectionist in question.

Undead minions are, of course, a staple of these defenses, but necessity has encouraged these necromancers to develop all manner of clever traps for those barging into their homes. Corpses which explode when the living approach them, enchanted mirrors that trap the souls of anyone glancing into their depths, and even stranger traps await anyone foolish enough to enter these bunkers of undeath.

THE BARROWS

When someone closes their eyes and imagines a Resurrectionist lair, they're probably imagining the Barrows. The squat, blocky buildings common in Powderburg quickly give way to sprawling mansions of neo-Gothic design along the district's northern edge, many of them two to three stories in height. Arches, steep gables, and towers are common on these structures, and as a result, the Barrows have a very distinct skyline.

The Barrows are the primary seat of Resurrectionist power, if only because so many of their number make their homes here. The empty mansions suit the grand dreams of the movement's more eccentric members, but more importantly, they have plenty of room to house undead servants, experimental labs, and makeshift workshops. The district once boasted a high number of ancient mausoleums, but most of them have since been completely emptied to supply the district's residents with convenient servants.

The most prominent mansion in the district is the infamous Barrows Manor, a broad building which is hunched up next to an ominous clock tower. The Barrows family are the namesake of the district, dating back to the days of the first Breach, when Maximillion Barrows brought his entire family with him to Malifaux. When the breach reopened, Maximillion's great-grandson, Alexander Barrows, reclaimed his family estate and set about restoring order to the surrounding area.

As a result of his influence, the northern portions of the Barrows tend to be relatively civilized. Alexander's mercenaries patrol the streets and provide security for the Resurrectionists living under his protection, and in return, they pay a modest fee to help cover his expenses. Alexander's wife, Daphne, regularly puts on social functions for her neighbors, and events such as picnics, concerts, and viewings of silent movies are common. Attendance at these events is, for all intents and purposes, mandatory. Those who skip multiple events - or who speak poorly of them to others - tend to meet violent ends at the hands of Alexander's mercenaries.

While life under the rule of the Barrows family comes with far more restrictions and social obligations than elsewhere in the Quarantine Zone, it's also one of the safest places to live. The mercenaries provide security against looting and Neverborn attacks, and Alexander's ambivalence towards Resurrectionists has drawn many of their more social members to his side.

As one moves south, beyond the influence of the Barrows family, the district becomes less orderly and more dangerous. Some of the Resurrectionists and outcasts who fled or were forcibly evicted from the Barrows "community" linger in this area, staging

THE SILVERCREST SHARPSHOOTERS

The Silvercrest Amateur Sharpshooters' Firing Range is not technically part of the Barrows, but it's a place that the residents of the district need to know about if they want to get through their day free of bullet holes. The premises bearing this grandiose title consist of an elevated platform set up against the barricade on the district's western edge, as well as a brightly-colored marquee and a pair of expensive electric searchlights. There's just enough of a gap between the edge of the platform and the barricade parapet to be in a technical gray area regarding the regulations in Barricade construction, and the Guild Guard are happy to let that area stay gray in return for the occasional handful of scrip.

Membership in the Silvercrest Sharpshooters costs ten scrip per month, and that steep fee earns the member an hour on the platform each week. During that time, they are given a high quality rifle and as many bullets and flasks of whiskey as are needed to help "cleanse the Quarantine Zone." Mostly this involves taking potshots at anything that moves in the Barrows, and it's rare night that something interesting doesn't wander into sight. Even the residents of the Barrows are fair play; according to the Guild, they're all criminals and Resurrectionists, after all.

occasional raids on their former neighbors but mostly keeping to themselves. The spacious estates here are often fortified with barbed wire, boarded windows, and observation platforms on the roof that can be used to pick off attackers (or victims) at range. The people who live in the Barrows - whether Resurrectionist or not - tend to take the idea of home security very seriously.

Eventually, the neo-Gothic mansions and estates give way to the empty cemeteries and stained mausoleums that initially drew the Resurrectionists to the district. Most of the mausoleums have since been cracked open by Resurrectionists, looters, or both. The graveyards have suffered their share of depredation as well, and many of those who were buried during the time of the first Breach were dug up and reanimated by the city's first necromancers. There are a still few scattered graves that have yet to be fully plundered, and as a result there are usually a handful of aspiring Resurrectionists picking through the district, searching for an overgrown plot that might have been passed over by their peers.

The most valuable graveyards are those dating back to the days of Old Malifaux, for while the corpses contained within them are little more than heaps of moldering bones that have decayed past the point of being viable for reanimation, many of them were buried alongside valuable relics of the past. Whether ancient devices, mystical Grimoires, or even just strangely shaped jewelry, the bounties of these macabre caches can often sell for hundreds of scrip to the right buyer.

Not every grave contains just bones, however. The graveyards of the Barrows are plagued with Grave Goo, amorphous blobs of caustic protoplasm which seep into graves to slowly dissolve the organic matter within. While these slimes typically avoid living creatures, they can become quite violent when they are disturbed, often bursting out of the ground in a flurry of flailing pseudopods.



Ask anyone in the Barrows who's in charge and they'll point you right towards the Barrows family. I mean, it's right there in the name, you know?

It's mostly just Mr. Barrows and his wife, from what I hear. No kids between 'em, or at least, none that they saw fit to bring into the Quarantine Zone, but Mr. Barrows does have a brother that's kicking around somewhere. That's a bit of a touchy subject in the Barrows, on account of how the last person to ask Mr. Barrows about his brother got shot in the face before he could finish his question.

Way I heard it, Alexander skipped out of Earth with most of their family's inheritance, leaving his brother Parker broke and right pissed off about it. Some of the stories even say that Mrs. Barrows had been Parker's girl before Alexander ran off with her, but if I were you, I'd keep that under my hat. Mentioning Parker to his brother is a good way to get shot, but that's a downright peaceful way to go compared to what Alexander does to those who speak poorly about his wife.

SCAPETOWN

The stretch of water beneath the last bridge on the river is cluttered with moss-covered stone blocks that limit the size of the ships that can safely pass south into the Bayou. Known as "the river's teeth," these stones allow smaller boats and those that are not too heavily laden with cargo to pass without too much trouble, but anything that sits low in the water - such as large riverboats and heavy cargo ships - runs the risk of tearing open its hull on the heavy obstructions.

Just before the bridge is a wide lagoon into which much of the river's force gets redirected as it comes up against the submerged stone blocks. Anything that gets dumped into the river has a good chance of drifting into the lagoon, and a community of desperate scavengers has sprung up around the rotting piers and decaying wharves to take advantage of this fact.

Known as Scapetown by its residents, the district surrounding this lagoon is one of the most populated (and certainly the most lively) of all the districts in the Quarantine Zone. The lagoon has been named "the Gullet" by its population, which is fitting as most of the items which float into its swirling waters have a chewed up, half-eaten look to them (most often due to one of the city's numerous rats).

At the simplest level, the lagoon provides subsistence: food scraps float downriver and can be plucked out of the river by simple nets. It's generally considered unwise to directly eat the tidbits pulled out of the river (the sewer empties into the river at numerous points), but they can be safely used to bait traps or hooks to catch more edible rats and fish.

Food isn't the only thing that floats into the lagoon, of course, and the scavengers of Scapetown eventually find a use for just about everything that comes their way. Broken bits of wood or mulched paper are dried out and used as firewood, scraps of cloth can be used to mend clothing, and bottles are either used to store boiled water, sold to junk vendors for a few small coins, or turned into crude knives.

By far the most sought after treasure, however, is corpses. In addition to the obvious benefits a corpse brings with it, such as clothing or boots that can be worn or sold, the corpse itself is often worth a few scrip to interested parties. If the deceased isn't too far gone and looks like they might have been wealthy before their death, there's a chance that there might be a reward for whoever takes word of their demise back to their next of kin.

The Dead Board is another popular source of corpse-related income. This large wooden bulletin board is maintained by an assortment of Scapetown mercenaries and is always plastered with the Guild's wanted posters. Anyone finding a washed-up corpse that matches the description of a bounty can usually sell it to a mercenary for a fraction of the bounty's full value (generally around 20% or so). The mercenary then loads the corpse onto a boat, paddles upriver, and collects the full bounty from the Guild, making a tidy bit of cash for very little actual work.

"Running the Dead Board," as this venture is known, is not without its risks. Some Scapetown residents will attempt to disguise dead bodies as more valuable bounties, even going so far as to cut or dye a corpse's hair to improve its resemblance to a lucrative bounty. A few enterprising artists have even attempted to replicate a bounty's tattoo on a discovered corpse, though, of course, the tattoo never heals. This deception can prove dangerous for the mercenary attempting to claim a bounty with the wrong corpse; the Guild has little patience for those who try to cheat it out of its money.

Failing that, there are a few Resurrectionists who frequent the district and purchase intact corpses for a tidy sum. Most everyone in Scapetown knows someone who knows a Resurrectionist, and this is the primary reason why the Guild allows Scapetown to continue existing: the Death Marshals use its residents as sources of information for identifying and tracking down the otherwise evasive Resurrectionists. More than a few of the district's residents supplement their meager incomes by snitching to the Guild.

The primary danger of fishing corpses out of the lagoon is that sometimes the corpses are still moving. Every so often, one of the corpses pulled from the water will prove to be one of the Drowned. For the most part, these bloated undead don't bother those who pull them out of the water, though the realization that the corpse is actually an undead creature is certainly enough to justify a few shrieks of surprise and terror. It's said that these Drowned are so focused upon finding their murderer that they'll ignore anyone that doesn't stand in their way. In the event of a "floater," as they're called by the scavengers, the residents just give it a wide berth and watch in fascination and horror as it floats off to ruin someone's day.

The architecture of Scapetown tends towards small, slope-walled tenements in various states of collapse. Those nearest the lagoon are in the best condition, and as a result, scuffles over just who "owns" which building tend to be fairly common. There's no law in Scapetown, so the people who live close to the lagoon tend to be the ones with good weapons and the inclination to use them.

The furthest buildings from the lagoon, those along the eastern wall or near the Barrows, are blockier structures that appear sturdier than those in the rest of the district. Very few people actually call these buildings home, however, as their distance from the lagoon makes them inconvenient for scavengers.

THE BLACK MARKET

The Arcanist Black Market is something of an open secret in Malifaux City. Most people have heard rumors of the Black Market and might even have a friend of a friend who has been there, but few of the city's residents know where it is or how to find it. This is partially because the Black Market is a gathering of people and goods that only exists at specific times; when the Arcanists have decided that business is finished for the day, they wrap up their wares and disappear back to their hidden storage caches and safe houses.

The location of the Black Market changes constantly, but generally it stays within the borders of Scapetown or, more infrequently, the Barrows. The other districts of the Quarantine Zone are either too dangerous to make business feasible, too difficult to reach, or too tightly controlled by a rival faction. Learning where and when the Black Market will be open requires the assistance of an Arcanist, and it's not unheard of for them to set up false markets filled with cheap, knockoff goods to see whether new buyers show up with a Witch Hunter strike team in tow.

Once a prospective buyer has been judged trustworthy, an entire world of proscribed goods becomes available. Banned books and Grimoires, heavy weapons, and magical trinkets can all be acquired from the Arcanists, but most people searching out the Black Market are looking for Soulstones. These stones are anywhere from 35% to 80% cheaper than the values listed by the Guild, and as a result, they're always among the first items to sell out.

Because of how many Soulstones and other valuable items are present at the Black Market, it is heavily guarded by the Arcanists. Despite their veneer of civility, the Arcanists are still a crime syndicate, and anyone causing trouble is quickly dealt with. For the powerful and useful, such as senators, parliament members, and manufacturing moguls, this often means that the Market immediately shuts down, and the troublemaker gets a future visit from an Arcanist agent who explains that such behavior isn't tolerated. Everyone else just gets a bullet (or a lightning bolt) to the head, without any sort of warning or chance to explain themselves. There's just too much money on the line to put up with foolishness.

STRANGERSKEEP



Powderburg



The Barrows



Scapetown



GREMLIN'S WHARF

Directly across the river from Scapetown is the flooded and moldering district of Gremlin's Wharf. An unknown calamity destroyed much of the sewer structure beneath this district, weakening the foundations of its buildings and streets. Many of these structures have collapsed in on themselves, and with nowhere for the water to drain, the district has become filled with stagnant and cloudy water. Whole streets have become waterways, and when the river is at its highest after times of prolonged rainfall, it's possible to paddle a rowboat right into the district's heart.

The stagnant water in Gremlin's Wharf is a turbid green-brown, and there are no tides or currents, save for when the river reaches its peak after a heavy rain and overflows into the district. The streets above the waterline are perpetually dank and damp, and the walls and cobblestones are slick with sludgy patches of algae. Everything wooden has softened and sagged from waterlogging, giving the district a distinctive moldy smell. What few windows are left in the decaying buildings are smeared with mud and grime.

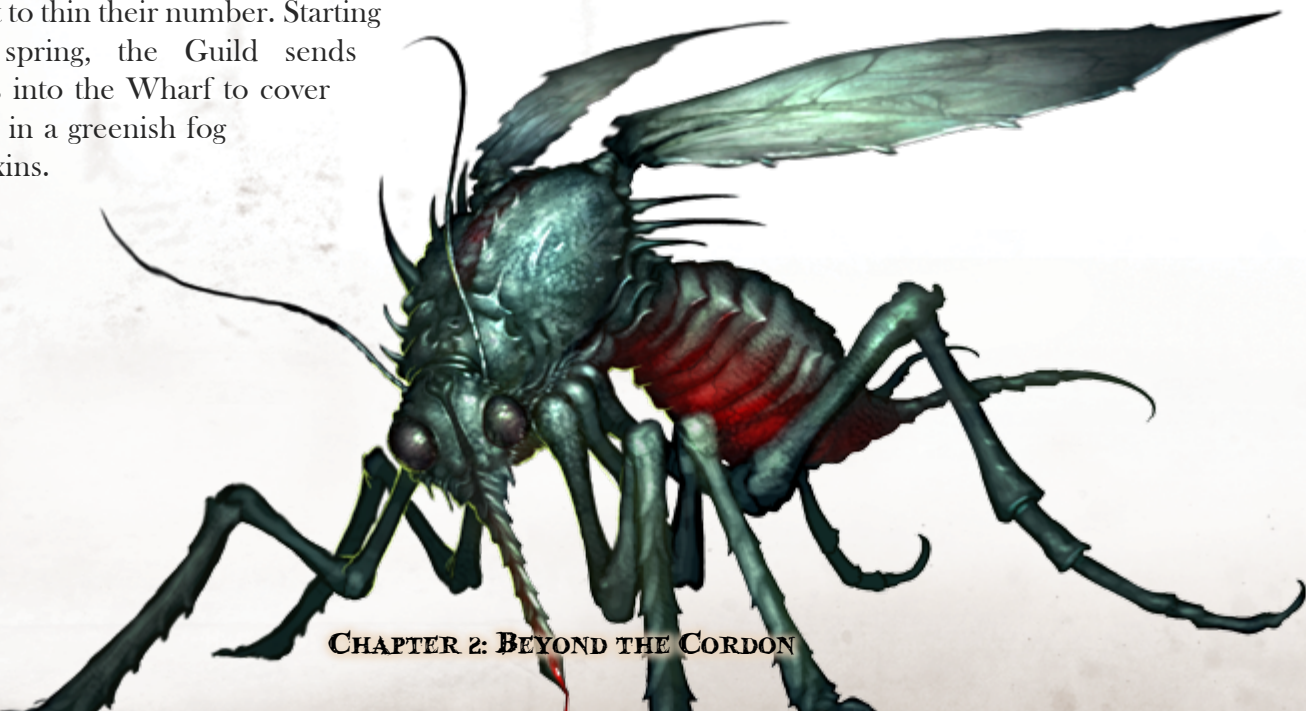
In the late spring and summer months, the stagnant water of Gremlin's Wharf becomes the breeding grounds for countless thousands of mosquitos and other insects. These pests are a constant thorn in the side of the residents of the city, and the risks of infection and disease that these nuisances present have forced the Guild to take extreme measures in an attempt to thin their number. Starting in early spring, the Guild sends fumigators into the Wharf to cover everything in a greenish fog of insectoxins.

For the most part, the Guild's efforts to fight back the insects of the Wharf have been successful, as the number of insects plaguing the city's residents has steadily declined since the treatments began. Unfortunately, the contagion carried by the insects grows stronger each year, forcing the Guild to devote more resources to fumigation the following summer, in what has become a spiraling expense for the Guild. Cessation of fumigation isn't an option; if the insects were to return to their full numbers, everyone in the city would be at risk of infection.

INFECTION

The insects that live in Gremlin's Wharf often carry severe diseases. During the late spring and summer months, spending time in the Wharf can be hazardous to one's health. The insects that become common in the other districts of the city are downright overwhelming in the Wharf, and they gather in thick, buzzing clouds over the district's stagnant water.

Characters who spend time in Gremlin's Wharf while the insects are present must succeed at a Wilderness Challenge to avoid gaining the **Infection** Condition (pg. 150). Because of the sheer number of insects present in the district, however, the TN for this Challenge is increased by +2.



As a side effect of the yearly fumigation of the district, much of the stagnant water in Gremlin's Wharf is poisonous to humans (and just about everything else). The toxicity gradually wanes as the standing waters are diluted by river overflow and rain, becoming something approaching drinkable in the early spring, until the Guild fumigators arrive and begin poisoning the district all over again.

Needless to say, Gremlin's Wharf is not a place that most people tend to visit. The poisonous water and stringing insects make the district unpleasant to uninhabitable for anyone living, while the Guild's annual spraying makes it an inconvenient place for Resurrectionists to set up their lairs. In the autumn and winter months, it's almost habitable, but even then, most would-be residents end up settling down in the western Sink district instead.

In theory, Gremlin's Wharf is one of the easier districts of the Quarantine Zone to enter, since anyone with a rowboat can just veer off from the river and have their run of the flooded streets. In practice, there's very little for anyone to find here, though that has not stopped foolhardy explorers from investigating the Wharf's sunken buildings and moldy libraries.

Every year, a few people newly arrived in Malifaux get it into their heads to dive down into the flooded waters to seek out hidden riches and artifacts of Old Malifaux. What they inevitably find is an unpleasant death, more often from the toxins in the water than from any lurking creature. Those that survive insectoxin poisoning are rarely the lucky ones, as it frequently leaves the victim quite ill for the rest of their lives. Headaches, numbness of the limbs, and vision loss are among the most common physical symptoms, but exposure to high levels of insectoxin can also cause the loss of memory, damaged cognitive functions, and even mental disorders such as obsession or compulsive behavior.

FUMIGATORS

The Guild's fumigators are tasked with eradicating the insect population of Gremlin's Wharf, a mission that they attempt each spring and summer, with varying degrees of success. Clad in thick, baggy clothing and bulky gas masks that prevent them from coming into contact with or breathing in any of their toxins, the fumigators are forced to move slowly through the district, lest they fall into one of the district's flooded streets. Given how heavy the fumigation tends to be, any wrong step could be a fumigator's last.

The signature tool of the fumigators is the fogger, which consists of a two-cylinder backpack and a heavy gun that resembles a pepper shaker. The backpack is filled with pressurized insectoxin, which is then converted into a thick, greenish fog when the weapon is fired. When the gun is swept back and forth, it ensures that the toxins are spread across a wide area.

There has been some discussion about calling in the fumigators as crowd suppression elements in case of riots or strikes, but the primary issue seems to be one of timing: in the spring and summer months when people are most likely to cause trouble outside, the fumigators are already working overtime to keep the insects of the Wharf under control.

Fumigators have the following stats:

HEAVY GUNS	RANGE	DAMAGE	CAP / REL
Fumigator	8	1/1	8 / 8

Special: Finely Tuned. All characters damaged by this weapon gain the **Poison +2** Condition.

Characters with Alchemy 3 or higher can create a tank of fumigator "ammunition" with 2 scrip of raw materials and access to an Alchemy toolkit.

THE SINK

The Sink suffered from the same sewer collapse that pulled most of its sister district, Gremlin's Wharf, into the earth, but where the streets in the Wharf are flooded with stagnant water, the Sink is reasonably dry. Part of this has to do with the damaged sewer system beneath the district, for while it is collapsed, it still functions well enough to drain water from the district's streets.

The Sink is shaped like a wide dish with its eastern edge eventually crumbling away and becoming Gremlin's Wharf as the broken streets begin to fill with stagnant water. The collapse of the sewers transformed the entire district into a massive sinkhole, and the shifting foundations sent many of the taller buildings toppling over from their own weight.

Few of the surviving structures boast more than two or three stories, and all of them are tilted toward the center of the sinkhole. Near the western edges of the Sink, this tilting is barely noticeable, a minor quirk that causes bullets to slowly roll off tables that appear level. The degree of tilt increases as one moves further east until the buildings cling desperately to the sides of the sloping ground at an almost forty-five degree angle.

Near the eastern edge of the Sink, the center of the sinkhole falls away into darkness. Nicknamed Maggot Mouth by the Resurrectionists, the walls of this pit are riddled with openings into the collapsed sewer tunnels and the deeper passages of the Necropolis. Recent travelers have driven boards into the earth between the tunnel entrances and set rickety ladders to link them, creating one of the few places in the city where a person can pass between the surface, the sewers, and the Necropolis all in one place.

Despite the easy access to its tunnels, traveling through the sewers beneath the Sink is dangerous. Many of the passages have collapsed in on themselves, and the few accessible corridors are often so narrow that only the thin and scrawny can squeeze past them. The Resurrectionists have made a few attempts to expand these narrow passages, but the sewer ruins are stacked upon each other in such a way that any sort of extensive renovation runs the risk of causing further collapse.

Beneath the sewer, however, the Necropolis is reasonably intact, and the Resurrectionists have taken advantage of this to explore the buried tombs. All sorts of strange devices and ancient tomes have been excavated from these subterranean ruins, making them one of the better explored regions of the Necropolis. A few Resurrectionists have made the exploration of the Necropolis a full-time profession, and as a result, an uneasy camp of tents and shacks has sprung up around Maggot Mouth.

This makeshift village only houses about a dozen permanent residents. The rest - about three times that number - are only temporary visitors who remain for the length of an expedition before returning to their more comfortable homes. What tends to swell the numbers of the makeshift town are the various undead servitors and minions that mill around their masters' tents and huts like vigilant bodyguards.

Outside of this makeshift village, there aren't many other settlements in the Sink. The Ten Thunders have a small compound on the western edge of the Sink which they use to keep tabs on the near Southgate Station. Concealed telescopes on the roofs of the tallest buildings track the movements of passengers as they board and disembark, while specially-tuned Aethervox allows them to eavesdrop on the special frequency the Guild uses to relay coded orders to the station's personnel. When the time is right, the Thunders plan to break open the stockpiles of heavy weapons they keep in the compound and storm the station, cutting Malifol City off from Edge Point and Latigo.

Most of the Sink's residents, however, owe no fealty to the Resurrectionists or the Ten Thunders. They tend to either live by themselves or in small groups of two to three and subsist on captured rats and the occasional stray dog. It's not a glorious life, but there's plenty of shelter in the Sink, and the undead don't tend to wander too far from their Resurrectionist masters over at Maggot Town.

The Neverborn, however, can sometimes be a problem. The Guild patrols along the southern city walls are notoriously thin, and it's not difficult for a wandering Nephilim to climb (or fly) over the wall in search of a warm meal. The Sink is one of their preferred hunting grounds, and on any given night there are usually a few Terror Tots stalking around in the shadows of the lopsided buildings.

ARCANIST SAFE HOUSES

Sometimes, the Arcanists find it necessary to hide people from the prying eyes of the Guild. They might be wanted criminals who need to lie low until the Guild gets tired of searching for them, smugglers who need to keep a valuable item hidden and protected until they can meet with their buyer, or even kidnapped witnesses whose disappearance will allow Arcanist or Union defendants to walk free. Regardless of the reasons for doing so, these important people are often placed in safe houses.

Most of these safe houses are little more than a single room. The first trick to remaining hidden is to hide away in buildings that don't seem capable of supporting human life, so crumbling ruins that have been retrofitted to provide the bare minimum of human comfort are common. Two to three Arcanist guards usually accompany the person, ensuring that they remain guarded at all times. Typically, these guards will remain with the person for the duration of their stay in the safe house, as rotating new guards in and old guards out risks drawing too much attention.

Depending upon the district, there may be other precautions as well. In Forlorn, for instance, gas masks are standard issue, while the safe houses in the Warrens are magically warded to repel vermin. In Gremlin's Wharf, the interiors of their safe houses are draped with thick mosquito netting. This isn't a matter of comfort so much as insurance that anyone important enough to move to a safe house isn't killed during their stay.



THE WARRENS

The Plagued Pit is one of the better known landmarks of the Quarantine Zone. Located near the northern edge of the Warrens, the Pit was the dumping ground for the thousands of infected corpses left in the wake of the Piper's Plague that swept through the city in 1902. The death toll was so great that the pit was filled before the epidemic was half over, and the great mound of bodies piled up higher and higher until it was a great hill of pitiful, contagious corpses taller than the surrounding rooftops. As the mound grew, the street crumbled around it, collapsing the tunnels and sewers beneath and widening the maw of the Pit until it filled the street from edge to edge.

The Guild still throws the corpses of those who have died from plague or disease onto the Pit, and it is guarded day and night by unlucky Guardsmen, out of fear that some Resurrectionist will work her dark magics on the Pit and gain herself an instant army. Those who died in the original plague have long since putrefied and rotted away, and as a result, the core of the mound has become something resembling a pile of shattered bones that constantly oozes a thick, black sludge.

Malifaux rats swarm over the mound of corpses throughout the day and night, especially beneath the surface where they are not easy target practice for bored Guild guards. The rats seem immune to the virulent disease that infects the rotting corpses, and many of them have grown fat and lazy from feasting upon the remains of Malifaux's dead.

In a way, the rats are the true residents of the Warrens. Most of the district's buildings are infested with the vile creatures, and it's not uncommon to find entire rooms tightly packed with debris that has been transformed into a communal nest. Each of these nests can contain anywhere from six to twenty adult rats, none of whom take kindly to humans interrupting their business.

This business has become progressively stranger over the years. At first, the guards stationed at the Plagued Pit reported that the vermin would spend hours just watching them from the roofs, which was

unsettling but generally harmless. When the rats started stealing bits of clothing from the corpses in the Pit, it was assumed that they were just gathering up bits of fabric to line their nests, but then the guards started reporting the vermin running off with entire shirts and pants that had somehow been unbuttoned and removed from their owners in one piece.

For the most part, these reports have been dismissed by the Guild as the result of stress and boredom. Being surrounded by plague-ridden corpses and rats for an entire shift can wear on a man's mind, and absolutely no credence is given to the rumors that the rats sometimes swarm together and mimic human behavior. The shambling, misshapen figures glimpsed in the Warren's shadows are only mindless zombies, and if rats are glimpsed beneath their tattered clothing, then it's only because the voracious vermin have decided to help themselves to an undead meal before it stopped moving.

The official explanation doesn't do much to explain the strange rooms that curious explorers sometimes find in the district's abandoned homes, rooms that at first glance seem to be inhabited by humans. Any sort of close examination, however, will reveal odd quirks about these rooms that defy explanation: tables that are set with upside-down plates and backwards silverware, bookshelves filled with stained tomes facing the wrong direction, and so on.

Beyond the rats, there aren't many other people who call the Warrens their home. A few rat catchers have managed to use their talents at controlling the vermin to settle down here and there, but otherwise, falling asleep in the Warrens is an invitation to be devoured by the district's countless rats. The only people the vermin seem to ignore are the handful of vacant-eyed vagrants and wretches who wander the streets, their skin bearing the distinctive lesions that mark them as victims of the Piper's Plague.

These Stolen, as the Guild have come to call them, seem to have had their minds taken from them by some terrible trauma. This in itself is not too shocking - the city's sanitariums are filled with such unfortunate souls - but the fact that the rats do not feed on such easy targets is a curiosity. A few guards have even witnessed the rats parting before these

seemingly mindless wretches as if clearing a path for them to pass through.

Despite their standing orders to shoot anyone bearing the symptoms of the plague on sight, many of the guards who stand watch over the Plagued Pit have learned to leave these wandering vagrants alone. They don't seem to wander out of the district and only rarely approach the Pit, but when they're killed, it tends to rile up the rats and make them more aggressive. Often times, it's easier to just ignore the Stolen as they go about their inscrutable business.



THE PIPER

The thought of the Plagued Pit inspires dread among Malifaux's citizens, but the real epicenter of the plagues and diseases that haunt the city resides on the other side of the district. Hamelin was once a lowly rat catcher, but a chance encounter in the Necropolis left him as the unwilling vessel of the Tyrant known as Plague. He has made his home in a nondescript townhouse on the eastern side of the district, just across the river from the Little Kingdom, and from here Hamelin searches for a way to ascend into the aether and take control of all existence.

During the height of the Piper's Plague, Hamelin strode the streets in a wide-brimmed hat, his army of rats, insects, and Stolen following in his wake. Since then, his actions have become subtler, but hushed stories about the mysterious Piper remain common in the city's taverns and flophouses. It's said that the city's rats dance to the tune of his flute and that he brought the plague upon them as punishment for trespassing in his city.

In a way, these rumors are partially correct. The rats do serve the Tyrant as his eyes and ears, and as a result there is very little in the Warrens (or all of Malifaux City) that escapes Hamelin's attention. Every so often, Hamelin's Stolen will find themselves unable to obtain some rare reagent or compound that he requires for his experiments, forcing him to once more don his wide-brimmed hat and step out into the city proper, signaling another outbreak of plague and the panic that comes with it.

FORLORN

Compared to the teeming rat hordes of the Warrens, Forlorn almost seems abandoned. There is little traffic along its narrow streets, and the windows of its tall buildings are dark, lending the district a distinct sense of desolation and abandonment. Despite this, there are those who call Forlorn their home, though they tend to cling to the district's southern regions.

The handful of outcasts, smugglers, and looters who live within sight of the city's southern wall tend to keep to themselves, only venturing out of their fortified homes in search of food or on important errands. By necessity, these trips must be quick, for anyone spending more than a few hours on Forlorn's streets runs the risk of losing their mind.

Years ago, a powerful necromancer was said to inhabit the observatory in the district's north. The stories claim that it was a bastion of necromantic lore, its libraries filled with hundreds of ancient tomes and its cellars packed with dozens of magical devices and machines. During the Event of 1902, however, the observatory was destroyed in a massive explosion that shook the very district to its core.

In reality, the explosion did far more than just shake the district's core. The shockwaves tore the sewer passages beneath the observatory to pieces and breached the subterranean Necropolis that runs beneath the entire city. Over the next few months, toxic gases slowly began to leak up from the fissures, smothering the ruins of the observatory - and many of the surrounding city blocks - in an invisible cloud of poisonous gas.

Hundreds of scavengers and looters have picked over the ruins of the observatory since its collapse, all of them seeking some hidden cache of tomes or a mystical device they can sell for a small fortune. A few of them have even been successful, returning from the ruins with newfound power and knowledge to set themselves up as people of influence among their fellow Resurrectionists.

More often than not, however, the looters succumb to the gases seeping out of the cracked ground. Though invisible, these gases have a distinct effect upon the living that the residents of Forlorn call "Red Eye." At first it begins with headaches, nausea, and a soreness in the throat, any of which might be ignored if the victim is busy digging, moving debris, or otherwise engaging in strenuous labor.

The respiratory brain damage caused by these toxic fumes is, for all intents and purposes, permanent. Even after a full night's sleep, those exposed to the gases often wake up fatigued and tired, as if they had just finished running a marathon. These symptoms can be somewhat relieved with medicine - particularly aspirin - but this is only a temporary solution, and without regular treatment, the symptoms will eventually return as strong as ever.

RED EYE

The poisonous gases which surround the ruins of the observatory make the area dangerous for living characters. The northern third of the district is blanketed in these gases, but because the gases are generally odorless, colorless, and tasteless, it's very easy to wander into a poisonous cloud and not realize it until it's too late.

After every hour spent in northern Forlorn without proper protection (such as a gas mask), a Living character gains the following Condition: "**Crazy +1**: This character suffers -1 to the final duel total of any duel involving a Mental Aspect. She may hear voices or see things that are not actually there, at the Fatemaster's discretion."

If the character gains **Crazy +6** from this source, she suffers a retinal hemorrhage, turning her eyes cherry-red as she gains the following additional Condition: "**Red Eye**: At the start of this character's turn, she must spend her first AP to attack the nearest character. If none are in range, she must declare a Charge (if possible)."



The second stage of Red Eye is the one from which it derives its name. Extended exposure to the toxic gases eventually causes retinal hemorrhages in the victim, turning their eyes an abnormal cherry-red color. This symptom is usually accompanied by a sharp increase in irritability and a steady decrease in cognitive function and self-control. In essence, the gases transform people into violent psychopaths.

The exact cause of Red Eye is a mystery to many of the Forlorn's residents, and there are just as many who believe that it is a lingering curse left behind by the observatory's original owner as there are those who believe there is a scientific explanation. Some observers have realized that it only seems to affect those who spend time in the northern parts of the district, near the ruined observatory, while others insist that only those who travel in the "bad air" of the night can come down with the affliction.

Regardless of their beliefs, anyone traveling in Forlorn eventually has to deal with the "Redeyes." Their behavior tends to be unpredictable, but most roam the streets, mumbling to themselves about anything from revenge to corned beef. When they see another person, however, the reaction tends to be a high-pitched scream followed by a fearless attack with their hands or whatever weapon happens to be close by.

Though dangerous, the gases which smother the northern part of the district provide a natural buffer against the rats of the Warrens. Their smaller bodies succumb to the unseen vapors more quickly than those of full-grown humans, and some savvy treasure hunters have taken to bringing caged rats with them as an early warning against "the Red Eye curse." This makes Forlorn one of the few places in Malifaux City where the rat population isn't a matter of constant concern.

COLD STREET

Simon Köhl came to Malifaux in the first wave of civilians allowed through the reopened Breach. Like many of his peers, he brought his family with him, and the Guild assigned them a small home in the southern New Construction Zone. It soon became clear, however, that Simon was a hustler who was more interested in lightening the pockets of his fellow workers than in doing any real work in the factories.

Citing a breach of contract, the Guild seized Köhl's home, all his personal effects, and his young son, claiming that the boy was now responsible for the work that Simon had failed to perform. Cast out onto the streets, his wife Eva came down with consumption, and when he took her to see a doctor, the Guild intervened and put a bullet through her heart, citing that it was "to prevent the spread of contagion."

ROTTENBURG

Nestled among the southern stretches of Cold Street is the community of Rottenburg. Its borders are guarded by undead under the control of the its leader, Asura Roten. Though the community of Rottenburg only encompasses a few dozen blocks, it stands as one of the most stable neighborhoods in all of Cold Street. The undead protect against the district's more violent residents, and those powerful or well-armed enough to threaten that safety invariably have to deal with Roten herself.

Asura only enforces three rules within her domain, and few people have any problem with the first two, namely that nobody harm the living or practice necromancy without her permission. It's the third rule - the one stating that the body of anyone who dies in Rottenburg belongs to Roten - that tends to keep people from flocking to the small neighborhood for her protection.

TUBERCULOSIS STREET

Tuberculosis runs rampant in Cold Street, and many of the characters who call the district their home are infected with the disease. If you wish to leave things up to chance, have the Fated flip over the top card of the Fate Deck whenever they meet a character from Cold Street; the value of the flipped card is the current value of that character's **Tuberculosis** Condition (pg. 151).

Köhl was furious with the Guild and how they had treated his family. Taking his daughter in hand, he bribed the guards at the barricades and traveled into the Quarantine Zone, the one place in Malifaux where he could live on his own terms. Nobody expected him to last more than a few days.

Much to the surprise of everyone (including himself), Köhl not only survived, but thrived in the Quarantine Zone. He found and fixed up a building, and when other stragglers showed up on the run from the Guild for their crimes, he told them that he didn't give a damn what they were running from, so long as they didn't bring it with them. A community began to spring up around Köhl, and eventually they began calling their little avenue Köhl Street. As more and more people began to trickle into the district, Köhl Street became Cold Street, and the name stuck.

This influx of refugees turned Cold Street into one of the larger communities in the Quarantine Zone, second only to Scapetown. In memory of his wife, Köhl opened his community to those suffering from consumption, allowing them to live freely without having to worry about quarantine or execution.

As humanitarian as this approach might have been, it proved to be incredibly short-sighted, and within two years a significant portion of the Cold Street residents had contracted tuberculosis. The disease eventually killed Köhl, and between the contagion and the lack of leadership, things in Cold Street quickly spiraled into chaos.

Today, Cold Street has become an anarchist settlement where the people with the most guns make the rules. The only rule of Cold Street is that you only own what you can protect, and many of the neighborhoods are little more than armed and fortified encampments. Most of these camps are doomed to be swallowed up in raids by their larger neighbors, until personality conflicts invariably rip these larger gangs apart in violent infighting and brutal power struggles.

The northern border of the district tends to be the best armed, and as a result, the Guild has been forced to shift extra patrols to that section of the barricades to prevent the residents of Cold Street from climbing the walls and raiding the Howling Slums for supplies and prisoners. As one progresses further south, the fortified camps eventually give way to groups of desperate people clustered right up against the barricades of the Southern Slums. For the most part, the guards that patrol these barricades turn a blind eye to those struggling to survive on the other side of the wall. A few guards sometimes lower food and water down to those below, a rare act of mercy that frequently results in reprimands and reassignments for the Guardsmen responsible.

Tuberculosis runs rampant in Cold Street, and most of the residents display some symptoms of consumption. Many of the district's residents fled to Cold Street to escape the Guild's brutal methods of controlling the disease, and those who settle in Cold Street for other reasons usually catch the disease from their neighbors. Anyone with medical training is considered to be a valuable commodity, and many street wars have erupted over a sickened gang attempting to kidnap an imprisoned doctor from one of their luckier neighbors.

All in all, Cold Street is a fairly wretched place to live. Were the surrounding districts more habitable, it is likely that many of its residents would abandon Cold Street without a second thought, but the rats of the Warrens, the madness of Forlorn, and the horrors of Passage box them in on all sides. For most people, Cold Street is the end of the line, the final chapter in a story that took a sad and depressing turn for the worse.

THE THIEVES' BAZAAR

Cold Street is home to the Thieves' Bazaar, a chaotic marketplace that deals in just about anything someone thinks they could sell for a few scrip. Doing business in the Bazaar is always a bit of a juggling act, as the residents of the district have few qualms against attacking and robbing someone with a particularly valuable item or a handful of scrip. As a result, there really isn't anything of significant worth for sale in the Bazaar, though the merchants make up for this lack of quality with variety.

Food and clean water are some of the most common wares, and there are frequently multiple vendors selling bottled rainwater or cooked rats from their dirty blankets on the sides of the street. Prostitution is another common service for sale in the Bazaar, though the prevalence of tuberculosis in the district's residents makes such liaisons risky for the uninfected. Most merchants tend to limit their wares to what they can carry over one shoulder, as this allows them to scoop up their blanket and flee if trouble breaks out.

The more valuable items are the relics and tomes that have been recovered from the ruins of the Quarantine Zone, which can often be purchased in the Bazaar for far less than their actual worth. Picking through the jumbled wares to separate treasures from trash can be quite lucrative, and it's rumored that the Guild, Arcanists, and Ten Thunders each employ undercover agents who keep an eye on the Bazaar and snatch up any truly interesting items that show up for sale.

PASSAGE

The pinched stretch of Quarantine Zone that threads between the Burns and the Riverfront slums is cruelly named. Passage is not the easy transit between Beggartree and Cold Street that its name and position might indicate, and for many who try to use it as such, it proves a fatal trap.

Passage is one of the worst-damaged and furthest decayed districts of the Quarantine Zone. Its twisting alleys and cul-de-sacs are lined with collapsing terraces and roofless squares of crumbling brick, and rubble and debris choke the streets. Near the western edge of the district tough, bristly weeds form great tangles through the streets and ruins alike. Everywhere the footing is uneven and broken, as if something has been punching up at the pavement from underground.

The maze of ramshackle ruins is deceptively easy to get lost in. Nobody emerges from Passage without at least one story of pushing through a weed-choked old courtyard or clambering over a collapsed roof, only to realize they were nowhere near where they thought they were. A few altruistic travelers have marked the safest paths through the zone with chalk and paint, but these are indistinguishable beside the dozens of markings intended to lead the unwary into ambushes or traps set by clever brigands.

Passage's position between two particularly rough stretches of settled slums means that there's a steady trickle of violent and rejected men and women who decide to brave the Quarantine Zone when they see the odds of survival in the Burns or Riverfront slums turn against them. In the neighboring Cold Street, Passage is sometimes referred to as "Brigand Street," as it offers numerous ideal settings for vicious ambushes. The twisting, overgrown streets keep visibility and mobility down to a minimum, and the derelict buildings are riddled with hiding places and sniper nests.

The Guild Guard and those with special permission from the Governor's office can use the Guild's aircar network to safely travel from the Burns to the Riverfront slums and back again, but anyone without

such lofty connections has to travel through Passage on foot. The Guild guards at the barricades on either side of Passage offer special "pass permissions" for a small fee, which temporarily grant access to and from the Quarantine Zone, typically until the next sunrise or sunset. Because of how dangerous travel through the district can be, freelance bodyguards can often be found at the various gates leading into and out of Passage, where they offer protection to anyone willing to pay their fees.

Some of these bodyguards are actually brigands in disguise, using the trust of their charges to lure them into deadly ambushes. This tends to be a short-lived gambit, as anyone who returns without their charge one too many times starts to accrue a reputation as an untrustworthy guide. Still, accidents do happen from time to time, and perfect records are rare. Even the most dependable bodyguard can sometimes be tempted to turn on a particularly wealthy charge, if the rewards stand to outweigh the hit to their reputation.

The brigands are not the only dangers in Passage, for the empty ruins also house the secret lair of Dr. Douglas McMourning. A highly educated Guild surgeon and coroner by day and diabolical Resurrectionists by night, Dr. McMourning turns out an endless parade of necrotic horrors from his subterranean laboratory complex. Most of these abominations have been unceremoniously kicked out into the streets once McMourning grew bored with them, which usually doesn't take too long, given the good doctor's notoriously short attention span.

The less sophisticated of these unfinished creations simply shamble through the streets, seeking out any unusual sounds like gunfire or shouting. The more cunning rejections actively stalk their prey through the tangled ruins, while others create hidden lairs and nests amidst the crumbling masonry and collapsed walls. It is possible that the sheer number of these creatures has formed a critical mass that draws other undead in from across the city, since they are so numerous that it is unlikely that even someone as driven as McMourning could be behind them all.

McMOURNING'S LAIR

Dr. McMourning's hidden lair is an imposing building that was once the mansion of some forgotten resident of Old Malifaux. It has been heavily renovated and fortified since McMourning took possession of the building, and now it serves as the epicenter of his twisted genius.

Like so much of McMourning's attitude towards life, his lair's security is a reversal of common expectations. Getting into the manse and its research labs is relatively easy, involving little more than pulling the large levers that open its reinforced iron doors. The trick is in getting back out, as the doors have been fitted with strange locking mechanics to keep any stray experiments - or unexpected visitors - safely trapped within the mansion's fortified walls.

The locks used in McMourning's lair are precisely-turned combination locks, many of them consisting of anywhere from four to twelve dials. The number of dials make these locks slow to open even if one does know the combination, and nearly impossible if one does not. Attempting to open any of the combination locks in McMourning's lair requires one minute of work and a Lockpicking + Intellect (not Grace) Challenge against a TN of anywhere from 14 to 18, depending upon the number of dials involved on the lock.

McMourning's lair is patrolled by packs of Canine Remains, each of which immediately attack any

uninvited visitors they see. For the most part, this means anyone not accompanied by McMourning, his accomplice Sebastian, or any of the doctor's various nurses. The nurses are McMourning's assistants, and they dress in grimy, stained mockeries of proper nurse uniforms, most of which are designed to show off as much skin as possible. These nurses typically have stats similar to the Medical Assistant (pg. 118), but a few are more experienced and have better Aspects, Skills, and attacks.

The nurses are not, as one might expect, required to dress in a suggestive way by their employer, as McMourning cares little for their physical appearances. Rather, the promise of eternal youth is the carrot he dangles in front of them to ensure that he has someone to watch over his experiments while he is gone. Few of these women quite expected to find beauty at the end of a scalpel, however, and the doctor's plastic surgery techniques have left most of them severely traumatized and insane.

Clad in the stolen skin of younger women, the nurses are predators of the highest order, and when the doctor is away, they travel the alleys of Passage and Cold Street, seeking out beautiful young women with smooth skin. Using their knowledge of alchemical concoctions, the nurses drug their victims with anesthetics and enhanced chloroform, then carry them back to the mansion to harvest their skin (and whatever other organs the doctor might find useful).

Hush, hush. You've just had a bit of an accident, but don't worry, we're going to take good care of you here. I'm just going to give you a little morphine to help dull the pain... and maybe a little bit more, since you're such a darling little thing.

What happened? You don't remember? I knocked you on the back of the head with a rock. Usually I don't resort to such crude methods, but you have such beautiful skin, and I just couldn't bear to let you get away from me.

See? That sort of struggling is why we have restraints, darling. Let's give you a bit more morphine, just our little secret. The doctor's quite busy, and we wouldn't want your screaming to disturb him.

There, that's better. Just close your eyes, and let all that tenseness drift away into beautiful numbness. Now, I'm just going to make a tiny little incision, and then we'll start getting you out of that beautiful skin...

BEGGARTREE

When compared to the rest of the Quarantine Zone, the district known as Beggartree almost seems distinguished. The streets are broader and better paved, and the houses have a dignified solidity, even those that are visibly damaged and decaying. As one passes further west, the buildings loom higher and start to lean in over the road, and obelisks and archways carved from gray stone become more common.

What people remember most after a trip through Beggartree, however, are the plants. Thorny scrubs and glossy-leaved creepers cover much of the district, as do the stout trees that rise up from the streets and alleys, pushing aside cobblestones and buildings alike to make room for their bulk. What might have once been street parks and private gardens are entirely overgrown, and many of the stately buildings rest beneath dense canopies of broad leaves.

By the time the houses give way to the broad thoroughfare that divides them from the outer city wall, the greenery has completely conquered the masonry. Many of the houses on the western edge of Beggartree have been partially demolished by creepers clawing at their stones and trees blossoming within them like parasites. Some of these houses are only standing because a thick set of tree limbs is propping them up from the inside, almost as if the trees were attempting to disguise themselves as buildings. The moss grows so thick along the cobblestones here that it might as well be lawn, and the iron fences are so curtained with vines and creepers as to be entirely opaque.

The city wall around Beggartree barely provides a barrier between the overgrown streets of Beggartree and the fringes of the western Knotwoods. Much of its length has been claimed by creepers and mosses, and the trees nearest the wall overhang it so much that anyone walking along the wall's length must carefully maneuver around the twisting branches. In several places, the forest's advance has broken the wall down altogether, with a ragged line of foundation surrounded by scattered masonry and victorious plants.

The Guild has made some attempts to bridge these fallen portions of the wall with anchored planks and boards, many of them nailed right into the roots and branches of the trees that knocked the wall down. For the most part, they've been successful in creating a path that allows a patrolling guard to walk the edges of Beggartree without too much hassle, but the overhanging branches require constant pruning to keep them away from these walkways.

While there are Neverborn scattered through the other districts of the Quarantine Zone (particularly in the Sink), the largest concentrations of their number can be found in Beggartree. The combination of heavy overgrowth and the great breaks in the city wall make it a favored route for Malifaux's native creatures to travel into and out of the city. Waldgeists are among the most common of Beggartree's Neverborn residents, and their presence is at least partially to blame for the district's current overgrown state.

While the presence of Waldgeists makes Beggartree dangerous at any time, it's at its worst on the nights when the moon Delios has reached its zenith. On these nights, the Nephilim shamans hold their perverse rituals in the district's verdant squares, often with the assistance of anywhere from three to two dozen of their fellow Nephilim. The Guild is well aware of what goes on during these "witching nights" and frequently launches raids into Beggartree to disrupt the shamans before they can finish their strange rites.

Other than the plants and Neverborn, there aren't many others who call Beggartree their home. The Waldgeists use the corpses of those who wander into the district to fertilize their soil, and the Nephilim snatch up anyone the Waldgeists can't reach on the nights of their rituals. Even the undead from the neighboring Passage have no foothold here; something about Beggartree gnaws at the senses of even the simplest, mindless undead, who avoid the district unless under the direct commands of their masters.

THE BOTANIST'S GRAVEYARD

Shadowlily, Moon Orchid, Gallowvine, Bone Moss, Liarfruit... Beggartree is home to many of Malifaux's rare and valuable plants, and they can most easily be found in a stretch of overgrown buildings known as the Botanist's Graveyard. The area is named for the number of naturalists (and simple opportunists) who have been killed while searching for a valuable bloom or seed pod. Despite the danger, the high prices of some of these exotic flowers - some of them worth upwards of thirty scrip per intact plant - continue to draw desperate people into Beggartree.

Few succeed in harvesting flowers from the Graveyard, primarily due to the careful stewardship of its guardians, a pair of Waldgeists that botanists have named Fradubio and Fraelissa. Both are abnormally large tree-creatures with distinctive appearances: Fradubio is burned and charred from where a would-be harvester hit it with a bottle of flaming alcohol, while Fraelissa spends much of the spring and summer months covered in beautiful white and blue flowers.

In game terms, Fradubio and Fraelissa are Henchmen Waldgeists (*Fatemaster's Almanac*, pg. 205) with a Rank Value of 10. Both have the damage of their Tangling Roots attack increased to 3/4/5.



THE SEWERS

Just as the steeples and pagodas of Malifaux City reach up into the sky, the city's sewers dig deep into the ground, far deeper than any of its citizens truly realize. They were built to withstand storm drainage of unimaginable intensity, and even in the worst summer rains witnessed by mankind, when the Bayou swelled with water and the river flowed over its banks, the streets of Malifaux City remained relatively dry and clear.

The labyrinthine network of passages and tunnels runs the entire length of the city, often twisting back upon itself in ways that defy any sort of logical design. These tunnels are built upon older tunnels, which are in turn built upon even older tunnels, creating a layered maze of crumbling passages and iron grates. Some passages are completely submerged in fetid muck and sludge, while others are dry and wide enough for four men to walk down side by side. The architecture below the city is stunning in its proportions, broad and high-ceilinged, often with elaborate vaulted roofs.

The stories that circulate above ground like to dwell on the horror of getting lost in the sewers, painting them as an endless, featureless maze of twisting passages, but the truth of the matter is that the various sections of the sewer are actually quite distinct.

The tunnels beneath Downtown are mostly plain and relatively well-kept, with square steel gratings that have been reinforced by the Guild to make travel through the sewers more difficult. Beneath Powderburg, however, the tunnels are carved from brown brick and secured with an odd white mortar that has somehow avoided becoming discolored by the grime and damp around it.

Sometimes it's the contents of the tunnels that provide clues as to their location: the sewers beneath Beggartree are buried beneath a thick carpet of pale mushrooms, while those under the Warrens are utterly infested with rats.

SEWER-JACKS

One of the least pleasant professions offered by the Guild is that of sewer-jack. These desperate workers are primarily drawn from the ranks of those who have either proven themselves useless for anything else or Guild employees who have been assigned to sewer-jack duty as punishment.

Sewer-jacks are tasked with keeping the sewers beneath Downtown clear of the rubbish and waste that frequently becomes caught on the district's steel gratings. Every day, these poor men and women slog down into the filth of the sewers to clean the gratings and make sure they're still secure and in good repair. New chambers and tunnels are often discovered as the tides of refuse rise and fall with the river and seasons, and when they are, it's the sewer jacks who have to lug riveting and welding materials down into the grime to seal them up.

The Guild has been trying to expand the Sewer-Jack program beyond Downtown and into the Industrial Zone, but the high turnover rate and constant maintenance of the Downtown sewers makes such an expansion unfeasible at the current time.

There are plenty of narrow stairs and manholes scattered throughout the city that allow access to the sewers, but sharp-eyed residents are still finding ingenious and artfully-concealed entrances, too. These entryways might come up into hidden basements or subbasements, or open up directly into a building's ground floor. Most of the buildings in the Downtown and Industrial districts have had their sewer entrances sealed off with extra bars and sturdy locks, but in the slums far less attention has been given to securing these entrances.

RUNNING THE TUNNELS

Traveling through the sewers has many advantages for anyone who wants to move around the city without drawing attention to themselves. The Guild claims to monitor all the major entry points into the sewers, but in practice, they only really watch the Downtown and Industrial districts. Patrols in the slums are already stretched thin, and the Guild Guard generally has better things to do than sit in front of a sewer entrance and look imposing. Those caught trying to sneak into the sewers are typically arrested and fined. If the would-be explorer cannot pay the (often extravagant) fine, they are unceremoniously tossed into the next chain gang that comes along and shipped north to work their debt off in the mines.

The threat of Guild arrest is by no means the most dangerous aspect of the sewers, however. Light is at a premium, and nobody goes into the sewers without a light source if they can help it. There are a few places where light shines down from the gratings in the street, but even at high noon, these do little more than create isolated pockets of glow amidst the darkness. The rat catchers who make the sewers their home have jammed cheap tallow candles in some of the sewer's wall niches, but any other form of semi-permanent lighting is rare. In a few places, glowing runes have been worked into the tunnel walls, but few people feel comfortable remaining near these patches of magical light for very long.

Fresh air is another concern. The sewers are obviously not a place that smells especially pleasant, and as this stench intensifies, it signals a decrease in the quality of breathable air. In most places, the lack of air isn't bad enough to cause more than a brief bout of lightheadedness and some headaches, but lingering in these areas can lead to unconsciousness and eventually suffocation. Because the gases that cause these symptoms are lighter than air, passing out and falling to the ground actually tends to improve the quality of the air being breathed... but it also leaves one within easy reach of the sewer's rats, who often lurk near these patches of bad air in the hope of an easy meal.

BAD AIR

Characters who linger in an area of bad air must succeed at a TN 8 Notice duel to realize they are in danger of suffocation. On a success, the character has enough time to backtrack and reach fresh air; otherwise, she gains the **Suffocating** Condition (pg. 217 of the *Fated Almanac*) until she reaches fresh air. Generally speaking, this environmental hazard should only be used if it's possible for characters to reach fresh air; otherwise, the lack of breathable oxygen is a death sentence, not a hazard.

THE PENITENT VIADUCT

By far the largest of the sewer's tunnels is the Penitent Viaduct, an ancient artery that runs beneath a large swathe of the city. The Viaduct tunnel is circular and roughly twenty yards in diameter, and a wide, stone bridge runs down its entire length. A series of smaller sewer channels run perpendicular to the central bridge, threading their way through the numerous arches that keep it elevated well above the sewer's filth. The Penitent Viaduct connects to most of the main sewer tunnels that run throughout the city, making it a popular thoroughfare for those who seek to travel beneath the streets. Even in the worst rains, the bridge stays relatively dry, making it one of the few reliable routes through the otherwise confusing aqueducts.

The Guild is well aware of just how important the Penitent Viaduct is to those who travel in the sewers, and as a result, there is always at least one patrol stationed in the area. The size of this patrol is typically no more than four or five Guild guards, who walk the length of the Viaduct, lanterns in one hand and pistol in the other. Increases in Resurrectionist activity will often lead to additional patrols being assigned to the Penitent Viaduct, and multiple patrols generally tend to stay within sight of each other's lanterns in case they are attacked or require reinforcements.

It's not too uncommon to see Death Marshals using the Penitent Viaduct to track down their Resurrectionist quarry, which is often excuse enough for Resurrectionists to seek out passages and other hidden routes through the sewers that don't pass through the Penitent Viaduct. On rare occasions, the Guild has even found reason to bring one of its lumbering Peacekeeper Constructs onto the Viaduct, though the logistics behind moving such a heavy machine in and out of the sewers almost always makes it more trouble than it is worth.

Fortunately for those attempting to sneak their way past the Guild patrols, the natural darkness of the sewers means that it's possible to see the lanterns used by the Guild Guard (and any other travelers) from a good distance away. It's not too difficult to slip down below the bridge and hide until the patrol passes, but doing so also leaves the hiding traveler exposed to anyone - or *anything* - approaching from one of the side channels that run beneath the arched Viaduct.

Yeah, I've seen it. Buy me another drink and I'll tell you the story.

Much obliged. Well, there I was, searching for a route into the Necropolis, hoping to get down there to... well, nevermind my reasons. Never made it anyways, 'cause I ended up coming across that weird temple instead.

It looked older than the surrounding sewer, but that doesn't mean that it was falling apart. No, whoever built that place carved it right out of these giant bricks of stone as tall as I am. There were statues all over, but weren't none of them human.

They looked like... well, have you ever seen one of them fishmen that live in the Bayou? It looked like one of them, only bigger.

Anyways, I started to explore, thinking there might be something valuable down there, but it ended up mostly just being all murals and stuff, showing some sort of giant fish-frog. I don't know if it's the "water god" you're looking for, but after just a few minutes, the hairs on the back of my neck were standing up something fierce, and I decided to get the hell out of there.

Way I see it, there's something down there. Now, I ain't saying it's a water god, but there's plenty of nasty stuff down in the sewers one way or the other. You want my advice, you'll turn around and forget all about that damned temple.

THE UNIVERSITY OF TRANSMORTIS

Nestled in the sewers beneath the Southern Slums is Cistern Seven, a vast chamber that is held aloft by dozens of stone columns that reach upwards to connect with a vaulted, cathedral-like ceiling. In the days of Old Malifaux, Cistern Seven might have served as a water reservoir, but today the water is brackish and fouled, making it little more than a subterranean lake of stagnant filth.

Nestled on the level beneath Cistern Seven is the so-called University of Transmortis. The term "University" suggests that the undead who gather beneath the cistern are sophisticated and refined, which is entirely inaccurate. The University of Transmortis is little more than an abattoir of horrors, and the "students" who prowl its cracked and bloodstained halls are near mindless in their devotion to advancing the parameters of scientific discovery. Most of the time, this involves the vivisection of kidnapped prisoners, often to ends that would make even the most jaded of Resurrectionists sick to their stomach.

The kidnapped are often transformed into new students following their death, and every one of these "Iron Zombies" is heavily modified with a wide variety of pneumatic and mechanical augmentations. As if to prove the superiority of function over form, many of these new students are hideous and nightmarish, even by the standards of other undead. Forearms that have been replaced or grafted with sharpened dissection blades are common, and many of the University's best students have been augmented with truly innovative (and ghoulishly effective) devices that push the boundaries of mechanical engineering (and sanity).

The University is overseen by Professor Albus Von Schtook, a former professor of astronomy who has since turned his talents toward the creation of monstrous abominations. Unlike many Resurrectionists who are content to use their undead minions as expendable servants, Von Schtook sees his creations as students that must be taught and

shepherded along the path of academia. He holds frequent lectures and classes on topics ranging from biology to engineering, and in the past year, he has even begun broadcasting his lectures across the aethervox network to reach his more distant colleagues, much to the horror of anyone who happens to pick up his transmissions.

The Iron Zombies are fanatically loyal to Von Schtook, and under his guidance, many of them have taken to conducting their own "recruitments" and experiments. He encourages his students to experiment and innovate, and each new discovery is presented to the other Iron Zombies for critique and improvement. Very few of the University's students can speak in more than a few halting sentences, but beneath their expressionless faces and empty eyes, their minds are sharp and ablaze with madness.

Were Von Schtook merely working on his own, he might be an annoyance for the Death Marshals, but as the lead instructor of the University of Transmortis, he presents a significant threat to the well-being of Malifaux City. Unlike many of his contemporaries who experiment with the capabilities of undead augmentation one subject at a time, Von Schtook often has several students working on different "projects" at any given time, and when they have finished, their findings are disseminated among their peers for further study. In this way, the University of Transmortis has amassed a truly staggering amount of knowledge on a number of unpleasant subjects, and the lure of this knowledge often draws the curious and desperate down into the sewers in search of Von Schtook and his students.

The professor welcomes these visitors to his University with a friendly handshake and a grand tour of the facilities. Von Schtook understands that not everyone is suited for academic life, but by the end of the tour, he's usually made up his mind as to whether or not the visitor should be enrolled in his University. Those who do not impress the professor still contribute to the advancement of the sciences, of course... or rather, parts of them do. Either way, there's usually a great deal of screaming involved before the tour is over.

RATS AND THEIR CATCHERS

Most people - normal people - will do just about anything to avoid having to spend any significant amount of time in the sewers. Despite this, there are still a scattering of unfortunate souls who spend their days among the muck and filth of these subterranean catacombs.

The most common denizens of the sewers are, of course, the rats. These vermin are roughly the size of a large cat and are not afraid of attacking small children or - in greater numbers - full grown adults. Their beady eyes betray a malevolent intelligence that seems far more calculating than one would expect from a simple rat, and their sharp yellow teeth and dexterous paws are capable of boring through wood, mortar, and even stone, given enough time. It's not uncommon for the rats to linger near dangerous areas, waiting for someone to wade into fast-moving water or stumble across fallen masonry before swarming over them in a carpet of biting teeth.

Malifaux rats are filthy creatures, and the vast majority of them are infected with the plague. The tiniest scratch or bite is enough to pass on the contagion to others, though the rats themselves seem to be more or less immune to its effects. It is likely that the effects are limited entirely to their brains, as many infected rats have been seen acting strangely, such as trying to walk upright on two legs. There are even stories of such rats tangling up beneath discarded clothing in an attempt to disguise themselves as humans, but most sane people dismiss these stories as the ramblings of unhinged minds.

The number of rats infesting the city's sewers has given rise to a high number of rat catchers. These crude men and women spend much of their time below the city's streets, killing rats for the Guild's meager bounty on the vermin. No rat catcher has ever become rich from catching rats, but it usually pays well enough to allow for the occasional prostitute or bottle of liquor. The more lucrative jobs involve clearing out infestations of rats from homes and businesses, but most of these tasks are fiercely protected by the Brotherhood of the Rat.

The Brotherhood is a union of rat catchers that formed at the height of the Piper's Plague. Almost overnight, the rats became more violent and bloodthirsty, and many of the city's rat catchers lost their lives beneath a tide of beady eyes and biting teeth.

By coming together and working in pairs, the rat catchers were able to fight back against the vermin, and soon they discovered small scraps of magic that let them keep the rats pacified and under their control. After the height of the plague had passed, the Brotherhood had managed to recruit most of the city's rat catchers into their ranks.

There are still a few independent rat catchers within the city, as anyone can claim the Guild's rat bounty, but most of them end up either joining the Brotherhood for its comradery and support or being devoured by rats controlled by a jilted Brotherhood recruiter. The Brotherhood maintains a union hall of sorts in the tunnels beneath the Easterly Slums, which they have affectionately dubbed "Rat Hall."

For the most part, the Brotherhood keeps to the sewers beneath the city's more civilized districts, but it's not uncommon to find one or two of them working in the Barrows, Scapetown, or Cold Street when the rat population lulls elsewhere in the city.

The Brotherhood tries to maintain neutrality towards the various factions that squabble over control of the city, as whoever is left standing when the smoke clears will still have to deal with the rats. This neutrality, combined with their often extensive knowledge of the sewer system, makes them excellent guides for those seeking passage through the noxious tunnels. If nothing else, a rat catcher can usually point a lost traveler towards the nearest sewer exit... provided that the traveler is willing to part with a few scrip.

THE ABANDONED DEAD

While some necromancers are content to merely raise the dead and be done with it, others approach necromancy like a science. These assiduous researchers perform experiment after experiment, pushing the boundaries of necromantic research with equal parts genius and madness. When these experiments do not work out – and with enthusiasm in far greater supply than education or natural talent, this is often – the unfortunate creation is frequently dumped into the sewers and forgotten, little more than a data point to be used on the next experiment.

By far the most prolific of these uncaring creators is Dr. McMourning, who has dumped more failed experiments into the sewers beneath Passage than most people can count. Over the years, his experiments have shuffled, crawled, flown, or slithered their way throughout the entirety of the sewer system, though the highest concentration can still be found within and beneath Passage. Some of these cast off undead are little more than mindless zombies missing one or more limbs, but a few are possessed of truly unique capabilities and independent thought.

Regardless of their creator's identity, the undead that skulk about in the sewers can be generally divided into two categories. The mindless undead are those that are possessed of only the basest instincts, and most of their time is spent wandering the darkened tunnels in search of prey. The more intelligent undead – those still capable of higher thought and some degree of conversation – tend to find small nooks in which they can build their lairs, which can resemble anything from crude representations of their former homes to grisly slaughterhouses filled with the remains of their victims.

Not all of these undead are necessarily violent and antagonistic. Sometimes, the passage into undeath leaves a small fragment of their personality intact, resulting in a zombie who is relatively nonaggressive and resistant to its master's commands. It's not difficult to see why these "failures" would be abandoned in the sewers, and some just never really see the point of leaving. They just continue on, often depressed by their deaths and ashamed of their condition, a mere shadow of their former selves.

The Mourntaur? Is that what they're calling it? Who names these... you know what, never mind. I can assure you that it's not some Neverborn fiend or some vengeful god of Old Malifaux. How? Well, because I built it, that's how. What a failure that one was.

Why? Why not! One of the scamps from Scapetown found a bull's head floating in the river and offered it to me for a few scrip, and I thought, "Hey, I've never stuck a cow's head onto a human body before," so there you go. Attaching the vertebrae was the most difficult part, because they weren't the same size, and if I connected them directly it would have just ended up staring straight up into the sky. Cows have four legs, you see, so their heads...

Oh, that's right, you know what a cow is. Of course you do. You just know everything, don't you? Well, surely you can explain why I replaced its hands with serrated blades, or how I got the human brain to fit inside a cow's skull? No? Well, I guess that just goes to show that it's not as easy as you thought, huh?

Oh, the brain thing? Well, just between you and me, I use a vinegar-based solution to shrink the tissue. Sure, it makes the resultant undead smell funny, but sometimes you really just need a smaller brain.

THE NECROPOLIS

Since the days of the first Breach, there have been rumors about the Necropolis. Some claim that the tunnels running beneath the sewers constitute a subterranean city as large as the city above it and that its twisting tunnels are populated by countless undead abominations from the days of Old Malifaux. Others insist that the Necropolis is the perfect mirror of Malifaux City, and that it hangs suspended over a vast, limitless void that acts as a reverse-sky for the upside down city. Fantastical stories about the workshops of the first necromancers, the burial chambers of the city's original inhabitants, and the world's largest Soulstone all draw would-be explorers down to the Necropolis in turns, though most of these treasure hunters end up meeting their ends in the sewer long before they reach the tunnels beneath.

The borders of the Necropolis roughly emulate those of Malifaux City, save for in the west and south, where the tunnels stretch for a few miles further. At first glance, these tunnels and the caverns they connect to might be mistaken as natural caves, but a closer inspection reveals that the area has been purposefully carved from the surrounding stone. Long recesses are gouged into the rock in multiple places, as if it had been raked from top to bottom by immense claws, and many of the crude steps and walkways have been worn smooth by thousands of passing feet.

The scale of the caverns is immense. The number of passages that will not admit a human can be counted on a single hand, and most are wide enough for a dozen men to comfortably walk through shoulder-to-shoulder. The light from a lantern or torch - and a source of light is required, for there is no natural light in the Necropolis - often fails to reach either wall or ceiling, due to the sheer size of the caverns. This can be quite discerning for travelers who are unaccustomed to traveling underground, and it's not uncommon for explorers to start exhibiting the symptoms of claustrophobia despite the open spaces around them.

CLAUSTROPHOBIA

Most people are uncomfortable in the cramped darkness of the underground, and the perversely open spaces of the Necropolis are just as unnerving. That feeling gradually builds and builds within a person, until eventually the claustrophobia becomes so oppressive that they will do anything it takes to get to the surface. This panic can turn even the simplest tasks into exceedingly difficult challenges, and it has contributed to more deaths in the darkened passages of the Necropolis than any other factor.

Every hour a character spends underground while conscious she must pass a TN 8 Centering Challenge or gain the following Condition: "**Claustrophobia +1**: This character suffers -1 to her final duel totals. For every 10 minutes a character spends on the surface under the sky (not indoors), reduce the value of this Condition by 1."

As one might expect of a cavern located beneath a functioning sewer system, the Necropolis is also quite wet. Water and filth pour down from the places where the sewers meet the Necropolis, forming underground lakes of impressive size and foulness. The volume of these flows varies depending upon the season; during the rainy spring and summer months, the slow trickle of these streams can increase to waterfall proportions, flooding the underground lakes and leaving the floors of many caverns submerged beneath anywhere from a few inches to two feet of standing water. When the summer rains subside, the lakes recede, leaving behind a layer of putrid muck in their wake. Water constantly drips from the vaulted ceiling no matter the season, and keeping anything dry for longer than a few hours is an exercise in futility.

In places, the underground rivers and lakes are traversed by stone bridges of surprising width. As with the rest of the Necropolis, these bridges show signs of being deliberately carved from the stone, but no attempt has been made to make them pleasing to the eye. There are no guard rails or hand-holds, and a slick stretch of stone can easily send an unwary traveler plummeting into the waters below. Other bridges cross chasms of unknowable depth, which can be anywhere from a few dozen feet wide to hundreds of yards. Rocks dropped into these yawning abysses make no sound, and those few brave souls who have attempted to rappel downwards to investigate the bottom have run out of rope long before they have run out of chasm.

Perhaps the most interesting features of the Necropolis are those that gave the caverns their name. Set into many of the cavern walls are ancient tombs, one after another in a regular pattern. These small chambers are rarely large enough for more than two people to comfortably occupy at the same time, and each is sealed with a stone cap that can be swung open on stone hinges. While there was no attempt to decorate these stone doors - or, at least, none that has survived into the present day - the craftsmanship of the perfectly balanced door hinges is almost a treasure in its own right. Most explorers, however, are more interested in the occupants of these tombs, for they hold the ancient remains of Neverborn dead.

The few bones that have been retrieved from these simple tombs suggest a people that were roughly human in size, though the composition and shapes of the bones are not entirely human or Neverborn in appearance. More important, perhaps, are the relics that these long-deceased creatures were sometimes interred alongside. These relics tend to be at least somewhat magical in design or function, though that magic bears little resemblance to the sort that is known to humans. A few rare artifacts are truly impressive in power, and these items have greatly shifted the fortunes of those who have returned to the surface with these artifacts in hand.

The most powerful artifacts have thus far been found within the large stone sarcophagi that rest within the Necropolis' smaller chambers. These burial casks are typically surrounded by carved statues, which are usually set in circular alcoves bearing the incomprehensible script of the Neverborn. The faces and shapes of these statues are just inhuman enough to inspire fear and revulsion in treasure hunters, and their visages are often mirrored in the carved surface of the chamber's sarcophagus. Opening these burial casks can be difficult, but for the enterprising tomb robber, it can also be quite profitable.

The predominance of burial crypts and recessed tombs might suggest that the Necropolis was used as nothing more than a burial site for the ancient denizens of the city above, but scattered among the catacombs are vaults and chambers that hint at other purposes. The furnishings of these rooms are often far divorced from anything humanity can reliably identify, but there are usually enough context clues to make reasonable assumptions. Strangely shaped glass bottles and strange machinery hint at laboratories and workshops, and more than one musty room was likely an ancient library, before mildew and time reduced the unprotected documents to colonies of discolored mold and slime.

Occasionally, though, someone will discover a room whose purpose is entirely inscrutable. Sunken pits filled with rotten, semi-liquefied flesh and bone like macabre swimming pools, oversized stone thrones overlooking circular portals carved in the shape of a snake devouring its own tail, and vaults containing titanic machines of undetermined function have all been discovered in the depths of the Necropolis.

Despite the dangers of the Necropolis, humanity seems quite interested in uncovering its mysteries, no matter the cost. The Resurrectionists have taken the lead in these explorations, as their knowledge of the city's sewers allows them to reach the subterranean tomb more easily than members of other Factions, but the Guild and Arcanists are both aware of the hidden tombs and how valuable their treasures might be in their efforts to claim Malifaux for their own. As with the city above, the Necropolis seems destined to have its treasures plundered by humanity.

THE INHABITANTS OF THE NECROPOLIS

Contrary to the rumors which circulate among the surface city, the dead of the Necropolis tend to be just that: dead. They do not leap out of their tombs or stalk the corridors of their subterranean home, and the few that have been turned into undead by exploring Resurrectionists have crumbled beneath their own weight after only a few steps. Despite this, there are still undead in the Necropolis... it's just that they likely wandered in from the sewers and became trapped. There are never too many of these animate corpses wandering the caverns at any given time, but the otherwise empty nature of the Necropolis can make their appearance quite a surprise, particularly to explorers who did not think it necessary to post a watch while they slept.

The undead are not the only creatures to wash down into the Necropolis from the sewers. Rats are a common sight around the underground rivers in the spring and summer, when the sewer currents become strong enough to wash them away. With few options for food, these rats feast upon the refuse that spills out from the sewers as well as each other. The occasional corpse is a welcome treat for these famished vermin, and anything of significant size that splashes down from above will lead to a dozen scrawny rats paddling out into the filthy lake to see if it's edible.

The ceilings of some chambers are infested with glowworms, which are actually larval gnats and not worms at all. These larva spin a nest out of silk and then hang several dozen threads of sticky silk around it. The glow of the larva's body attracts insects to the roof of the cavern, where they become ensnared in the dangling thread and are pulled in and devoured by the larva. The roofs of caves that are host to these glowworm infestations can look remarkably like a starry sky at night, which only reinforces the disturbing perception that a traveler is outside in the open and not in a cave.

The seemingly bottomless pits which dot the Necropolis are home to inhabitants of their own, in the form of Night Terrors. These winged hunters

are the spirits of creatures who once lived in Old Malifaux. They became trapped between life and death during the fall of that ancient civilization, and now they exist as spirits of darkness. Whether drawn to the caverns out of a desire to be near the corpses of their former selves or an affinity for the darkness, the Night Terrors are well adapted to their environment and travel in colonies, making them a significant threat to anyone using the stone bridges that traverse the boundless depths they have claimed for their own.

SUBTERRANEAN GATEWAYS

For the most part, entering the Necropolis tends to be a one-way trip for the unprepared. The darkness, hazards, and creeping claustrophobia make it difficult for people to survive very long on their own, and even a common injury such as a sprained ankle can be deadly when one is that far from civilization. Very little of the water in the Necropolis is safe to drink, and any attempts to drink the sewer run-off that has pooled in the underground lakes and contaminated the subterranean rivers are sure to end in sickness.

Crawling down through the sewers is the most obvious way to reach the Necropolis, but navigating the twisting labyrinth of those buried aqueducts is an adventure in itself. Very few of the paths leading down to the Necropolis have been documented, and most lead through particularly fetid pools of stagnant sewer water or past the bone-strewn dens of clever rats. Even if someone does find a path leading down to the Necropolis, they will likely be faced with a very sharp drop-off of at least half a dozen yards or more. A sturdy rope is a necessity, especially if they want to be able to leave the Necropolis after their business is finished.

Near the northern stretches of the Necropolis, the tunnels eventually open out onto the Footprints, a desolate canyon north of Malifaux City. Even though it's considered something of an open secret that these tunnels lead into the Necropolis, they're generally considered to be more trouble than they're worth. Part of that is just the relative distance from the city; a prospective explorer could feasibly enter the sewers from their own basement, but reaching

the Footprints requires a hike north of the city, a climb down into the Footprints, and then another hike across the bottom of the canyon to reach the passages in question.

To make matters more complicated, the vast majority of these caves don't actually lead into the Necropolis. Some end after only a few hundred feet or contract until they're too small to allow passage, while others are inhabited by Steelclaw Stingers, a breed of giant scorpion that calls the Footprints its home. These irritable creatures can make short work of anyone who wanders into one of their dens, and their rough skin makes it difficult to spot them among the similarly colored and textured stones of the region.

By far the easiest access point is Maggot Mouth, a vast sinkhole in the Quarantine Zone that has collapsed enough of the sewer system to allow passage into the Necropolis below. The Resurrectionists have built a small community around the mouth of this pit, and from there they engage in the wholesale study and looting of the ancient tombs below. All manner of strange devices and eldritch tomes have been retrieved from these macabre treasure troves, and it's not uncommon for them to fight over items of particular use or power. Non-Resurrectionists who visit Maggot Mouth seeking to explore the Necropolis often get their wish, but usually only after they've been killed and reanimated by their new masters.



BENEATH THE NORTHERN HILLS

A large and diverse cavern system runs under nearly all of Malifaux, but nowhere are these subterranean areas more important than in the Northern Hills. Soulstones form the lifeblood of Malifaux, and veins of this blood run thick throughout the entire region. The mines that tap into these Soulstone veins are but one part of a vast underground network that connects the frozen peaks of the North to the Footprints, and thus to the Necropolis beneath Malifaux City.

The most extensive stretches of this network are the burrows of the region's molemen. These cramped tunnels are too narrow for anyone larger than a child to navigate with any degree of mobility, and as the tunnels twist deeper into the packed earth the air becomes thin and difficult to breathe. The Miners and Steamfitters Union considers molemen to be pests of the highest magnitude as their tunnels can easily destabilize a mine and bring it crashing down upon the miners within.

Whether carved from the ground by steel pickaxes or the oversized claws of molemen, these artificial tunnels run alongside a natural cave system so dangerous and confusing that only the most desperate and foolhardy venture into its depths.

THE NORTHERN CAVERNS

The Northern Caverns are quite distinct from the expansive caves beneath Malifaux City. There are no vaulted ceilings or gaping chasms here, just a multitude of cramped, kidney-shaped grottos connected by a spider web of smooth tunnels.

These caverns were long ago carved out of the rock by rushing water, and when it rains, they flood with an unstoppable torrent of water. This deluge roars through the tunnels with the force of a steam engine, smashing aside any obstructions until everything eventually sprays out into the isolation of the Footprints canyon. Even the lightest rains seem capable of transforming the Northern Caverns into a death trap.

INHABITANTS

The walls of these caverns are often slick with moisture, and in the places where the tunnels breach the surface, they're also covered in thick carpets of vibrant green moss. This moss clings tightly to the stone walls and for the most part manages to endure the ravages of flooding water with surprisingly little damage. These verdant patches are often inhabited by insects, spiders, and millipedes, which are in turn fed upon by bats, owls, centipedes, and other predators.

Some of the mossy caverns are home to much larger predators, such as the Nightsilk Creeper. These creatures stand just a little taller than a human with four long, spindly arms and multiple spider-like legs that taper down from a rounded abdomen. Nightsilk Creepers spin thick webs to capture their prey, which mostly consists of bats, rabbits, and small birds. These diminutive morsels offer Creepers just enough nourishment to survive, but they prefer larger fare such as jackals and deer, which they gorge themselves upon whenever possible.

Nightsilk Creepers only require one significant meal every few months to sustain themselves, or a steady diet of smaller fare. They are asexual and become capable of producing eggs only when well fed, which had kept their numbers limited in the days before humans arrived in the Northern Hills. Now, they are starting to spread through the Northern Hills, though they never travel very far from their cavern homes. Molemen are quickly becoming the primary food source of the Creepers, though they're not above attacking humans when the opportunity presents itself.

The tiny hairs which cover a Creeper's body are sensitive to air pressure and humidity, allowing them to sense gathering storms long before the first raindrops have fallen. To protect themselves from the flood waters which roar through their cavern homes, the spider-like creatures climb to a nook in the ceiling and cocoon themselves in a bundle of sticky, water-resistant webbing to wait out the flood. Once the waters have receded, the Creeper claws its way free and begins respinning its web.

TUNNEL FLOODS

Being caught in a tunnel flood is a sudden, unpleasant, and often very fatal experience. The best way to survive such a torrent of water is to leave the cave system as quickly as possible. Such tunnel floods should never be something thrown at players without warning, as anyone caught in one of the smaller tunnels when a flood hits will be swept away and reduced to hamburger by the time they're expelled in the Footprints. The larger grottoes, however, often contain a handful of nooks that are just large enough for one or two characters to press into, offering a slim chance of survival in an otherwise deadly situation.

Finding such a nook before the waters become too strong to resist requires a TN 9 Notice Challenge. Once in the nook, the character on the outside of the nook – the one exposed to the full force of the raging water – must make a TN 10 Toughness Challenge to resist the force of the water and the small stones and splintered wood being propelled down the tunnel at gunshot speeds.

If the Challenge is failed, the character takes 1 damage and gains the following Condition: "**Tired +1:** This character suffers -1 to any duel involving a Physical Aspect. Lower the value of this Condition by 1 for every 30 minutes this character rests." On her next turn, the Fated must take this Challenge again until she succeeds. On a success, the character has managed to brace herself against the rocks and can ride out the worst of the raging waters without further incident.



THE HOLLOW POINT MAINTENANCE TUNNELS

The Hollow Point Pumping Station is considered to be the peak of the Union's engineering achievements. It was the brainchild of Dr. Victor Ramos, and it used the local monadnock mountain as the basis for the gigantic pumps that keep the caverns and mines of the surrounding area from flooding. Hundreds of miles of pipes were laid in tunnels between these mines and the pumping station, and without them, many of the mines would still flood on a regular basis.

Excavating the interior of the mountain and expanding the tunnels to hold the steel pipes that carry the pumped water out to the Frostrun were extremely labor-intensive tasks for the Union. The Union's constructs labored day and night to expand the thinner tunnels and reinforce others, but eventually the tunnels were deemed acceptable, the piping was laid, and the Hollow Point Pumping Station came online. The tunnels are all thoroughly mapped and numbered, but without access to the blueprints, they're a repetitive maze of uniform tunnels and pipes that are difficult even for experienced steamfitters to navigate.

Conditions in these maintenance tunnels are unpleasant. Just like the mines, the tunnels are prone to flooding, but when it happens, the pumps are usually working at full capacity to keep the mines dry. Keeping the maintenance tunnels from flooding is less of a priority, and as a result they often contain anywhere from a few inches to a few feet of water, depending upon current conditions. This damp environment encourages the growth of moss and fungus along the ceilings and walls of the tunnels, and occasionally even on the pipes, providing both a habitat and food source for a variety of insects.

There is very little airflow in the tunnels, so the air is stagnant, stale, and humid. Condensation drips from the ceiling and the temperature remains sultry. Some of the Union's steamfitters have remarked that the atmosphere in the tunnels is reminiscent of the Bayou.

Much of this heat is due to the water pipes themselves. The pumps run almost constantly and generate a great deal of heat, but Dr. Ramos' revolutionary design uses the pumped water to cool the machinery in the mines and pumping station before it is funneled away. The pipes themselves aren't warm enough to burn skin, but they do radiate heat. Those that have been shut down for maintenance cool quickly and can be worked on without danger. The temperature of water from leaking pipes ranges from lukewarm to hot, depending on proximity to the pumping equipment.

Sound behaves strangely in the tunnels. Most of the time, the tunnels are relatively quiet, with only the steady, subdued sound of water moving down the pipes or the soft buzzing of insects to break the silence. The layers of earth and rock surrounding the passageways insulate them from the surface, and the steamfitters tasked with repairing and maintaining the pipes rarely manage to hear anything above the sloshing of their own passage. When noise is present, however, it tends to echo oddly, making it difficult to determine the source's direction. Maintenance staff have frequently become lost and disoriented while seeking to find and aid comrades calling for assistance.

INHABITANTS

The Hollow Point maintenance tunnels have their own distinct ecology. Leeches of anywhere from a few inches to a foot in length lurk in the standing water, their dark bodies difficult to see against the stone. The largest of these creatures is capable of sucking a human dry in hours, and the speed is only increased as more leeches attach to their victim. To avoid these parasites, maintenance crews wear vulcanized rubber waders whenever they descend into the tunnels, which do a relatively admirable job of keeping the leeches at bay. It's still considered wise to strip down and do a "leech check" after leaving the tunnels, as even one missed leech can lead to wooziness near valuable heavy machinery.

A few colonies of Night Terrors have also found their way into the tunnels, and they present a greater threat to the workers than even the largest leeches. These winged predators mob any steamfitters they come across, draining them of their life force and

leaving the corpses for the leeches to finish off. The presence of Night Terrors has led to the Union assigning patrols of constructs to the tunnels, as they offer neither life force nor blood for either of the two primary predators to feed upon. The constructs have been successful in keeping the Night Terrors in check, but as of yet, the infestation has not been entirely eradicated.

However, the chief danger of the Hollow Point maintenance tunnels comes from the spirits that haunt these passages. When the floodwaters rise, they sometimes carry with them the moaning corpses of the Drowned. Exactly where these undead come from is a matter of debate among the steamfitters who keep the pumping station operational, but the prevailing theory is that they were Union workers who drowned in the mines before Dr. Ramos built the pumping station. Others whisper that the Drowned are the returned

spirits of Arcanist operatives and Guild spies who were murdered in their line of work, their bodies weighed down and dumped upstream in the Frostrun. This theory is lent credence by the way that some of these undead wander the labyrinthine tunnels in search of their murderers, their angry moans and whispers echoing ahead of them as they float just above the water's surface.

For all of these reasons, most engineers and steamfitters are reluctant to spend much time in the tunnels, particularly after a heavy rain. Most hurry to finish their repairs or work orders as quickly as possible, and if there's manpower to spare, they are sent down into the tunnels in teams of two. Dr. Ramos has announced that he is working on a solution to the problem, but with all the other matters that keep the Union president busy, it's unknown when that solution will actually be implemented (if ever).

You know them drowned bodies that wash up out of the maintenance tunnels when it rains? The brass will tell you that they're from before the pumping station was a thing, but that's just half the story.

I've been here since the pumping station was built, and I remember things. I remember how the Guild was poking around, trying to stop Doctor Ramos from hollowing out the mountain. They must have thought he was building some sort of weapon or a fort or something, and who could blame them? I don't think anyone had dreamed up something as big as the pumping station before the Doc went and built it. Anyways, the Guild caused all sorts of trouble until eventually the Doc invited them all down into the tunnels to show them what he had been working on all that time.

Only, the Doctor didn't show up for the tour. Instead, he flooded the tunnels with a few hundred thousand gallons of backflow and drowned the whole lot of 'em all at once. Blamed it on an equipment malfunction, from what I heard. That's why them undead get so upset when they see a Union man down in the tunnels - they're trying to get revenge for what Doc Ramos did to 'em. It's also why the Guild doesn't send anyone important to Hollow Point anymore.

THE SUBTERRANEAN RAILWAY

The Northern Hills are laced with a network of narrow tunnels, but not all of them are natural. The Ten Thunders have been digging a passage through the bedrock of the hills, well below the grottos of the region's natural cave system. When completed, this tunnel will be fitted with narrow-gauge track to create a secret underground railway, right beneath the Union's nose. Once the railway is operational, the Ten Thunders will be able to quickly move their agents and resources across the region without drawing the attention of their rivals.

Thus far, the progress has been slow and dangerous. The tunnel excavators work double shifts, ten hours laying track for the Union and then another eight carving out the underground tunnels, often with no breaks on either job. Exhaustion is a constant threat, as are cave-ins and poor air quality, and the casualty rate is incredibly high. Because the Ten Thunders wish to keep the tunnel's existence a secret, they have eschewed blasting through the rock in favor of excavating it all by hand, which has ensured that the tunnel's progress is slow and ponderous.

For those who are trusted by the Ten Thunders to work in the tunnels, it's back-breaking work, but the pay more than makes up for it. The base wages are one-and-a-half what the Union pays them to work on the railroad, but the rail boss, Mei Feng, has promised them a significant bonus once they have finished the railway, more than enough money to retire and live out the rest of one's days in luxury.

Flooding is a persistent problem, and every few hundred yards the excavators are forced to dig out a large room from the stone. Once it is ready, the Ten Thunders send their engineers down into the mines to set up another pump and connect it to the pumping network that stretches all the way through the tunnels.

These machines are modeled after the pumps in the Hollow Point Pumping Station, though they're by necessity much smaller and less powerful than the colossal machinery of that facility. The Ten Thunders have compensated for this lack of efficiency with quantity, and the walls of the tunnels are lined with pipes that carry the pumped water out of the rail tunnel and dump it into the region's natural cave system.

The tunnels begin in the northeastern Ten Peaks, near the Second Breach. This entrance is under heavy guard and is difficult to reach, and it has been set far enough from the Second Breach to ensure that anyone uncovering one of the organization's secrets does not necessarily discover the other. From there, the tunnels stretch southwest, generally following a single straight path. The tunnel forks in a few places, marking the places where the workers met a patch of unstable rock and had to back up to alter their route.

INHABITANTS

There are few natural inhabitants within the subterranean railway, but that does not mean that they are empty. The agents of the Ten Thunders are frequently present in the tunnels, either digging to expand their line forward or walking its lengths to ensure that it stays free of trespassers. The diggers generally focus upon their work and do not concern themselves with anyone that might be in the tunnels with them, leaving such vigilance to their guards. The foremen of these crews tend to be much more discerning, and anyone these eagle-eyed overseers catch within the tunnels is unlikely to make it back out again. Even the slightest security breach is enough to bring operations to a halt as the Ten Thunders work to learn how it happened and to deal with the problem (which often involves a liberal use of bribery, intimidation, and assassination).



It is rare for a human to stumble upon the tunnel, however, and thus most of the intrusions come from molemen. These large creatures are more of a nuisance than a threat, but their unchecked tunneling can destabilize portions of the tunnels and cause cave-ins and delays as work is halted to reinforce the tunnels. Rarely, the damage is so extensive that detours must be dug around these damaged sections, often setting the schedule of the Ten Thunders back by weeks at a time.

Needless to say, molemen are not tolerated within the subterranean railway. Small children are often sent into their cramped tunnels with a pistol in an attempt to eradicate the creatures; molemen are tough and territorial, however, and it often takes two to three children per tunnel before the offending moleman is killed. The families of the fallen children are compensated for their loss, which is often a bitter consolation at best. Speaking out against the Ten Thunders is dangerous, however, so any protests against having one's children used as "mole hunters" is often limited to grumbling and angry glares.



THE PROSPER FIELDS

In 1788, one year after the Breach first opened, a town called Prosper was established in the area west of Ridley. Although small at first, its mine yielded exceptionally high-grade Soulstones, and soon Prosper had grown into one of Malifaux's most successful Soulstone mining towns. Its borders expanded at a surprising rate, and within seven years, it had grown to a substantial size and become one of the area's largest trading posts. Soulstones were still the primary export of the city, but the coal deposits beneath the city made its masters a tidy profit on the side.

However, conflict erupted between the miners and their mage overseers when a small group of workers were discovered trying to smuggle Soulstones out of the mine for their own personal gain. The mages reacted with violence and captured the miners' families in an attempt to force them to stand down, but the desperate act only served to escalate the conflict and draw the families and friends of the captured families into the fight. Somewhere amidst the conflict, the fire broke out

There are multiple rumors concerning just how the fire started, but everyone agrees that it began in the mine. The coal deposits within the mine began to burn, and the deaths of those who perished in the fighting charged the mine's Soulstones. All attempts at dousing the flames only caused them to burn brighter. It was unclear whether this was due to magic, the possible presence of fire gamin, or some natural enhancement of the flames by the charged Soulstones, but regardless, the flames consumed the mine's supports and caused a massive sinkhole that took much of Prosper with it.

The past century has not been kind to Prosper. The fire continues to burn deep within the ground, and very little remains of the once expansive trading post. New sinkholes continue to form as the fires consume the coal deposits beneath the town, gradually devouring the remaining buildings one at a time. The foundations of the town hall remain visible on the fringes of a small chasm, and the cemetery has been entirely swallowed into the ground.

The geological instability of Prosper poses the most immediate risk to opportunists seeking to plunder Prosper's former riches. The town's Soulstone mines have not been entirely buried, and each new sinkhole offers another path down into the burning mine. The main shaft is blocked by a collapse, but the side tunnels are spider-webbed with veins of Soulstone, much of it already charged after the deaths of Prosper's original inhabitants. The gases released by the constantly burning fires have given these stones a strange orange color, and many remain warm to the touch long after being carried away from the ruined settlement.

The remaining tunnels have been formed by gaps left behind after the mine's coal burned away. These tunnels are irregularly shaped and follow the path of the coal deposits. Some are wide enough to allow even the largest constructs to trudge down their length, while others narrow to mere cracks in the surrounding rock. Smoke from the fire has blackened all surfaces, apart from the occasional pocket of orange Soulstone. These tunnels will continue to form as long as the fire burns, though no one is quite sure just how long this will take. An exploratory investigation on behalf of the M&SU was able to determine that a number of major offshoots have burned out, but it could not determine the remaining extent of the coal deposits with any great accuracy.

In addition to the geological instability, there are two further factors that make traveling through the Prosper Fields a challenge. The most innocuous of these is the heat. The surface temperature around Prosper is, for the most part, merely warm, though it is prone to sudden spikes. Below ground, the temperature ranges from slightly uncomfortable to scorching, depending upon one's proximity to the fire.

When it rains, steam rises up from the fissures in the ground in great billowing clouds, each hot enough to scald skin and cause severe - sometimes life-threatening - burns. Thus far, the heavy rains of the region have been unable to extinguish the burning coal deposits; even the heaviest floods have only been able to douse a portion of the flames, and as soon as the water level drops, the coal catches flame once again.

More insidious than the heat are the noxious gases released by the fire. As with the heat, the risk these gases pose varies according to the proximity to the active fire. Cracks and crannies within the rock help to filter clean air in but also allow pockets of gas to form in unexpected areas that shift as the fire burns away the coal. What is safe to breathe one minute may not be safe the next, and even walking on the surface isn't completely safe, as this gas can seep out from fissures all throughout the area, forming a poisonous orange haze that is often mistaken for dust.

INHABITANTS

The perilous conditions in the area mean that most creatures avoid having anything to do with Prosper. Fire gamin are common in the area, as they are drawn to its hellish conditions. These artificial constructs are most often summoned by mages and spellcasters, but the proximity of so many Soulstones has caused a few to manifest spontaneously from the heat and flame. They delight in ensuring that the flames of Prosper continue to burn and will routinely seek out extinguished coal deposits to set them alight once again after one of the region's floods.

The charred and blackened corpses of those who sought to loot Prosper's Soulstones are a more pressing danger to adventurers. These corpses are animate and aggressive, though not in the same way as more traditional undead. Instead, the corpses are little more than puppets for the area's lampads, living flames who came about as a result of Prosper's perpetual inferno. These incorporeal creatures are outwardly indistinguishable from normal flames and only reveal themselves as supernatural creatures when in the presence of a corpse.

In order to travel beyond the borders of their searing home, lampads possess the corpses of the dead, forcing them to their feet like a marionette being manipulated by an unskilled puppetmaster. The corpse bursts into flames when the lampad possesses it, and as the lampad uses it to move around, the corpse is gradually consumed by its flames. The outer skin burns and peels away in the first five minutes, at which point it splits, allowing the underlying yellow fat to leak out. This body fat makes a good fuel source, and for the next

several hours, the lampad is essentially a walking candle. Eventually the fat burns away, leaving only a blackened and greasy skeleton that the lampad is unable to keep animated any longer. Unless there is a source of fire nearby when the corpse collapses, the lampad perishes as its flames burn themselves out.

If a lampad's possessed corpse perishes near another source of flame, the spectral creature is capable of leaping into that fire and using its heat to sustain its existence. There they lurk, waiting quietly until they can possess a fresh corpse and stoke the flames of destruction once more. Lampads that are displaced in this manner only survive as long as the fire they are possessing, though, so the threat of continually returning lampads is fortunately quite small beyond the borders of Prosper.

The relative desolation surrounding the ruined city has prevented the lampads from traveling very far beyond the town's borders, but within its burning tunnels they are as thick as wasps in a hive. Anyone killed near the town is almost immediately brought back as a lampad, and there is some alarming evidence suggesting that lampads are capable of creating more of their kind from any nearby corpse, regardless of their location relative to the Prosper Fields.

The most likely reason for this proliferation is that each walking corpse is not home to just one lampad, but multiple flame spirits all feeding off the same fuel source. In the end, however, this is just a theory, as it is simply too difficult (not to mention dangerous) to provide a lampad with enough corpses to adequately test the limits of its reproductive capabilities.

A few Resurrectionists have attempted to harness the lampads for their own use, but because of the short-lived nature of the fiery creatures, none of these experiments have proven worth the effort. The inhospitable nature of the town combined with the presence of its lampads and fire gamin makes any sort of permanent residence too dangerous to warrant serious consideration, while Prosper's distance from other towns makes frequent travel to and from the ruined town quite time-consuming.

UNDER THE TEN PEAKS

The Ten Peaks mark the northernmost extent of what has been explored in the world beyond the Breach. The Peaks are normally shrouded in clouds and snowstorms, but beneath the surface, the mountains are surprisingly calm and quiet. Primeval lava flows long ago carved out a labyrinth of tunnels throughout the mountains, but just as many of the mountains' caverns can be attributed to countless centuries of water droplets mixing with minerals, seeping into the rock and carving their own paths. These two forces have combined to form innumerable basalt passages and crystalline chambers within the mountains' hearts.

Some of the basalt tunnels are coated in sheets of ice beneath which glitter plentiful veins of Soulstone. These tunnels start high up among the peaks, then twist and wind their way through the heart of the mountains to open up again far below at their bases. When the wind blows through them, the tunnels hum and echo, creating the song of the Tyrant entity known as December.

It is this winter song which compels some people - the "chosen of December" - to leave everything and everyone behind in order to make their way up the mountains. Those who give in to this compulsion will be drawn to the Cult of December, succumb to December's primeval influence, and transform into hideous predators known as Wendigos, or - if they are lucky - simply perish on the icy slopes of the mountains.

Despite the obvious dangers of these slick tunnels, the lure of Soulstone draws a slow trickle of prospectors hoping to carve out enough Soulstone to make the risk worthwhile. December's winter song ebbs and flows according to its own arcane tide, which is unpredictable to all outside the Cult of December. For everyone else, it's a matter of chance, for when December's song is strongest, the winds blowing through these tunnels can easily knock a grown man off his feet and send him sliding down miles of icy passages.

Those hoping to carve their fortunes out from these tunnels stuff their ears with cotton or wool or wrap their heads in layers of sheepskin and quilted fabrics in the hope of blocking out December's song. Without these precautions, it's far too easy to lose one's wits and become obsessed with the idea of climbing to the top of the mountain, and those who make that journey on a whim are rarely seen again.

THE SOULSTONE GEODE

Deep under the Ten Peaks lies a wonder few have or will ever see. The "Heart of Malifaux" is simply considered to be a metaphor, but if there were a contender for the literal truth, it would likely be the Soulstone Geode. Located so deep underneath the mountains that it would take nearby two days of hard spelunking to reach, the geode rests within a roughly spherical chamber about forty feet in diameter. The path to this chamber is neither simple nor direct, and there are countless maps circulating through Malifaux that each purport to offer the "correct" route to the geode.

The walls of the chamber are encrusted with countless crystalline Soulstones, ranging in color from deep purple to bright green. A few places are damaged where previous explorers snapped the Soulstones from the walls to fill their packs, and it is the stories of these now fabulously rich adventurers that have spread the legend of the Soulstone Geode all across Malifaux. Despite their greed, there are more Soulstones within this chamber than even a hundred men could carry at one time, and the path leading back up to the surface still requires plenty of provisions and climbing equipment, which limits how many Soulstones any one person can excavate at one time.

In the center of the chamber, surrounded by several large Soulstone stalagmites, the floor resembles a still and glassy pond on a cloudy day. The surface of the "pond" is solid, however, as if it were merely a patch of transparent rock. It is said that those gazing down into the clouded depths of this crystalline pond occasionally see something moving far below, but whatever it is, it seems unwilling or unable to show itself further.

INHABITANTS

The majority of the vast number of tunnels and caves under the mountains lie empty and silent, but not all of them. The harsh conditions on the mountains often lead to creatures seeking shelter inside the mountains themselves. While maulers, Malifaux's twisted version of bears, often hibernate in these caves, it is the Wendigo that make the caves of the Ten Peaks their natural habitat.

Hermits, madmen, criminals, and frontiersmen have also been known to take up residence in the caves and tunnels of the Ten Peaks. While solitude is plentiful in the mountains, food and warmth are not. Few can survive for long in the constant blizzards, and the caves offer shelter and respite from the blowing wind and falling snow. A new cave also carries with it the possibility of a hibernating maunder, which always results in a warm meal for one party or the other.



THE RESURRECTIONISTS

The propaganda of the Guild claims that the Resurrectionists are a cabal of sinister necromancers who gather in the shadows of the Quarantine Zone to defile the corpses of the dead and plot the deaths of all good citizens of Malifaux. The Death Marshals are seen as the true heroes of Malifaux, and Lady Justice's likeness adorns countless posters and flyers that remind the people of Malifaux City to be constantly wary of "the Resurrectionist menace."

For the most part, this portrayal of Resurrectionists is not too far off the mark. It's true that many Resurrectionists make their home among the decaying ruins of the Quarantine Zone, and more than a few wish to overthrow (or at least severely injure) the Guild for perceived wrongs against them. As a group, however, the Resurrectionists are far less organized than the Guild gives them credit for, with most Resurrectionists working either by themselves or alongside one or two living assistants.

Part of this is simply a result of having unthinkingly loyal undead minions at one's beck and call. The Guild, Union, and even the Ten Thunders all require organization, planning, and a clear hierarchy to ensure that their subordinates act in the best interests of the entire group, but a Resurrectionist's attendants will follow her orders without complaint (and frequently don't have enough brains to complain even if they were able).

There are no initiation rituals or membership dues among the Resurrectionists; one either is a Resurrectionist or one is not, and it is up to the individual (or the execution warrants of the Death Marshals) to make that distinction.

Further distancing themselves from the other powers of Malifaux is the fact that the Resurrectionists lack any sort of unified goal. The Guild is quite upfront about its desire to bring all of Malifaux under its iron heel, and the Ten Thunders work towards a similar goal in the shadows. Even the Union is united in its desire to protect its workers and ensure that they have the best lives possible. The goals of the Resurrectionists, however, are so fractured and varied that, were it not for the common thread of necromancy magic that runs through everything they do, it would be difficult to call them a faction at all.

That is not to say that the Resurrectionists entirely ignore each other. Even the most solitary necromancer likely knows one or two other practitioners of the dark arts, if only because they chose to dig up corpses in the same graveyard. This familiarity lends itself to vaguely professional relationships between their members, and it's not uncommon for these Resurrectionists to gather in small groups to share news, discuss magical rituals, or eliminate a mutual threat. Some even choose to live together in small communities in the Quarantine Zone, though this decision often owes as much to the desire for mutual protection as it does to any real fondness for one's neighbors.

Because there is no central authority among the Resurrectionists, their members sometimes come into conflict with each other. By far the most common reason for these conflicts is corpses. Most Resurrectionists require a steady supply of corpses to extend their power base and continue their experiments, and in the desolate Quarantine Zone, these can sometimes be in short supply. As a result, Resurrectionists may fight over overgrown graveyards or cracked mausoleums, especially when dozens of potential servants are on the line. Sometimes these conflicts can be resolved relatively peacefully, but it's far more likely that the argument will devolve into combat. If one Resurrectionist is able to slay the other, the winner can often absorb the loser's undead minions (and their erstwhile leader) into her own crew.

HISTORY

The art of necromancy was present on Earth long before the Breach first opened, but it was not a particularly strong or effective form of magic. The most powerful practitioners could snatch a spirit from the aether and demand answers to their questions or perhaps weaken an enemy with sickness, but these tricks were but a pale shadow compared to what the Resurrectionists can accomplish today.

Mystics and shamans may have been able to call upon necromancy before the Breach was opened, but it was only after humanity traveled to Malifaux that it produced the first Resurrectionist. This unnamed man traveled to the long-forgotten Necropolis and returned, scarred in both body and mind, with a single tome. Using the magic contained within its pages, this nascent necromancer raised an army of the dead from the city's graves and waged war against the Council.

It was a war unlike humanity had ever seen. Formations of shambling corpses marched forward, their unliving flesh given new life by their master's dark magics. The whole of the city rose up in defense against this proto-Resurrectionist, fighting back the undead horde with old magic, flintlock rifles, and clockwork automatons. It was a long fight, and the undead gave no ground, but when the dust had settled, the nameless necromancer had been defeated, and the city was able to breathe a collective sigh of relief.

Though it would take a hundred years for some clever dabbler to coin the phrase "Resurrectionist," history considers this first necromancer to be the spiritual founder of the movement. When the Breach closed, some desperate men used the Soulstones in their possession to animate the dead back on Earth, with varying degrees of success. Scattered as they were and with only the scraps of knowledge that had been retrieved from Malifaux to work with, these isolated necromancers made little progress in their chosen field, but even a handful of animated corpses was able to change the destiny of some nations.

Despite this, it wasn't until the Breach had reopened and the descendants of these necromancers came to Malifaux that the Resurrectionists were truly born. Some explored the ruined areas of the city, gathering what dark knowledge they could as others began to stockpile corpses beneath the oblivious watch of the Guild. It was only when the Governor-General's personal staff was killed and reanimated as mindless undead that the Guild finally took notice of the threat building within their city. The Governor-General gave the order to form a task force designed to hunt down these rogue necromancers, and the Death Marshals were created.

These necromancers were initially referred to as "resurrectionists", an archaic term for people who practice body snatching, but the necromancers were amused by the irony of the name and embraced it with open arms. In their eyes, they were not just body snatchers and graverobbers, but rather those who had been gifted with the ability to resurrect the dead... by transforming them into subservient zombies.



THE MADNESS OF THE WHISPER

While some Resurrectionists approach the study of necromancy in the scholarly manner of a researcher or from the comfortable trappings of their homeland's myths and legends, most had no inclination to practice necromancy prior to coming to Malifaux. Instead, that drive comes to them through a phenomenon the Resurrectionists have come to call "the Whisper." It might take the form of words whispered on the wind, a voice heard in the back of one's head, or in the crackling static that follows each day's regular aethervox broadcasts, but regardless of its trappings, the Whisper shares the secrets of necromancy with the listener and urges them to use this new knowledge to solve their problems.

At first the suggestions start small, such as etching a few runes on the wall to snuff the life from any rats wandering into the basement or perhaps a particular phrase that will bend the mind of a handsome shopkeeper to one's will. As the listener spends more time practicing their magical skills, the voice suggests new avenues of experimentation and study. Interspersed with these lessons are disturbing truths and scraps of forbidden knowledge that erode the listener's sanity as surely as the ocean beating upon a rocky cliff.

Those who hear the Whisper often believe that their actions are being guided by a patron spirit who has lent them the power to raise the dead, and the Guild has amassed enough evidence to suggest that these deranged madmen might just be telling the truth. Far too many common elements have appeared among the magical rituals and incantations of seemingly unrelated Resurrectionists to be entirely coincidental, and the Death Marshals now believe that these Resurrectionists are grasping imperfectly at the true power offered by this unknown entity.

This assumption is entirely correct. The Whisper is the influence of the sinister Grave Spirit upon the world of Malifaux, and with each invocation of dark magic, the magical barriers that prevent it from entering the world and eradicating all life weaken just a little bit more, paving the path for its return to Malifaux piece by piece, brick by brick.

THE GRAVE SPIRIT

The entity known as the Grave Spirit is nothing less than the primal cause of all death, not only in Malifaux, but in every world in existence. Intelligent beyond any mortal's comprehension, it is the source of necromantic magic, and all those who draw upon that form of magic are, in some manner or another, channeling a miniscule amount of its limitless power.

Despite existing on another plane of existence, the Grave Spirit is able to reach into other worlds to influence the people there through dreams and whispered instructions. While these visions were fleeting on Earth due to the steady decrease of that world's magic, they found fertile ground among the people of Old Malifaux.

Whispering in their minds and dreams, the Grave Spirit taught the ancient races of Malifaux the art of Necromancy, all while manipulating them into building the interdimensional device that came to be known as Kythera. Unbeknownst to its builders, who had thought that Kythera would allow them to turn the power of the Grave Spirit against their Tyrant enemies, the structure was actually a portal that would allow the Grave Spirit to pass from its realm of existence into Malifaux, where it would consume all life for its own fell purposes.

It was only when the portal at Kythera began to open that the people of Old Malifaux realized their terrible mistake. They were able to stop Kythera from opening any further but were unable to fully close the portal. Over the years, the influence of the Grave Spirit slowly seeped out into the world, like an infection spreading from an open wound.

It was only in 1901 that Kythera was finally destroyed by humanity, closing the portal once and for all. The Neverborn, who had manipulated the situation to their own advantage, had hoped that the portal's destruction would force the Grave Spirit's influence to wane, but its appearance in the world, however brief, had left its mark upon the world. Some small measure of its consciousness still lingers in the world, whispering into the minds of humanity and encouraging them to take up the dark art of necromancy.





DIGGING UP THE PAST

Character creation is an important process in any roleplaying game. The characters drive the game's narrative, and the story is about their joys, sorrows, triumphs, and failures. Because of this, the act of character creation should not only provide players with the mechanical statistics needed for their Fated but also help inform them 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 different steps of creating not only a character's mechanics but also their history and future.

Under Quarantine, like other *Through the Breach* books, contains its own version of character creation. In this case, it's called the Lifeline Tarot, and it delves into your character's history to create someone whose destiny has been shaped by an encounter with death. This encounter had a profound impact upon the character's life... and may even have ended it.

The Lifeline Tarot allows players the option of playing a Stitched - an undead Fated character. Stitched characters are a step above normal undead, which is why they have the ability to think for themselves and alter their own destinies.

Each step of character creation should be taken one at a time. As you go through this process, your Fated's story will begin to unfold in front of you, so this process should not be glossed over or rushed. Think about the choices you are making for your character and how they influence each other.

Players and Fatemasters are encouraged to utilize the options here and in other *Through the Breach* books to create the character each player most wants to play. That said, a character should be created using the Tarot spread from only a single book, even if different options (like Pursuits, Talents, or Magia) from another book are being used.

STEP 1:

CONCEPT

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

The one certainty for the Lifeline Tarot is that your character will have had a brush with death. This may have resulted in her demise, or it may have just scared her silly. Regardless, your Fated will have looked into the very eyes of death and been changed for it.

It is worth discussing your concept with the Fatemaster and the other players to ensure that your character will get along with the characters of the other players. A Necromancer, for example, might not play too nicely with someone aspiring to be a Death Marshal (though that could also make for some interesting party dynamics).

After this step, you'll be flipping cards off the Fate Deck, so make sure it's handy and shuffled. 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.

SO, I'M A ZOMBIE... NOW WHAT?

If, over the course of an adventure, a Fated character becomes one of the Undead, she immediately becomes a Stitched character. She gains all of the special rules found in the "Playing a Stitched" callout box on page 66, save that the Defining Suit of her Twist Deck does not change. Unless the Fatemaster decides otherwise (due to the specific circumstances of the character's resurrection), the new Stitched is always a Standard Undead.

STEP 2:

BRUSH WITH DEATH

This step is unique to the Lifeline Tarot. Draw the first card off the top of the Fate Deck and place it in your hand. This is your Brush Card, the card that tells you the nature of your encounter with death.

Your Brush Card is kept in your hand and not dealt into the Lifeline Tarot. The Brush Card modifies your Lifeline Tarot in a very meaningful way. You play it at a later step in order to alter the course of your character's life, as described below.

The information on what the Brush with Death means can be found starting on page 80. Take a moment to see what your confrontation with mortality looked like. If your Brush Card is one of the two Joker cards, then your character is in for a very "special" life (see page 81 for more details).

PLAYING THE BRUSH CARD

Your Brush Card is played below any card in your Lifeline Tarot. This means it may be played below your Body, Root, Mind, or Endeavor Card. The Brush Card will then modify the result of that card.

Playing your Brush Card indicates that, at that point in the character's past, they had a close encounter with death as determined by the suit and value of the Brush Card (pg. 80). Such an event should not be taken lightly; this Brush with Death likely colored the character's life from that point onwards.

The Brush Card can never be played on a previous step in your Tarot, so you'll have to consider carefully after each Step is dealt to ensure that it happens at the point you want. If you have not chosen to place it by the time you've dealt the Endeavor Card, it must be played under this Step.

The Brush Card modifies the Step it is used in. It allows you to either increase one of your Aspects by +1 (if below the Body / Mind Card; this cannot increase an Aspect above 3) or gain an additional Skill at Rank 2 (if below the Root / Endeavor Card).

THE LIFELINE TAROT

BODY CARD



ROOT CARD



BRUSH CARD



MIND CARD



ENDEAVOR CARD



In the example above, the player chose to play her Brush Card after dealing the Root Card in Step 4, shifting her Lifeline Tarot down.

BEYOND THE DOORS OF DEATH

After playing your Brush Card but before moving on to the next step, take a moment to consider the possibility that your character did not actually survive their Brush with Death. Instead, they were killed and then raised as one of the Undead.

Should you choose to go this route, your character becomes a Stitched, one of the resurrected dead. Take a look back to the card that now rests above your Brush Card. The suit of this card - the moment when your character was killed and raised from the grave - determines exactly what sort of Undead your character has become, as described in the Playing a Stitched callout box (pg. 66).

When you continue on to the next step of the Lifeline Tarot after playing the Brush Card, deal the next Tarot Card to the right of the Brush Card, rather than the previous Tarot Card. The character's Brush with Death has taken their life down a path that was not intended, and the cards reflect this.

STEP 3: BODY

Deal a card off the top of the Fate Deck into the left-most position on the Lifeline Tarot. This card is the Body Card, which represents your physical form; it gives you the values that go into your Physical Aspects of Might, Grace, Speed, and Resilience. You can assign the values given to you here to any of the different Physical Aspects.

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 childhood and the paths we take. What did these Aspects mean for your Fated while growing up? How have they helped shape her?

If you play your Brush Card and choose to die at this point, your character will have the appearance of a child, despite her actual age. In this case, the character is Height 1 (instead of Height 2) but otherwise follows the normal rules for being a Stitched.

STEP 4: ROOT SKILLS

Deal a card off the top of the Fate Deck to the right of your Body Card. This card is your Root Card, and it determines your Root Skills. They represent the skills your character learned in their childhood.

The values provided by this card can be assigned to any of the Skills presented in the *Fated Almanac*. These Skills inform you of your Fated's upbringing: what did she learn? Why did she learn it? How were her parents involved?

Take time to think about how your character and consider how this knowledge modifies your concept.

If you play your Brush Card and choose to die at this point, your character will likely have the appearance of an adolescent, despite her actual age. In this case, the character has the option of being either Height 1 or Height 2, depending upon her age when she died, but otherwise follows the normal rules for being a Stitched.

STEP 5: MIND

Deal a card off the top of the Fate Deck to the right of your Root Card. The Mind Card, which represents your mental abilities, is the card you just dealt. It gives you the values that go into your Mental Aspects of Intellect, Charm, Cunning, and Tenacity. You can assign the values given to you here to any of the different Mental Aspects.

As your Fated reached adolescence and adulthood, her mind started to play a more critical role in her life. How a character approaches their problems is often determined by their Mental Aspects. Think about your concept again and what is most appropriate for your character.

Does your Fated have a strong will? Is she crafty? Knowledgeable? Consider these things when you are assigning the values.

If you have not yet played your Brush Card, you can either play it now or be forced to play it after your Endeavor Card.

BROUGHT BACK TO LIFE

It's entirely possible that a character's Brush with Death was more of an impale than a brush. Despite how painful (or messy) it might have been, the character managed to survive...sort of.

Dying and coming back to life is a meaningful and often traumatic event for a character. They probably didn't have any choice in the matter and might have been subservient to whoever raised them before eventually breaking free.

Regardless of the circumstances, you should work with your Fatemaster to determine the nature of your character's return to the world of the living.

If you're looking for a fast and easy solution to your resurrection, you can flip a card on the table below.

- ✕ - You were raised by a necromancer, but something went wrong, and they died in the process of returning you to "life."
- 📖 - Somehow, a Soulstone was lodged in your body, and it has brought you back. Its only function is keeping you animated; it can't be used for any other purpose.
- 👁️ - You clawed your way back to the world of the living to avenge your own death.
- 🐾 - The natural necromantic energies of Malifaux brought you back... but why? Was it really random chance?

Jokers - Flip two more cards, one after the other. You've been brought back twice, but the first time didn't stick!

STEP 6: ENDEAVOR SKILLS

Deal a card off the top of the Fate Deck to the right of your Mind Card. This is your Endeavor Card. It provides you with your Endeavor Skills.

Endeavor Skills are the skills your character learned later in life. It is important to tie this to your concept - what do you imagine your Fated is good at? You have more freedom here than with the Root Skills, so make sure your character will be capable of doing the things they want to do during the game.

Through the Breach favors characters with a variety of skills, so don't worry about making the "best" choices now. You'll have a lot of opportunities to gain new skills later. If you have not yet played your Brush Card, you must do so now.

STEP 7: 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 Fated know what she needs to know. This point can be spent in one of two ways:

- You can increase one of your Aspects by +1. You cannot increase an Aspect above 3 in this way.
- You can 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. Without supporting these, your character is nothing more than numbers on a page.

PLAYING A STITCHED

Playing a Stitched is similar to playing a Living Fated. You still make a character in basically the same way with the following exceptions:

- Stitched have the Undead Characteristic rather than the Living Characteristic.
- Stitched are immune to any Condition that references a Living anatomy (such as Bleeding Out or Suffocation, at the Fatemaster's discretion) but may still be knocked unconscious.
- The Defining Suit of a Stitched character's Twist Deck must be Crows. Identifying the character as Undead (instead of Living) requires a TN 12 Scrutiny duel.

Based on the suit of the card above your Brush Card, your character is a certain type of Undead:

- Standard (♠): The character does not have any additional benefits or penalties for being a Stitched.

- Masterful (✕): Whoever brought the character back from the dead knew what they were doing. The character gains the Hard to Wound Talent (*Fated Almanac*, pg. 142) but must also choose a Physical Aspect to be lowered by -1.

- Mechanized (⚙️): The character's body sports a number of mechanical components that have been used to augment her undead flesh. The character gains the Mechanized Undead Talent (pg. 137), but the TN of the Scrutiny duel to identify her as Undead drops by -4.

- Amalgam (⚗️): While the majority of the character's body is still her own, some of her body parts originally belonged to someone else. The character may increase one of her Physical Aspects by +1 (to a max of +3) but must lower a Mental Aspect by -1. Because of all the stitches, the TN of the Scrutiny duel to identify the character as Undead drops by -2.

- Ancient (Jokers): The character is a relic of another era (100+ years ago). The character gains + to any History duels relating to her native era but □ to History duels relating to other eras.

STEP 8: DIVINING FATE

Now that your Fated's numbers are nailed down, it's time to read her Destiny. Each card in The Lifeline 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 text attached to each card in the order the cards were flipped, from left to right.

Start with the Body Card and work your way right, ignoring the Brush Card. Write each phrase in the appropriate place on your character sheet. The Brush card is *always* the final card of your Destiny.

STEP 9: PURSUIT

Choosing a Basic Pursuit is the next step. Your Pursuit is a little bit occupation, a little bit skill, and a lot of mindset. It is how your Fated views the world and how they react to it. A Pursuit can be seen as the way your Fated tries to solve problems - a fighting Pursuit may try to solve things through physical conflict (including such things as intimidation) while a social Pursuit may try to solve things diplomatically.

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 of your Fated. Read the descriptions of each Pursuit and figure out what makes the most sense for the character.

In gameplay, Pursuits have some impacts on certain types of Challenges, and at the end of a session they inform certain parts of character advancement. While this is an important decision, it is a decision that can be made relatively lightly as a character's Pursuit tends to change from session to session. Choose whichever option fits your concept.

The Basic Pursuits can be found starting on page 87. When you choose your character's first Pursuit, you'll gain that Pursuit's Starting bonus. You are encouraged to choose a Pursuit from *Under Quarantine*, but with your Fatemaster's permission you may choose a Pursuit from one of the other *Through the Breach* books instead.

STEP 10: DERIVED

ASPECTS

You can now calculate your Derived Aspects from a combination of your Aspects and Skills. The Derived Aspects are: Defense, Willpower, Wounds, Walk, Charge, Height, and Characteristics. This information is the same as presented in the *Fated Almanac*, but it is reprinted here for ease of character creation.

- *Defense* is equal to 2 + the character's Evade skill or Speed Aspect, whichever is higher
- *Willpower* is equal to 2 + the character's Centering skill or Tenacity Aspect, whichever is higher.
- *Wounds* is equal to 4 + the character's Toughness skill. If the character has a positive Resilience Aspect, they may add half of that (rounded up) to their 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 their Walk Aspect.
- *Height* is 2 (or 1 if the Fated is a Stitched and died as a child or adolescent).
- *Characteristics* define the type of creature a character is. Most Fated have the Living and Fated Characteristics, but Stitched have the Undead and Fated Characteristics.



STEP 11: TALENT

Skills are about what you know and are capable of. They represent a linear progression of knowledge, informed by time and practice. Talents, on the other hand, are certain knacks 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.

Each Fated can choose one General Talent. It is recommended that a Fated created with the Lifeline Tarot also choose their Talents from this book, but the Fatemaster is free to allow General Talents from other *Through the Breach* releases as well.

The list of Talents can be found starting on page 133.

STEP 12: EQUIPMENT

Each Fated is given 10 Guild Scrip to start with, and they can use that money to purchase equipment from the *Fated Almanac* starting on page 149 (with your Fatemaster's permission, you may also purchase equipment from *Into the Steam*). The Fated may also receive some starting equipment based on their chosen Pursuit, as described by its Starting bonus.

In addition to this, each Fated has a few things that are not listed, such as clothing. How nice the clothing is often has to do with the character's concept, so that is up to Fatemaster discretion. Fated are also considered to have a place to live, some food, and other basic necessities to make sure they are able to survive. The adventures may take them away from this cushy start, but they begin the game with it.

By combining these things, your Fated should have the tools needed to start on the road to their Destiny.

STEP 13: TWIST DECK

Your Fated has a Twist Deck, which is an individual deck of cards that they 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 their 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 *Fated Almanac* on page 63). Choose one of the suits to be your Defining Suit (if you are a Stitched, you must choose Crows as your Defining Suit), another 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 show 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 narrative 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 understand your Fated's concept fully. It can be helpful to write up a short background, a sort of autobiography, for your character. Often, doing this in the character's voice helps, as this can help you understand how your Fated talks and acts in the world.

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

EXAMPLE CHARACTER

Sarah wants to make a character for an upcoming *Through the Breach* game that Chris is running. She has decided that she wants to make a character who is a bit obsessed with death, and Chris suggested that she use the Lifeline Tarot.

Sarah begins with a simple concept (Step 1): her Fated is someone who has been ignored most of her life because she was always a bit "weird." The reality was that she could sense ghosts, and it's given her an unhealthy outlook on life. She starts with the name Diedre for the character.

With that concept, Sarah draws her Brush with Death card (Step 2). It's a 7♣. This means Diedre was pecked by birds to the point of near death. Sarah keeps this in mind but is still unsure if she's actually going to have her character die or not.

Next, Sarah flips a 6♠ for her Body (Step 3). This gives her -2/0/+1/+1 to assign to her Physical Aspects. She assumes Diedre's Grace is her worst (she can be a bit clumsy, often because she's distracted) and makes it -2. Despite this, Diedre is fast and strong, so Sarah makes her Might and Speed +1. Diedre ends up with a 0 for her Resilience.

Sarah doesn't think that Diedre almost died as a child, so she decides not to use her Brush card.

Sarah moves on to Root Skills (Step 4) and flips a 10♠, which gives her a 2, 2, 2, 2, 1 for Skills. Diedre had a traditional education back on Earth, so Sarah assigns 1 rank to Art, 2 ranks to Mathematics, and 2 ranks to Literacy. Sarah decides that Diedre spent a lot of time with animals as a child (2 ranks to Husbandry) and that her oddness made her feel the need to be a bit deceptive (2 ranks to Deceive).

Sarah then decides that Diedre died as an adolescent. Her family had moved to Malifaux, and shortly after arriving, she was pecked to death by a flock of Gloom Crows (which are described in *Into the Steam*). Since her Brush Card is now below her Root Skills Card, this gives her a skill at Rank 2, which goes into Stealth.

Since Diedre died, Sarah flips a card to see how she was returned to life and gets a 7♠. Sarah consults the Brought Back to Life table (pg. 65) and learns that Diedre was raised by a Necromancer who died in the process of making her an undead. Sarah then looks at the card above her Brush Card (Root Skills, 10♠), consults the "Playing a Stitched" callout box (pg. 66), and notes that Diedre is a Standard Undead.

Sarah moves on to Mind (Step 5), getting a 10♣. This gives her -1/-1/-1/+2 for her Mental Aspects and Sarah puts the +2 in Cunning, leaving the others at -1.

At Endeavor Skills (Step 6), Sarah gets a 6♣, providing her with 3, 2, 1, 1, 1, 1 for Skills. Sarah puts the 3 in Toughness, 2 in Necromancy, and 1 in Pugilism, Stitching, Wilderness, and Pistol. Diedre was forced to survive on her own, but she picked up a bit of skill with Necromancy magic along the way.

For Modify (Step 7), Sarah decides to raise Diedre's Tenacity from -1 to 0, giving her more mental grit.

Sarah is now ready for Divining Fate (Step 8). Starting with the Body Card, she writes each corresponding phrase in the appropriate place on her character sheet. As she does this, she skips her Brush Card, saving it until the very end; the Brush card is *always* the final card of a character's Destiny.

At Pursuit (Step 9), Sarah decides that the Medium Pursuit feels appropriate for Diedre. This gives her the Medium's Starting bonus (the Ghost Sight Talent).

Step 10 is a calculation of Derived Aspects. This gives Defense 3, Willpower 2, Wounds 7, Walk 5, Charge 5, Height 2, and Fated and Undead Characteristics.

For Talent (Step 11), she chooses the Reset Fate Talent (page 138), giving her more control over her Twist Deck.

At Equipment (Step 12), she uses her 10 Scrip to buy herself a pistol and bullets from the *Fated Almanac*.

Finally, at Step 13, Sarah must use Crows as her Defining Suit. She chooses Tomes as Ascendant, Rams as Center, and Masks as Descendant.

LIFELINE TAROT REFERENCE TABLES

BODY CARD

CARD	PHYSICAL ASPECTS	BODY FATE
Red Joker	0/0/0/3	If you wager everything upon a single blow
A♠	-3/-1/+1/+3	As the flames rise all around you
2♠	-2/-2/+2/+2	If you step from the virtuous path
3♠	-2/-1/+1/+2	Should you recite the ancient oath
4♠	-2/0/0/+2	As you take aim against the innocent
5♠	-2/0/+1/+2	When your blade drips with the blood of your heart
6♠	-2/-1/0/+2	If you squeeze the trapped vermin between your hands
7♠	-1/-1/-1/+3	When you ignore the crimes of the guilty
8♠	-1/-1/+1/+2	After the echoes of your laughter die
9♠	-1/0/0/+2	If you embrace your brother with loving arms
10♠	-1/-1/-1/+2	As you stand within the shadow of the ram
11♠	0/0/0/0	If you find devotion at the bottle's bottom
12♠	-1/0/0/+1	As dim adventure calls your forgotten name
13♠	0/0/0/+1	If you turn a blind eye to the heart of steel
A♣	-3/0/0/+3	If overconfidence proves your theory true
2♣	-3/-1/+2/+2	As the mask of porcelain shatters beneath your rigid fist
3♣	-2/-2/+2/+2	If you refuse the hero's call
4♣	-2/-1/+1/+2	If you leave the earth barren in your wake
5♣	-1/-1/+1/+2	When you wake from the dream of ancestors
6♣	-2/0/+1/+2	If machines crawl from the sunken pit
7♣	-1/-1/+1/+1	As you stare into the mouth of corruption
8♣	-1/0/0/+1	When iron speaks and flesh falls silent
9♣	-1/0/0/+2	Once you have sacrificed yourself on the altar of knowledge
10♣	-1/-1/+1/+1	Once you have scoured the shadows for the scion of slander
11♣	-1/0/0/+1	As you stare down the barrel of the bandit's gun
12♣	0/0/0/+1	Should you stride bravely through the gloom
13♣	0/0/0/+2	When winter's herald comes to claim you

LIFELINE TAROT REFERENCE TABLES

BODY CARD

CARD	PHYSICAL ASPECTS	BODY FATE
A ✕	-3/0/0/+3	As you stand at the crossroads of blood and ash
2 ✕	-3/0/+1/+2	If you glimpse death through the cracked lens
3 ✕	-2/-1/+1/+2	As golden bullets pierce tattooed flesh
4 ✕	-2/-1/0/+2	If you are blind to all that will be lost
5 ✕	-2/0/0/+2	From the heart of the open grave
6 ✕	-2/0/+1/+1	Should you wade through the waters black
7 ✕	-1/-1/0/+2	If you open the box best left closed
8 ✕	-2/-1/0/+2	If the antidote is refused a third time
9 ✕	-1/-1/+1/+2	Under the red fog of a burning dawn
10 ✕	-1/-1/0/+2	If you surrender to your hidden appetites
11 ✕	-1/0/+1/+1	If you take comfort in your deepest fears
12 ✕	-1/0/0/+1	As you step from the grave a second time
13 ✕	-2/+1/+1/+1	When the last of the line clenches his fists
A ♠	-3/-1/+1/+3	Should you concede defeat before the first trial
2 ♠	-2/-2/+2/+2	If you choose to open the sealed box
3 ♠	-2/-1/+1/+2	Should you slay that which cannot die
4 ♠	-2/0/0/+2	If you call to the glittering of the wind
5 ♠	-2/0/+1/+2	When you stand within the circle of stone
6 ♠	-2/-1/0/+2	When the curse twists for the third time
7 ♠	-1/-1/-1/+3	After the reaper has come for innocence
8 ♠	-1/-1/+1/+2	When reality splinters beneath your knife
9 ♠	-1/0/0/+2	If the toad sits upon its stolen throne
10 ♠	-1/-1/-1/+2	After you don the crimson silks
11 ♠	0/0/0/0	As the sun warms your face at twilight
12 ♠	-1/0/0/+1	When nightmares rise from the traveler's smile
13 ♠	0/0/0/+1	If you take up the haunted blade
Black Joker	-2/-2/-2/4	Should you look too deep within the darkened mirror

LIFELINE TAROT REFERENCE TABLES

ROOT CARD

CARD	SKILLS	ROOT FATE
Red Joker	3,3,3	the barricades will fall
A♠	3,3,2,1	bullets fall in a clattering rain
2♠	3,3,1,1,1	you will be weighed and found wanting
3♠	3,3,1,1,1	and you will walk upon the razor's edge.
4♠	3,2,2,1	you will wait when you should act
5♠	3,2,2,1	the knight marches relentlessly toward his love
6♠	3,2,1,1,1,1	the blood of loyalty will wash your hands
7♠	3,2,1,1,1,1	you will cast down the meek
8♠	3,1,1,1,1,1,1	the dragon twists across pale skin
9♠	3,1,1,1,1,1,1	you will cleave death from the shadows
10♠	2,2,2,2,1	you cross the line between fear and blame
11♠	2,2,2,2,1	you will rise from the ashes of shame
12♠	2,2,2,1,1,1	you will stare into the frozen mirror
13♠	2,2,2,1,1,1	you will cross the frontier on bloodied feet
A♣	3,3,3,1	the blood of innocence drips from your wrist
2♣	3,3,2,2	the children of iron will march to your drum
3♣	3,3,2,2	you will become lost in broad daylight
4♣	3,3,2,1,1	you will be mourned by the watching crowd
5♣	3,3,2,1,1	there are too many roads to choose from
6♣	3,2,2,1	the mountain's first step will shake the world
7♣	3,2,2,1	she dances amidst souls and swords
8♣	3,2,1,1,1,1	you will end the suffering of the father
9♣	3,2,1,1,1,1	the tunnel's embrace will shield you from sorrow
10♣	3,1,1,1,1,1,1	you will shy from the chimera's embrace
11♣	3,1,1,1,1,1,1	you will meet the hunter's sanguine gaze
12♣	2,2,2,1,1,1	the younger sister can find no fault
13♣	2,2,2,1,1,1	the fallen warrior will share his wisdom

LIFELINE TAROT REFERENCE TABLES

ROOT CARD

CARD	SKILLS	ROOT FATE
A ✕	3,3,2,1	your heart will pump acid through your veins
2 ✕	3,3,1,1,1	the fruit will turn rancid in the beating sun
3 ✕	3,3,1,1,1	you will take comfort in the murky grave
4 ✕	3,2,2,1	the bodies turn in a widening gyre
5 ✕	3,2,2,1	you will not heed the mentor
6 ✕	3,2,1,1,1,1	she will whisper her lies with rotting lips
7 ✕	3,2,1,1,1,1	the lost will look to you for guidance
8 ✕	3,1,1,1,1,1,1	you will set foot on a dark path
9 ✕	3,1,1,1,1,1,1	the twins will bow before the throne of glass
10 ✕	2,2,2,2,1	the stones bleed behind the tomb
11 ✕	2,2,2,2,1	she will covet what you cannot give
12 ✕	2,2,2,1,1,1	you will be a light in the darkness
13 ✕	2,2,2,1,1,1	the hanged man will twist in his tree
A ♡	3,3,2,1	you will feel his cold breath upon your neck
2 ♡	3,3,1,1,1	tattered banners flap in a foul wind
3 ♡	3,3,1,1,1	the rain hums with sinister intent
4 ♡	3,2,2,1	you will ensnare the martyr in your lies
5 ♡	3,2,2,1	you will abandon one name for another
6 ♡	3,2,1,1,1,1	the hungry worms twist beneath your feet
7 ♡	3,2,1,1,1,1	you will take up the sword of your father
8 ♡	3,1,1,1,1,1,1	sewn hands will carry you to safety
9 ♡	3,1,1,1,1,1,1	the road twists like a serpent beneath your feet
10 ♡	2,2,2,2,1	you will kneel before a fallen friend
11 ♡	2,2,2,2,1	your path will lead you through fields of poison
12 ♡	2,2,2,1,1,1	you will break the promise of your heart
13 ♡	2,2,2,1,1,1	the stars unravel beneath your watch
Black Joker	2,2,2,2,2,2	your reflection will claim its due

MIND CARD

CARD	MENTAL ASPECTS	MIND FATE
Red Joker	0/0/0/3	but the Carver owns the night.
A♠	-3/-1/+1/+3	but your whisper will be lost in the roar of gunfire.
2♠	-2/-2/+2/+2	and the refugee seeks the forgotten road.
3♠	-2/-1/+1/+2	but fear the shadow cast by no man.
4♠	-2/0/0/+2	and you will learn the cost of your alliances.
5♠	-2/0/+1/+2	but the stewards of harmony have turned away.
6♠	-2/-1/0/+2	and only the ram knows the truth.
7♠	-1/-1/-1/+3	but the spirit lingers where flesh has failed.
8♠	-1/-1/+1/+2	and you will pound against the coffin walls.
9♠	-1/0/0/+2	and you will find yourself at the mercy of one man's honor.
10♠	-1/-1/-1/+2	and you will be purified by burning flame.
11♠	0/0/0/0	and you will be the harbinger of war.
12♠	-1/0/0/+1	and your brain will quake behind the fire.
13♠	0/0/0/+1	and you will find fear in a handful of dust.
A♣	-3/0/0/+3	and the truth will stare up at you from beneath the ice.
2♣	-3/-1/+2/+2	but the prison's bars are forged from guilt.
3♣	-2/-2/+2/+2	and your skin shall be as iron.
4♣	-2/-1/+1/+2	and you will look into the heart of light.
5♣	-1/-1/+1/+2	and you will seek the witness.
6♣	-2/0/+1/+2	but something has gone missing.
7♣	-1/-1/+1/+1	but the tome will fall beyond your grasp.
8♣	-1/0/0/+1	and you will wield the darkest magics.
9♣	-1/0/0/+2	and winter will follow in your wake.
10♣	-1/-1/+1/+1	as the dead rise by your fist.
11♣	-1/0/0/+1	and you will stand alone against the rattling darkness
12♣	0/0/0/+1	and the mark shall be seared into your flesh.
13♣	0/0/0/+2	and the lost will drag you into the depths.

LIFELINE TAROT REFERENCE TABLES

MIND CARD

CARD	MENTAL ASPECTS	MIND FATE
A ✕	-3/0/0/+3	and the mine shall claim you for its own.
2 ✕	-3/0/+1/+2	and the wolf will howl at the door.
3 ✕	-2/-1/+1/+2	and you will be purified by your failure.
4 ✕	-2/-1/0/+2	but the bonds of fealty cannot be broken.
5 ✕	-2/0/0/+2	but there is no mercy in her heart.
6 ✕	-2/0/+1/+1	and time waits for no man but you.
7 ✕	-1/-1/0/+2	but your vengeance will be empty.
8 ✕	-2/-1/0/+2	and you will feast upon ancient flesh.
9 ✕	-1/-1/+1/+2	and you shall don the murderer's hat.
10 ✕	-1/-1/0/+2	but your thirst cannot be quenched by water.
11 ✕	-1/0/+1/+1	and you will trade a life for a soul.
12 ✕	-1/0/0/+1	but it will be an empty victory.
13 ✕	-2/+1/+1/+1	for the stars illuminate your path.
A ♠	-3/-1/+1/+3	and you will lose yourself in the jaws of the Bayou.
2 ♠	-2/-2/+2/+2	but there are dragons here.
3 ♠	-2/-1/+1/+2	but the last nightmare has just begun.
4 ♠	-2/0/0/+2	for new enemies are made from old allies.
5 ♠	-2/0/+1/+2	and she will pull the leash tight.
6 ♠	-2/-1/0/+2	but only you can see the strings.
7 ♠	-1/-1/-1/+3	but there are two heads on every coin.
8 ♠	-1/-1/+1/+2	and the unworthy will drink deep of your blood.
9 ♠	-1/0/0/+2	and you will wield dawn's blade against the coming night.
10 ♠	-1/-1/-1/+2	but lies are the traitor's only reward.
11 ♠	0/0/0/0	but the long night is coming.
12 ♠	-1/0/0/+1	and you will trade everything for nothing.
13 ♠	0/0/0/+1	and it pulls you deeper as you struggle to escape.
Black Joker	-2/-2/-2/4	and you will sell your soul at the crossroads.

ENDEAVOR CARD

CARD	SKILLS	ENDEAVOR FATE
Red Joker	3,3,3	The ghouls scatter before the empty casket
A♁	3,3,2,1	The scales of justice tip too far
2♁	3,3,1,1,1	Peace comes only at the end of a rifle
3♁	3,3,1,1,1	Your hands of steel will turn red from slaughter
4♁	3,2,2,1	The foreigner converses with grotesque keys
5♁	3,2,2,1	At last, you will sacrifice her on the altars of desperation
6♁	3,2,1,1,1,1	The righteous will stand on the field of tyranny
7♁	3,2,1,1,1,1	The crimson fiend waits at the darkest tower
8♁	3,1,1,1,1,1,1	Your shackles shall be cast in iron
9♁	3,1,1,1,1,1,1	The winds of chaos conceal sinister intent
10♁	2,2,2,2,1	You will gain what you want and lose what you have
11♁	2,2,2,2,1	It waits for you, sinister and green beneath the ground
12♁	2,2,2,1,1,1	You will stand atop the pillar of flame
13♁	2,2,2,1,1,1	You fall further and further with each step upon your path
A📖	3,3,3,1	You will draw blood from the stone
2📖	3,3,2,2	The end will find him in the garden of gold
3📖	3,3,2,2	You will rest in the shadow of the red rock
4📖	3,3,2,1,1	Bright hands reach up to you from the blasted earth
5📖	3,3,2,1,1	It begins with a stolen kiss
6📖	3,2,2,1	Curved fangs grind beneath the water
7📖	3,2,2,1	With the lights out, it's less dangerous
8📖	3,2,1,1,1,1	The mountains sing of your final trial
9📖	3,2,1,1,1,1	The candle burns brightest from both ends
10📖	3,1,1,1,1,1,1	Electric lights glow beneath the water
11📖	3,1,1,1,1,1,1	The abandoned scholar will birth a hundred sorrows
12📖	2,2,2,1,1,1	It scratches on the walls within
13📖	2,2,2,1,1,1	Worlds of marble turn flesh again

LIFELINE TAROT REFERENCE TABLES

ENDEAVOR CARD

CARD	SKILLS	ENDEAVOR FATE
A ✕	3,3,2,1	Your shovel turns dirt from ancient graves
2 ✕	3,3,1,1,1	You will march alongside the ancient dead
3 ✕	3,3,1,1,1	The knife descends as you cry out in fear
4 ✕	3,2,2,1	She returns to sieze her other half
5 ✕	3,2,2,1	Only in death will the pilgrim be free
6 ✕	3,2,1,1,1,1	You will roast the beast on a spit of loathing
7 ✕	3,2,1,1,1,1	With crooked spine and senses dulled
8 ✕	3,1,1,1,1,1,1	Your judgement will condemn the innocent
9 ✕	3,1,1,1,1,1,1	The hounds bay for their master's command
10 ✕	2,2,2,2,1	The twins are bound in rope and tradition
11 ✕	2,2,2,2,1	She calls to you from the blood-drenched night
12 ✕	2,2,2,1,1,1	All of the screams will lead you home
13 ✕	2,2,2,1,1,1	It is the idle hand that turns against its master
A ♡	3,3,2,1	The light only serves to cast darker shadows
2 ♡	3,3,1,1,1	The dream blurs at its edges
3 ♡	3,3,1,1,1	The betrayer returns with a heart of spite
4 ♡	3,2,2,1	Sinister and black beneath the rain
5 ♡	3,2,2,1	The red woman will light the path
6 ♡	3,2,1,1,1,1	Your shadow will stride beside you in the morning light
7 ♡	3,2,1,1,1,1	Sinful and blue against the flowers
8 ♡	3,1,1,1,1,1,1	The earth will crack open in protest
9 ♡	3,1,1,1,1,1,1	Fifty-one cards flutter in the wind
10 ♡	2,2,2,2,1	Burlap and steel are bound in darkness
11 ♡	2,2,2,2,1	The queen reaches for you through the fog
12 ♡	2,2,2,1,1,1	The answer lies in the ruins of Old Malifaux
13 ♡	2,2,2,1,1,1	Every drink is another link in your lengthening chain
Black Joker	2,2,2,2,2,2	The world screams as Kythera opens

BRUSH CARD

CARD	BRUSH	BRUSH FATE
Red Joker	Doomed	and you will fall silent at the crossroads.
1 ♀	Sniper	and she will pierce your heart with a single tear.
2 ♀	Robbery Gone Wrong	but the last bullet will betray your intent.
3 ♀	Hanged	but you cannot escape the noose.
4 ♀	Malfunctioning Construct	and you will be ground beneath the wheels of justice.
5 ♀	Lost the Duel	and your heart will stop on the thirteenth chime.
6 ♀	Horde of Zombies	and she will turn from you, forever.
7 ♀	Hit by Train	but the road only ever ends in one place.
8 ♀	Pushed from Roof	and you will find peace beneath the slime.
9 ♀	Firing Squad	and you will welcome the end with open arms.
10 ♀	Organ Donor	and your visage will be reflected in the mirror of flesh.
11 ♀	Impaled by Glass	and she is part gore and part kin.
12 ♀	Stabbed 43 Times	but the fallen son can wait no longer.
13 ♀	Burned at the Stake	and you will watch it burn.
1 ☀	Starvation	and you will watch hope rot upon the vine.
2 ☀	Drowning	but the dry stones give no sound of water.
3 ☀	Brilliance Withdrawal	and the Darkness will come for you.
4 ☀	Exhaustion	and the torch will sputter into darkness.
5 ☀	Thirst	but a backward glance will unlearn the past.
6 ☀	Frozen	and everything you love will slip through dead fingers.
7 ☀	Buried Alive	and you will accept the shepherd's rule.
8 ☀	Insomnia	and he will bury you with your guns.
9 ☀	Depression	and you will trudge through a field of broken promises.
10 ☀	Driven Insane by Voices	but there is no escape from the halls of madness.
11 ☀	Heat Stroke	and her gaze will be as blank and pitiless as the sun.
12 ☀	Broken Heart	and you will bury what you love.
13 ☀	Bleeding Out	but the worst wounds will not heal.

LIFELINE TAROT REFERENCE TABLES

BRUSH CARD

CARD	BRUSH	BRUSH FATE
A ✕	Poisoned Drink	and only the dead stand behind you.
2 ✕	The Pox	and you will kiss the poisoned toad.
3 ✕	Alcohol Poisoning	and you will be maimed.
4 ✕	Alchemical Fumes	and you will poison everything you touch.
5 ✕	Rabies	and the noose will snap like thunder.
6 ✕	Polio	and you will choke in the poison cloud.
7 ✕	Leprosy	and you will peer into the heart of light and silence.
8 ✕	Tuberculosis	and you will choose the better king.
9 ✕	Curse	and you will breathe life into its broken body.
10 ✕	Plague	but you will find only malice in their empty eyes.
11 ✕	Flesh-Eating Grubs	but the clock continues to tick.
12 ✕	Poisoned Apple	and you will walk through the garden primevil.
13 ✕	Soulstone Poisoning	and you stumble upon the line of life and death.
A ♡	Hoarcats	and you will chase the walking dream.
2 ♡	Flash Flood	and you will drag her down with you.
3 ♡	Tornado	but there are no words left to speak.
4 ♡	Forest Fire	and the burning man will learn your name.
5 ♡	Trampled by the Herd	and you will don the blinding mask.
6 ♡	Struck by Lightning	and she will bind you with chains of aether.
7 ♡	Pecked to Death by Birds	and it sparkles within the cluttered nest.
8 ♡	Kicked in the Head	and the voice will be twice as loud as reason.
9 ♡	Tentacles	but the lake sleeps and the waters dream.
10 ♡	Quicksand	and you will murder the deserving.
11 ♡	Shark Attack	and the waters will be twice as deep as reason.
12 ♡	Cave-In	and only the turning gears will know your sorrow.
13 ♡	Man-Eating Trees	and you will bow before the fallen queen.
Black Joker	Worst Day Ever	and the breach will close behind you.

BRUSH WITH DEATH

What follows are 54 thrilling (and not so thrilling) ways your Fated might have had a brush with death. Whether or not you came out alive on the other side is up to you.

You should feel free to change little portions of these stories and add embellishments to them as you see fit. These are meaningful events for the Fated, and adding to these events will make them even more so.

This means that you can expand upon or otherwise fill in the details of exactly how your Brush went down. These fine details will make the event truly memorable for both you, the player, and your Fated.

The various Brushes are grouped by suit:

- Jokers - Fate
- ♠ - Violence
- ♡ - Nature
- ■ - Deprivation
- ✕ - Illness

MY DEMISE

Sometimes, a player will be very inspired by this section and have their own unique idea for their character's Brush with Death. While there's nothing wrong with allowing players the option of choosing their own death, it does take away a bit from the randomness of death; after all, few people ever really get to choose the manner in which they die.

For the most part, it's better for the player and Fatemaster to work together to create a Brush with Death that is close to the Brush described by their Brush Card. The exact details can vary greatly, so long as the general theme of the Brush remains consistent.

Below, you can find a little more information about these categories.

FATE

The whims of Fate have not smiled kindly upon you. The means of your close call(s) is always determined by other suits, but the true cause behind your misfortune is that Fate itself is trying to remove you from the picture.

VIOLENCE

All of the Violence cards focus on a brutal event that mostly came about at the hands of your fellow man. These events tend to be sudden and often leave behind scars (if not missing limbs).

NATURE

The Nature cards encompass all forms of death that came about from natural occurrences. Whether caused by weather or hungry animals, in the end they're all just a part of the circle of life (even if life in Malifaux gets pretty weird).

DEPRIVATION

Deprivation cards represent (many) things that the character has lost. Some of these are obvious, but other times, the Deprivation card is the underlying cause of the death; a Broken Heart won't lead to death, but it can lead to all sorts of things. A character just stops caring about themselves.

ILLNESS

Those that fall to illness have no choice. Whether from an accident or deliberate poisoning, they were never meant to be. Their death was inevitable.

JOKERS (+ -): FATE

BLACK JOKER - WORST DAY EVER RED JOKER - DOOMED

For some reason, the universe really wanted you dead and was willing to go to extraordinary measures to make it happen.

When determining your Brush with Death, flip two additional cards, find their results on the lists below, and combine them together in a meaningful way to determine the events surrounding your Brush with Death.

For example, if you flip a 2♣ (Flash Flood) and a 7♠ (Hit by a Train), you might decide that your character was caught in a flash flood and washed away, only to be crushed by a train engine that had also been caught up in the raging flood waters.

Or you might flip 3♠ (Hanged) and 13♣ (Man-Eating Trees), which suggests that the people who had a problem with your character chose a particularly bad (or good, depending upon your perspective) place to hang her.

When Divining Fate for your character, use the Fate of the Black Joker card rather than the Fates of the other two flipped cards.

The Red Joker as your Brush card shows that a doom has been hanging over your Fated's head for her entire life. It modifies the process of the Lifeline Tarot in a significant way.

If you draw the Red Joker as your Brush Card, reveal it immediately. This means that your character has had multiple close encounters with death over the course of her life, one at each step in her Tarot.

After flipping each card in your Lifeline Tarot (Body, Root, Mind, and Endeavor), flip a new Brush Card from the deck and place it below that Step. If you flip the Black Joker for one of these Brush Cards, flip two additional cards and combine them as normal.

These Brush Cards do not provide any bonuses to the Cards they are beneath. Instead, the character gains +1 point when she reaches Modify (Step 7).

You may choose to have your Fated die from any of these Brushes with Death, but if you do, this doesn't prevent the character from having further Brushes with Death as an undead creature.

When Divining Fate for your character use the Fate of the Red Joker card rather than the Fates of any of the other flipped Brush Cards.



RAMS (☞): VIOLENCE

1 ☞ - SNIPER

You took a shot to the heart, and whether you were to blame is entirely up to you.

2 ☞ - ROBBERY GONE WRONG

You really didn't expect your mark to be so well armed. Crime doesn't pay.

3 ☞ - HANGED

You ran afoul of frontier justice and ended up swinging on the end of a rope.

4 ☞ - MALFUNCTIONING CONSTRUCT

An accident of this magnitude can only be attributable to human error.

5 ☞ - LOST THE DUEL

Whether a pit fight or a gunslinger duel, you matched your skills against someone else in a high-stakes game of life or death. You didn't win.

6 ☞ - HORDE OF ZOMBIES

You tried to escape, but in the end, all those grasping hands and biting teeth just proved too much.

7 ☞ - HIT BY TRAIN

In retrospect, the railroad tracks probably should have been your first warning. Or maybe the 'wooo-wood' sound.

8 ☞ - PUSHED FROM ROOF

You know how they always say the hard part is the landing? Well, the falling isn't much fun, either.

9 ☞ - FIRING SQUAD

This form of execution is most common among the military and during times of war. If you're lucky, you got a blindfold.

10 ☞ - ORGAN DONOR

Your body was filled with some pretty awesome organs. Notice the past tense there.

11 ☞ - IMPALED BY GLASS

A very large, very sharp piece of glass became very intimate with the insides of your body.

12 ☞ - STABBED 43 TIMES

You must have upset someone something fierce. Once probably would have been enough, but they just kept going and going.

13 ☞ - BURNED AT THE STAKE

Some folks really don't like people who claim to be able to use magic. You now have a deep sympathy for shish kabob.

MASKS (☾): NATURE

1 ☾ - HOARCATS

They seemed really cuddly... until you realized that there were six of them and only one of you.

2 ☾ - FLASH FLOOD

It started raining and just didn't stop, and then this wall of water just came out of nowhere.

3 ☾ - TORNADO

There's something to be said for getting whipped around at 100 miles per hour and thrown to the horizon. Most people go with "AHHHHHHHHHHHHHHHHH!" but the choice is yours!

4 ☾ - FOREST FIRE

While growing up, people always said that you were the only one who could prevent forest fires. Unfortunately, nobody ever told you how to put a fire out once the whole "prevention" thing failed.

5 ☾ - TRAMPLED BY THE HERD

Cows, horses, bison... all you remember is kicked-up dust and dozens of hooves crushing your body.

6 ☾ - STRUCK BY LIGHTNING

Pretty impressive, considering the odds!

7 ☾ - PECKED TO DEATH BY BIRDS

One part bird seed, one part bad luck, and three parts embarrassing story you don't really tell your friends.

8 ☾ - KICKED IN THE HEAD

Turns out, horses have feelings, too. Ain't that a kick in the head?

9 ☾ - TENTACLES

Even by Malifaux standards, things got a bit weird.

10 ☾ - QUICKSAND

You just kept sinking deeper and deeper... and deeper... and deeper...

11 ☾ - SHARK ATTACK

Cage goes in the water, you go in the water. Shark's in the water. Your shark.

12 ☾ - CAVE-IN

You wouldn't think that a few hundred tons of rock falling on top of your head would... actually, you know what? Never mind. That probably would hurt.

13 ☾ - MAN-EATING TREES

To be fair, this really doesn't happen all that often back on Earth.

TOMES (📖): DEPRIVATION

1 📖 - STARVATION

You were always a bit low on food, but this time, the hunger seemed to drag on forever.

2 📖 - DROWNING

You probably should have paid a bit more attention to those swimming lessons.

3 📖 - BRILLIANCE WITHDRAWAL

You got hooked on Brilliance and decided to quit cold turkey. Who knew that total organ failure was one of the withdrawal symptoms?

4 📖 - EXHAUSTION

The phrase "worked yourself to death" holds a very special meaning for you.

5 📖 - THIRST

Whether due to being lost in the Badlands or just imprisoned without anything to drink, you would have given anything for a single drop of water.

6 📖 - FROZEN

You just weren't prepared for how cold it was going to get that winter. As your body started to shut down, it was easier to just close your eyes and let it go...

7 📖 - BURIED ALIVE

Someone got a bit too excited about your impending demise and jumped the gun a bit.

8 📖 - INSOMNIA

It turns out that never being able to fall asleep for fear of things that go bump in the night doesn't *actually* keep you safe.

9 📖 - DEPRESSION

The troubles of life kept piling up, one after another, until it just became too much for you to endure.

10 📖 - DRIVEN INSANE BY VOICES

In retrospect, maybe listening to disembodied voices that only you can hear wasn't the best decision of your life.

11 📖 - HEAT STROKE

On a hot day, there's nothing quite like a cool glass of lemonade. You did not have any lemonade.

12 📖 - BROKEN HEART

After your love left you, you just couldn't find the motivation to keep going. You stopped caring and, in turn, stopped trying to take care of yourself.

13 📖 - BLEEDING OUT

Did you know that the human body contains about five liters of blood? Well, you sure do now.

CROWS (X): ILLNESS

1 X - POISONED DRINK

Someone slipped some poison into your drink. Wouldn't you like to find out who?

2 X - THE POX

You caught the pox, and it gripped you fiercely.

3 X - ALCOHOL POISONING

You probably should have stopped after the first dozen drinks, don't you think?

4 X - ALCHEMICAL FUMES

In theory, adding the blue chemical to the yellow chemical should have resulted in a green chemical. Instead, you got poisonous gas.

5 X - RABIES

This is why you don't poke badgers with sticks.

6 X - POLIO

95% of all Polio infections are harmless and don't produce any symptoms. Guess who beat the odds?

7 X - LEPROSY

Leprosy does not actually cause body parts to fall off, but that doesn't mean that it's a walk in the park, either.

8 X - TUBERCULOSIS

On the plus side, this more or less qualifies you to be the tragic love interest in a trashy romance novel.

9 X - CURSE

Somewhere, there's a voodoo doll with your name on it. And it's full of pins.

10 X - PLAGUE

People get bitten by rats all the time. What's the worst that could have... ohhh, right.

11 X - FLESH-EATING GRUBS

Exactly as bad as you're probably imagining.

12 X - POISONED APPLE

This is an old staple of fairy tales... and yet, you still fell for it.

13 X - SOULSTONE POISONING

Some people get magical powers from Soulstones. Other people get the shakes and skin that sloughs off in sheets. Guess which one you got?



PURSUITS

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: Starting is the benefit you gain only if the Pursuit in question is your character's first Pursuit. On the Pursuit is the ability you gain while actively on the Pursuit during a game. Advancements are the Talents the character gains from the Pursuit at the end of each session, during the Epilogue.

Pursuits within *Under Quarantine* have a Step 0 Talent. This is a bonus for starting that Pursuit regardless of whether it's done at character creation or at the start of a later session. The Step 0 Talent is gained as soon as you choose the Pursuit for the first time.

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. Taking the right Basic Pursuits and making certain in-game decisions will open up Advanced Pursuits to your Fated, allowing for some interesting and exciting gameplay options.

Remember that Pursuits are chosen after each Prologue and help decide how your Fated advances for that session. At the end of every session, you gain a Talent based on your Pursuit, and it also provides some options for what Skills you may increase with experience points.

BASIC PURSUITS

Basic Pursuits are Pursuits that any character can choose 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 to explain why a given character might choose one Pursuit over another and to work that choice into the story.

BULLY

A Bully is a character who uses fear and intimidation to accomplish her goals. The threat of violence makes it difficult for her victims to fight back against her, but if push comes to shove, the Bully is more than capable of backing up her threats with brutal efficiency. In these moments, the Bully prefers to be right up in the thick of combat, cracking skulls as her enemies flee from her in terror.

CHEMIST

There is more to science than metal and machines, and a Chemist focuses on the compounds and chemicals that make up the field of Alchemy. While capable of creating a variety of useful concoctions with various effects, Chemists are perhaps best known for the lethal poisons they are capable of inflicting upon their enemies.

FORGOTTEN

A Forgotten is... well... sorry, I can't remember what I was saying. Forgotten are those individuals that easily fade from the memories of others, slipping unremembered into the shadows. Manipulating the memories of those around her allows a Forgotten to control just who remembers her presence and who does not, a powerful tool for those who don't like to draw attention to themselves.

GHOST EATER

It is common knowledge that Soulstones are charged by the deaths of those around them, and many believe Soulstones actually trap the souls of the departed as they die. The Ghost Eater lends further weight to that theory as she is able to feed on the souls of the departed in much the same way. Each devoured soul increases her spiritual strength, allowing her to accomplish amazing feats through force of will.

GHOUL

Cannibalism is an unfortunate reality. A Ghoul is someone who has been forced (or willingly chose) to consume the flesh of the fallen. This desperate act has granted her newfound strength and health, and with each new meal, she grows more powerful as she consumes the strength of the fallen.

MEDIUM

Those rare people who are able to speak with the spirits of the dead are called Mediums. Because the borders between life and death are thinner in Malifaux, Mediums frequently learn how to pull angry spirits into the world of the living and turn their rage and fury against their enemies.

NECROMANCER

It's surprisingly easy to raise the dead in Malifaux, but as many unfortunate people have learned, it's controlling them that usually proves difficult. A Necromancer is someone who has a natural affinity for controlling undead. While others struggle to keep a single zombie in line, the Necromancer is leading a mob of hungry undead through the shadows of the night and turning them loose upon her enemies.

SAWBONES

A Sawbones is someone who has learned the internal workings of the human body and put that effort towards keeping others alive. Using her knowledge and expertise, she is capable of ensuring that others stay healthy, whether that involves a handful of gauze bandages or frantic battlefield surgery.

BULLY

There are plenty of things in Malifaux that frighten people. It's no surprise to learn that the people of Malifaux City spend much of their time in fear of something or another. It might be the constant worry over the Guild finding out about some minor crime, the fear of having to travel through the slums at night, or just the constant knowledge, like a cut on the roof of one's mouth, that the Quarantine Zone and all its horrors are just a stone's throw away.

While some people do their best not to think about their fear, there are others who have turned this fear into a weapon as sharp as any sword. These Bullies use force and coercion to intimidate others, either in service of a larger goal or simply because they enjoy the feeling of power it gives them.

Bullies can be found anywhere, but they're often in positions of power or influence. From the Union foreman who gets results through shouting and threatening her workers with punishment for missed quotas to the Guild guard who takes enjoyment from pushing around the weak and pathetic inhabitants of slums, these people tend to gravitate to any organization willing to give them control over others.

Other Bullies are more freelance in their aspirations. Some of these individuals are legitimate mercenaries, but far more are better described as predators or even serial killers. For these twisted killers, it's less about the actual murder than it is about the fearful chase through the darkened streets and the final moment when the victim realizes, at last, that there is no escape from the Bully's knife.

If there is any group that can be said to have truly mastered the art of intimidation, however, it is the Ten Thunders crime syndicate. Though they are ostensibly an underground organization, there are few residents of the Little Kingdom who do not know the location of at least one gambling den, safe house, or meeting place of the Ten Thunders. They do not talk about these things, however, for it is well known that those who speak of the Ten Thunders are visited by its masked enforcers... and that there is never a need for these Bullies to visit twice.

STARTING

A Bully begins the game with armor of a combined value of

ON THE PURSUIT: D

When this character fails a Clo Dramatic Time, she may dr Epilogue, a character on this in any Close Combat Skill in Advancement options present

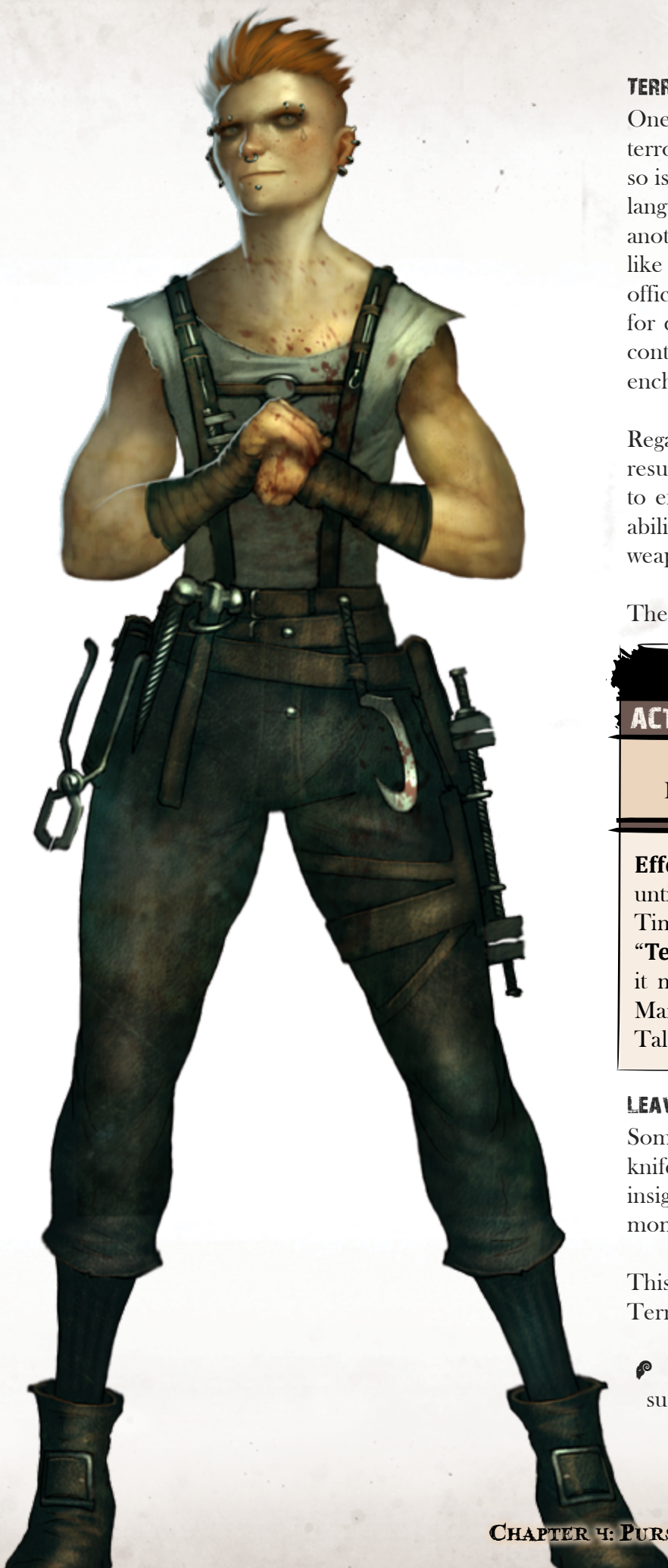
ADVANCEMENT

At each step, a Bully gains the

STEP	TALENT
0	Terrorize
1	Leave a Mark or Fro
2	General Talent
3	Thug or Peer Pressu
4	General Talent
5	Feast of Terror or R
6	General Talent
7	Browbeat or Push A
8	General Talent
9	Rule Through Fear o
10	Sinister Reputation

WE CAN DO THIS THE EASY WAY OR THE HARD WAY. PERSONALLY, I AM HOPING YOU CHOOSE THE HARD WAY.

- SHANTA KULKARNI, GUNSMITH




TERRORIZE

One of the first things a Bully learns is how to terrorize others. Exactly how they go about doing so is as unique as a fingerprint; one might use vulgar language to make her victims uncomfortable, while another is perfectly silent as she grins from ear to ear like a crazy person with a very sharp knife. A Guild officer might threaten her enemies with retribution for daring to oppose the will of the Guild, a sharp contrast to the Arcanist who uses subtle mental enchantments to instill pure fear in her enemies.

Regardless of the method employed, the final result is the same: a terrified person who is unable to effectively fight back against the character. This ability to terrorize others becomes one of her primary weapons, as sharp as a knife and just as dangerous.

The character gains the following Manifested Power:


TERRORIZE				
ACTING VALUE	AP	TN	RESIST	RANGE
Tenacity + Intimidate	0	-	Wp	6 yards

Effect: The target gains the following Condition until the start of this character's next turn in Dramatic Time or for five minutes in Narrative Time: **"Terrified:** This character has  on all attacks it makes against any character with the Terrorize Manifested Power." Characters with the Relentless Talent are immune to this Condition.

LEAVE A MARK

Some people have a knack for hurting others. A knife wound will heal, but a particularly cruel and insightful comment can stagger someone in the moment and leave them disturbed for years.

This character gains the following Trigger to her Terrorize Manifested Power:

 *Mentally Scarred:* After succeeding, the target suffers 2 damage.

FROZEN IN TERROR

The character's presence is so overwhelming that frightened characters can't help but fight back against her, even though they're often too terrified to do so effectively. Like a cat playing with a mouse, a Bully will often string these poor victims along, taunting and feinting as she plays along and prevents her victim from doing the smart thing and running away.

While engaged with this character, enemy characters with the **Terrified** Condition may not take Actions that would leave this character's engagement range.

THUG

Beating a terrified opponent into submission isn't really fair, per se, but it's certainly easier than attacking someone who isn't cowering and begging for mercy. The character is the master of kicking someone when they're down (sometimes literally), and she knows just how to take advantage of the fear she causes to slip past her victim's defenses and hit them where it really hurts.

This character gains **+** to her Close Combat attacks against characters with the **Terrified** Condition.

PEER PRESSURE

There are some situations that just can't be solved by stabbing someone, no matter how hard the Bully might try. In these times, it's often best to take stock of the situation, approach the situation in a reasonable manner, and then threaten to start breaking legs if people don't do what the character wants.

This character receives a **+** to all Social Skill Challenges made against characters with the **Terrified** Condition.

FEAST OF TERROR

There's a well-known bit of common sense that claims that animals can smell fear. There's perhaps some truth to this as people tend to sweat when they're terrified, and as anyone who has spent a long day underneath the sun can tell you, sweat has a very noticeable odor.

For the Bully, however, it's more than that. The latent magical energies of Malifaux have given her the ability to not only smell fear but to also feed upon it. The fear of her victims tends to take on a faint greenish glow, almost like incandescent mist, as she feeds in this way, which usually doesn't do very much to comfort her terrified victims.

Whenever an enemy character fails a Willpower duel within **13** of this character, this character may heal 1 Wound.

ROUGH UP

Intimidation revolves around fear. Once someone fears the character, they're putty in her hands, but getting people to that point can sometimes be tricky. The threat of physical violence is often the easiest route to take as most people will do just about anything to avoid a fight.

What some people forget is that the character doesn't necessarily have to rough up her victim in order to intimidate them. Sometimes, harming a loved pet, commanding officer, or just the biggest convict on the chain gang can get her point across just as effectively. Some Bullies even make it a point to rough up their own allies, which, while not particularly conducive to a healthy working relationship, certainly sends a very specific message: if she's willing to rough up her own allies, she's probably willing to do far worse things to the people she doesn't like.

This character gains the follow Trigger on her Close Combat attacks:

Rough Up: After damaging, immediately take the Terrorize Action against a target within range. This Action may not declare Triggers.

BROWBEAT

While the Bully isn't afraid to get her hands dirty from time to time, there are some things - such as studying ancient texts, tending to the wounded, or laying down railroad track - that she just considers to be beneath her august personage. It's much easier to put the fear of punishment into those involved and then just sit back and watch them work all the harder while the Bully "supervises" from the sidelines.

Whenever this character is involved in an Ongoing Challenge, she may choose to make one of the Challenge flips using her Intimidate Skill instead of the appropriate Skill (she still uses the appropriate Aspect, however). It falls to the Fatemaster and the player to explain how this functions from a story perspective. Generally speaking, there must be someone or something for the Bully to intimidate in order to use this Talent (even if it's just another Fated character).

For instance, the character could use Intimidate instead of Labor to boss one of her companions into doing her load of the work, or she could use Intimidate in place of Long Arms when hunting to frighten a deer to death, rather than shooting it.

PUSH AROUND

Intimidation generally revolves around using the threat of violence to get the victim to do something they might not otherwise want to do, but it takes a special sort of monster to convince someone that shooting their friend in the back is preferable to whatever the character might do to them. Even close friendships can be torn apart by fear and the urge for self-preservation, and the Bully exploits this to her full advantage.

This character gains the following Trigger to her Terrorize Manifested Power:

✕ *Push Around*: After succeeding, the target immediately takes a 1 AP Action that is controlled by this character. This Action may not be an attack unless the character scored at least one Margin of Success on her Terrorize Manifested Power. This Action may not force the target to sacrifice itself directly, but it can cause it to take actions against its nature.

RULE THROUGH FEAR

Forcing others to do what she wants has become such second nature that the Bully is able to boss around others as if she were their master. Whether a terrified Guild Guard or a shuffling zombie, all it takes to get the Bully's way are a few barked orders and a glare.

Once per turn, this character may use the (1) Order Action to command any Minion or Peon that can understand her as if it were a subordinate under her control. The Minion or Peon must be within 6 yards and must have the **Terrified** Condition. This Action may not force the target to sacrifice itself directly, but it can cause it to take actions against its nature.

The use of this (1) Order Action does not place the subordinate character under this character's permanent control; if she orders another character's subordinate, that character remains the subordinate's master once the subordinate has finished taking its turn for the round.

INTIMIDATING PRESENCE

Whether it's due to the way she carries herself, her emotionless eyes, or just the calm way she walks into oncoming gunfire, everything the character does seems to unnerve people who attack her. Shots go wide as snipers squeeze their eyes shut before firing, opponents in melee shrink back from her gaze, and even constructs seem to lock up during an assault.

When being attacked, this character may use the total of her Intimidate Skill + Tenacity Aspect in place of her Defense Aspect.

SINISTER REPUTATION

By the time the character has reached this point, her sinister reputation has spread far and wide. There are few who have not heard at least one story about the character and the terrible things she has done, and as a result, few people are willing to stand up to her for fear of what she might do to them.

This character gains **+** to any flip she makes involving the Intimidate Skill. In addition, when she uses the Terrorize Manifested Power, the **Terrified** Condition lasts for one day, plus one day per Margin of Success.

CHEMIST

Medicines and chemical compounds are both necessary for survival in the modern world; that holds doubly true in Malifaux with its foreign diseases and strange afflictions. Despite this, alchemy is still something of an obscure science. Most people don't really understand how it actually works, save that it has something to do with science.

Chemists, however, are well-versed in not just the creation of chemical compounds but also the properties of the component chemicals themselves. Experimentation runs rampant throughout the field of alchemy, and many Chemists back on Earth have recently made important discoveries, such as the existence of the electron and the noble gases.

Malifaux, of course, offers its own unique challenges and discoveries. While many of the elements and chemicals found naturally in Malifaux are identical to those back on Earth, others are subtly different. This has led to the creation of a second periodic table of the elements specifically for Malifaux, and many Chemists have made a successful career out of studying just how these chemicals react with each other and with those imported from Earth.

Of course, not every Chemist is interested in pushing the boundaries of scientific knowledge. For every researcher working diligently in her lab, there are a dozen Chemists who make a tidy living selling chemical supplies to shady characters. Embalming fluid is of particular popularity as it allows Resurrectionists to preserve their creations from the constant threats of rot and decomposition.

Other Chemists specialize in poisons, either to supply nefarious individuals with more creative means of dealing with their enemies or simply for the Chemist's own benefit. More than one person has taken up the study of Alchemy because they wished to keep their poison-related activities private.

Chemists have a great deal of freedom in choosing which chemical formulae they will master. Many are at least partially skilled in the use of poison, making them Malifaux's experts in the field of Toxicology.

STARTING

A Chemist begins the game with an Alchemy skill toolkit.

ON THE PURSUIT: CHEMICALS!

When this character fails a Crafting duel, she may draw a card. During the Epilogue, a character on this Pursuit may advance in any Crafting Skill in addition to those Skill Advancement options presented by the Fatemaster.

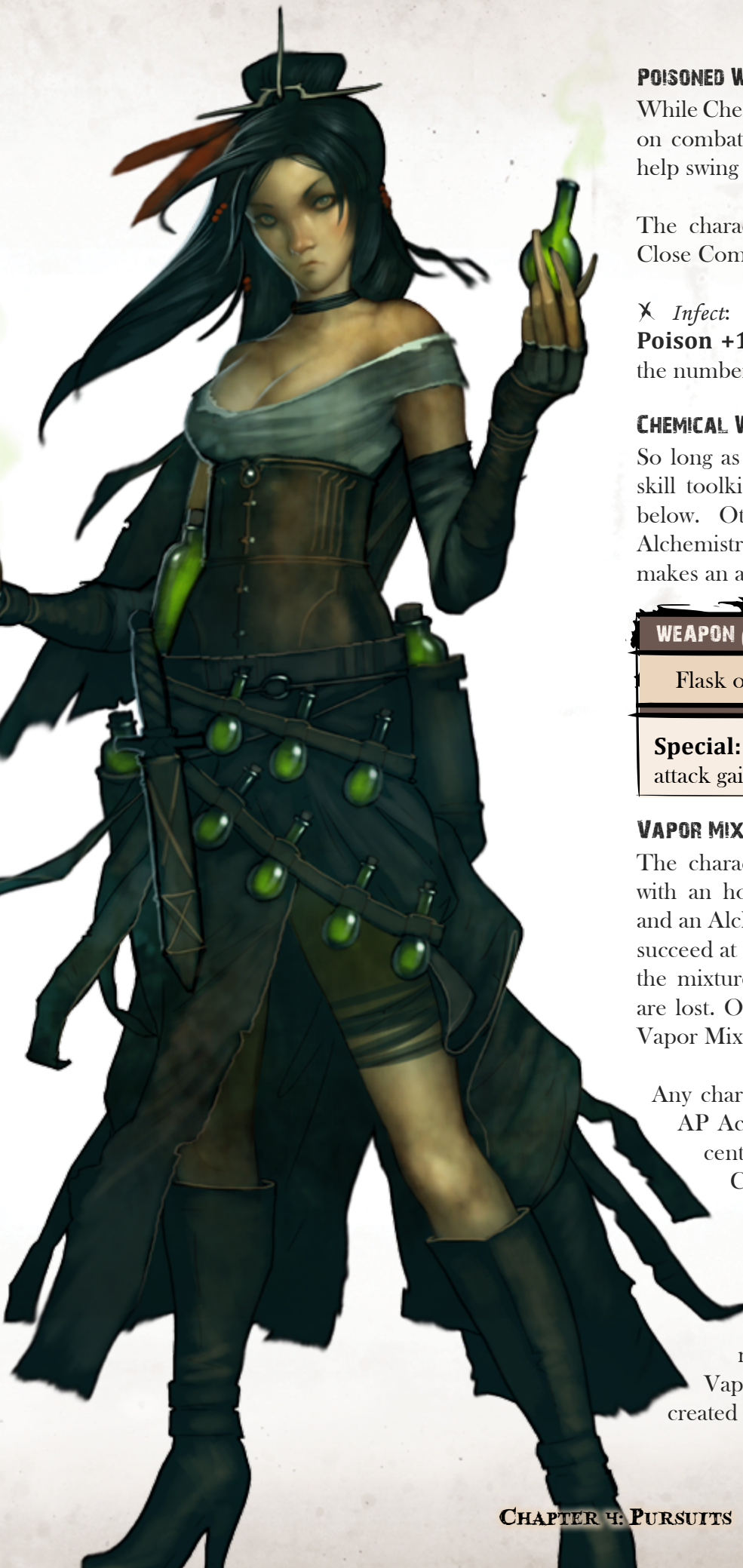
ADVANCEMENT

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

STEP	TALENT
0	Poisoned Weapons
1	Chemical Weaponry or Vapor Mixture
2	General Talent
3	First Hand Experience or Catalyst
4	General Talent
5	Transformative Vigor or Mithridization
6	General Talent
7	Elixir of Life or Expunge
8	General Talent
9	Truth Serum or Agony
10	Mystery Brew

I'D LIKE TO INTRODUCE YOU
TO MY GOOD FRIEND, DEADLY
NEUROTOXIN.

-ROWAN NILSSON



POISONED WEAPONS

While Chemists don't often tend to be overly focused on combat, they do possess a number of tricks to help swing confrontations in their favor.

The character gains the following Trigger to her Close Combat and Ranged Combat attacks:

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

CHEMICAL WEAPONRY

So long as the character is holding an Alchemy skill toolkit, she may take the attack action listed below. Other characters do not consider the Alchemy skill toolkit to be a weapon until she makes an attack with it.

WEAPON (THROWN WEAPONS)	RANGE	DAMAGE
Flask of Formaldehyde	/// 1	1/1 ☠/1 ☠☠
Special: Thrown. All characters damaged by this attack gain Poison +1 .		

VAPOR MIXTURE

The character is able to create a Vapor Mixture with an hour's work, 1 scrip worth of chemicals, and an Alchemy skill toolkit. The character must succeed at a TN 10 Alchemy Challenge to create the mixture. On a failure, the time and materials are lost. On a success, the character produces one Vapor Mixture.

Any character can use the Vapor Mixture as a 1 AP Action to create a 3 area of Soft Cover, centered on the character. This area of Soft Cover lasts for 2 turns and is not mobile; if the character moves away, the cloud stays where it was created.

For each Margin of Success on the Alchemy Challenge, the character may choose to either produce an additional Vapor Mixture or increase the duration of all created Vapor Mixtures by +1 turn.

FIRST HAND EXPERIENCE

A Chemist knows that even the slightest change to the creation of a compound can have significant influences upon the quality of the final product. This knowledge is earned through experimentation and refinement until it becomes second nature.

This character adds half the number of steps she has completed on this Pursuit (rounded up) to her Alchemy Challenges as well as to any duels made to resist the effects of poisons and diseases.

CATALYST

Chemicals interact with each other in a variety of interesting ways. For instance, adding a few choice chemicals to the character's perfume or cologne can create an airborne catalyst that reacts strongly with most toxins, greatly increasing the rate at which they are metabolized by the body. This has the unintended side effect of bonding the molecule to the character's skin and making the effect permanent (and giving her a strange chemical scent), but sometimes one has to make a few sacrifices in the name of science.

Other characters with the **Poison** Condition which begin their turn within 8 of one or more characters with this Talent immediately suffer 1 damage from the **Poison** Condition and then lower their **Poison** Condition value by 1.

TRANSFORMATIVE VIGOR

The character is able to create a Transformative Vigor with an hour's work, 3 scrip worth of chemicals, and an Alchemy skill toolkit. The character must succeed at a TN 12 Alchemy Challenge to create the Vigor. On a failure, the time and materials are lost. On a success, the character gains one Transformative Vigor plus one Transformative Vigor per Margin of Success.

A Living character may imbibe a Transformative Vigor as a (1) AP Action to gain the following Condition until the next sunrise or sunset, whichever is sooner: **"The Monster Within:** This character gains +2 to all Physical Aspects (max +4), and +1 Height (max 3), but also -2 to all Mental Aspects (minimum -4). When this character makes a Pugilism Close Combat Attack, she deals +1 damage."

MITHRIDIZATION

Mithridization is the practice of protecting oneself against a poison by gradually self-administering non-lethal amounts of that toxin until the body eventually develops an immunity. Since this takes time, most Chemists cut a few corners and mix multiple poisons together into a toxic cocktail in order to immunize themselves to a broad array of toxins.

This isn't a surefire method of avoiding all of the dangers of poisons, but it is still a huge boon for someone who comes into frequent contact with toxic substances.

When this character would suffer damage from the **Poison** Condition, she instead heals 1 damage.

ELIXIR OF LIFE

The character is able to create an Elixir of Life with an hour's work, 5 scrip worth of chemicals, and an Alchemy skill toolkit. The character must succeed at a TN 12 Alchemy Challenge. On a failure, the time and materials are lost. On a success, the character gains one Elixir of Life plus one Elixir per Margin of Success. Any Living character may imbibe the Elixir of Life as a 1 AP Action to heal 2/3/4 damage and remove one Critical Effect.

EXPUNGE

Poison is generally a slow way to kill someone. Even the strongest of poisons take far longer to do their work than a simple bullet, and this can be frustrating for the busy poisoner on the go. Fortunately, Malifaux is sympathetic to these needs and grants the character the ability to speed things along. This character gains the following Manifested Power:

EXPUNGE				
ACTING VALUE	AP	TN	RESIST	RANGE
<i>Tenacity</i> + Necromancy	0	12X	Df	8 yards
Effect: Target character suffers an amount of damage equal to its current Poison Condition value, up to a maximum of 9 damage. Lower the target's Poison Condition value by 9, to a minimum of 0.				

TRUTH SERUM

The character is able to create Truth Serum with an hour's work, 5 scrip worth of chemicals, and an Alchemy skill toolkit. The character must succeed at a TN 10 Alchemy Challenge to create the serum. On a failure, the time and materials are lost. On a success, the character produces one dose of Truth Serum. Any Living character that ingests the Truth Serum gains the following Condition for the next hour: "**Chemical Honesty:** This character must pass a TN 12 Willpower duel whenever she attempts to tell a lie or evade the truth; on a failure, she must instead tell the blunt and honest truth."

For each Margin of Success on the Alchemy Challenge, the character may choose to either produce an additional dose of Truth Serum Concoction or increase the TN of the Willpower duel on all produced Truth Serums produced in that batch by +2.

AGONY

The effects of poison vary drastically depending upon the specific toxin used. Some of them are relatively painless and merely induce feelings of lightheadedness and vertigo before the victim passes out, allowing a poisoner to murder their victims in the most humane way possible.

These are not the sort of poisons employed by the Chemist. Instead, she has focused her attention upon the most painful and agonizing toxins she can create. These poisons burn their way through her victims' bodies like rivers of fire, scorching nerves even as they work to lower the victim's tolerance to pain. This agony makes it difficult for the victim to focus on anything other than screaming out in pain, which suits the Chemist just fine.

Other characters with the **Poison** Condition who begin their turn within 3 of one or more characters with this Talent suffer a penalty to all Challenge Duels equal to their current **Poison** Condition value (to a maximum of -3).

MYSTERY BREW

The character is able to create a Mystery Brew with an hour's work, 8 scrip worth of chemicals, and an Alchemy skill toolkit. The character must succeed at a TN 15 Alchemy Challenge to create the brew. On a failure, the time and materials are lost. On a success, the character gains one Mystery Brew plus one Mystery Brew per Margin of Success.

Flip a card from the Fate deck (which may be cheated) for each created Mystery Brew when it is created to determine its exact effects, as determined by the chart below.

☞ *Deadly Acid:* A character may use this Mystery Brew for a single attack as if it were a weapon with the following profile:

WEAPON (MELEE)	RANGE	DAMAGE
Deadly Acid	/// 1	3/4♣/5♣♣

Special: Thrown. This attack ignores Armor.

♣ *Draught of Change:* Choose a type of Beast when this Mystery Brew is created. A Living character may imbibe the Draught as a 1 AP Action to transform into that type of Beast for up to 1 hour, just as if she had cast the Shapeshift Magia (*Fated Almanac*, pg. 234). Only the character (and any pneumatic replacements) are transformed; any other gear or equipment is unaffected by the change, which may result in damage to the character's wardrobe.

☞ *Distillation of Magic:* A Living Fated character may imbibe the libation as a 1 AP Action to gain the following Condition for 24 hours: "**Rush of Magic:** At the end of each round in Dramatic Time, draw a card and then discard a card."

✕ *Necromantic Goo:* A character may smear this goo on a corpse as a 1 AP Action. If that corpse is raised as an Undead within the next hour, it permanently gains +2 Wounds and gains +1 to its Acting Values. An Undead creature may not benefit from more than one application of this Mystery Brew. This effect is unaffected by the Rusts n' Oils Talent (pg. 138).

FORGOTTEN

There are some people who just seem to slip through the cracks of society. Some linger on street corners, begging for spare change. Others are more financially well-off but just as invisible: the quiet librarian who only speaks in a low whisper, the minor bureaucrat whose name her boss can't seem to get right, or even that one bandit who always seems to get away from the marshals because "he's not important."

Society seems to have decided that these people should be forgotten, and when they come to Malifaux, they are. It's not a dramatic change, just a gradual fading away from people's memories and perception. They might find themselves forgotten at a saloon, always having to remind their server that they haven't yet been helped. On the plus side, they also seem to avoid a lot of the trouble that finds other people. Hungry zombies or Nephilim will often stomp right past these people, ignoring them in favor of more distant prey.

When people get around to remembering about them, they refer to these unassuming men and women as Forgotten. Some Forgotten push back against their seeping anonymity as best they can, often by wearing unique clothing and undertaking great deeds, but unfortunately, they're more or less doomed to obscurity. Even their most heroic accomplishments are usually attributed to others.

Other Forgotten are perfectly happy to fade into the background: when you're an escaped convict or a pickpocket, the last thing you want is attention. These Forgotten tend to enjoy the peace that has been given to them and try to avoid drawing any further attention to themselves, a practice which only seems to hasten their gradual disappearance from the minds of others.

The longer she spends in Malifaux, the more a Forgotten seems to fade away, until eventually she's little more than a shape glimpsed out of the corner of one's eye. A few unlucky Forgotten even end up forgetting their own names, forcing them to take up sobriquets in order to retain their sanity.

STARTING

A Forgotten begins the game with a non-Magical skill toolkit.

ON THE PURSUIT: IGNORANT

Whenever this character fails a duel she has no Skill ranks in, 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 Forgotten gains the Talent listed below:

STEP	TALENT
0	Unimportant
1	Face in the Crowd or Slink Away
2	General Talent
3	Backstabber or Don't Mind Me
4	General Talent
5	Memories Gained or Memories Lost
6	General Talent
7	Fade into Memory or Remembrance
8	General Talent
9	Flashback or Fragments
10	Forgettable

**"HAVE YOU SEEN MY DAUGHTER?
SHORT, BLACK HAIR? SHE JUST
TURNED SEVEN LAST MONTH..."**

**- HARRY DA SILVA, TALKING TO
HIS DAUGHTER**



UNIMPORTANT

The first sign that a character has begun to become Forgotten is the way that she seems to naturally blend into a group. She doesn't disappear; people just find it difficult to notice her or care about her presence.

This character gains a **+** to any duel made to avoid being noticed in a group. When this character makes a Stealth Challenge, she may add half her completed steps in this Pursuit, rounded up (minimum +1), to her final duel total.

FACE IN THE CROWD

Even when heavily armed and armored, the character doesn't seem like much of a threat compared to the people standing near her.

Ranged Combat attacks made against this character suffer a **-** while she is within 3 yards of one or more other characters (friend or foe).

SLINK AWAY

An important aspect of melee combat is threat assessment; people fighting for their lives make snap decisions about how dangerous each of their enemies are and how much attention they should give each one. Somewhere in that decision-making process, the Forgotten seems to be, well, forgotten, and as a result, she finds it easy to slink away from combat while her attackers are distracted.

This character gains **+** to her Defense flips against disengaging strikes. If at least one other friendly character is engaged with an enemy, that enemy may not make disengaging strikes against this character.

BACKSTABBER

One of the benefits of being easily forgotten is how close the character can get to people who don't notice or care about her presence. Her enemies naturally turn their backs to her as they return to important business or focus on actual threats, and she's more than happy to shove a knife (or sword) into those exposed backs to remind them of her existence.

If this character hits a target who is unaware of her presence with a Close Combat attack, she gains **+** to the resulting damage flip, and the target gains **Slow**.

DON'T MIND ME

If this character did not take any offensive actions on her last turn (such as attacking or casting offensive spells), or if it is the first round of Dramatic Time and she has not yet acted, she may make a Deceive Challenge when she is targeted by an enemy attack. The TN of this Challenge is 6 + the attacker's Rank Value. On a success, the attacker cannot target the character and must choose a different target instead.

If this character already has the Don't Mind Me Talent, she instead gains +2 to her Deceive Challenge when using this Talent. This Talent has no effect on attacks made by Fated characters.

MEMORIES GAINED

Every so often, the character is able to pull memories directly out of her victim's mind. This character's Close Combat attacks gain the following Trigger:

☛ *Memory Thief*: After damaging, make a Necromancy + Tenacity duel against the target's Wp. If successful, this character may ask a single yes-or-no question of the target and will receive a truthful yes, no, or "I don't know" answer, to the best of the target's ability. This knowledge is imparted mentally, and the target is unaware that they have answered the question.

THE FORGET MAGIA

The Forget Magia first appeared in *Into the Steam*. It's reprinted here for convenience.

FORGET (NECROMANCY MAGIA)

ASPECT	AP	TN	RESIST	RANGE
Charm	1	12X	Wp	/// 1 yard

The caster removes a memory from the target.

Effect: A Living target permanently forgets one short memory (no longer than 5 minutes) that ended no longer than 1 minute ago. The caster must generally be aware of the memory in question (even if that knowledge is vague, such as forcing the target to forget a conversation with a specific person or what happened inside the mine the character just existed).

MEMORIES LOST

This character has access to the following Magia, no matter her current Grimoire: Subsume Corpse, Forget, and Invisibility. If she does not possess a Grimoire, she may act as if she possesses a Grimoire with these Magia. If this character does not have a Magical Theory, she chooses one at this time.

FADE INTO MEMORY

With a bit of concentration, the Forgotten can actually convince reality to forget about her for a few seconds, allowing her to cease existing for a short time. This character gains the following Manifested Power:

FADE INTO MEMORY

ACTING VALUE	AP	TN	RESIST	RANGE
<i>Tenacity</i> + Necromancy	1	10X	-	10 yards

☛ *A Memory Stirs...*: This character may nominate a friendly willing character within 3 yards to be treated as the caster instead.

Effect: The caster is removed from reality. At the end of the round, the caster reappears in a location within range from where she initially cast this Power.

REMEMBRANCE

The character has learned to slip false memories into the mental spaces that once held memories about her. This character gains the following Manifested Power:

REMEMBRANCE

ACTING VALUE	AP	TN	RESIST	RANGE
<i>Cunning</i> + Necromancy	1	10X	Wp	6 yards

Effect: The target gains a false memory of your choice. The memory may be of whatever you wish, but obviously untrue memories (such as the character remembering the time she was the Governor General) will be dismissed as the result of too much drink or a particularly amusing dream. The memory may be of up to ten minutes in length plus ten minutes per Margin of Success and is permanent (or at least, as permanent as any other memory).

FLASHBACK

This character may discard a Twist Card to accomplish something in the past. Whatever she wants to accomplish must be something she could have reasonably done within the past 12 hours, and it must be a task that would have taken no longer than 10 minutes to complete. The character cannot change anything that has already happened or is immediately observable, and the Fatemaster is the final arbiter on whether a change is allowed.

For particularly simple requests (e.g. "I brought some extra ammo") the Fatemaster can declare that the task simply happened without any additional roleplaying needed. For more complex requests or requests that might fail, it is recommended that Fatemaster run the character through a quick scene where she can try to accomplish her task.

Complex requests (like those requiring a quick scene) cannot be taken during Dramatic Time.

A JAUNT INTO THE PAST

While the Flashback Talent is certainly powerful, it also comes with some notable restrictions, the most important of which is that the Fated cannot change anything that has already happened. Thus, if the Fated encounters two Guild guards, she could not go back and murder them or get them reassigned: the guards are already there!

However, the character could go back and get permission to be in the area in advance so that the guards let her into the area. Alternatively, she could steal their guns, empty the chambers, and then replace them, ensuring that they have no ammo.

If the Fated is wounded during a Flashback, the damage "appears" on her in the present; it was always there, but she had forgotten about it. If she is killed in a Flashback, it proves to be a traumatic (but false) memory; nothing changes in the present, but the character must discard her entire Control Hand.

FRAGMENTS

Eventually, bits of the character's memory start to disappear as she starts to forget the details of her own past. For some Forgotten, the effect is minor; they might not remember their birthday or the names of their childhood friends, but for the most part, they still remember the important things.

Other Forgotten have a harder time of things. They forget their names no matter how many times they are reminded, fail to remember whether they like certain types of food, or - in the most extreme cases - forget everything that happened to them prior to crossing through the Breach and into Malifaux.

To compensate for this memory loss, the character develops the ability to "borrow" memories from others, making them her own for a short time.

This character gains the following Tactical Action:

(0) Triggered Memories: This character may discard a Twist Card to choose a Skill and target another character she can see. Until the end of the current scene in Narrative Time, or for three turns in Dramatic Time, this character may use the target's rank in the chosen Skill in place of her own.

FORGETTABLE

If this character interacts with another character for five minutes or less, she may discard a Twist Card as she leaves that character's sight to erase all memory of her from his mind. The other character will still have a general sense of what happened - that he spoke with someone about something he can't remember, for instance - but the details just refuse to come to mind, like the lyrics of a song that he just can't quite remember.

If used during Dramatic Time, this Talent can make an enemy character forget that this character is involved in the combat. The effectiveness of this can vary quite a bit depending upon the enemy in question: a Guild guard who is chasing after the character might ask her if she saw someone suspicious run past her, but a hungry Nephilim would attack her regardless (since it just wants food and doesn't particularly care where it comes from).

GHOST EATER

The realization that souls were not only real but that they also were the fuel that allowed Soulstones to function was a major blow to people's psyches. While the Guild made it a point never to actually come out and confirm that Soulstones trapped the souls of the dead, it wasn't exactly a leap for people to make the connection. Even the name "Soulstone" stuck in the minds of the general populace.

Despite this general acceptance of how Soulstones function, most people are surprised to learn that there are humans who are capable of trapping the souls of the recently dead. In a way, these rare individuals function much like living Soulstones, trapping and feeding upon the souls of the fallen to increase their own magical power.

Ghost Eaters originated in the ancient days of the Three Kingdoms. The Ghost Eaters existed as a secret group of spiritualists and sorcerers who feasted upon souls and teased the secrets of the aether from the spirits they snatched from the spirit world. The terrified peasants who suffered under the rule of these immortal sorcerers called them the Jiangshi, believing them to be undead predators.

When the Breach was first opened, the Jiangshi were among those present, and the resulting devastation all but destroyed their order. Only a few survived, and years later they were called upon by the Three Kingdoms to train a new generation of Ghost Eaters as living weapons during the Black Powder Wars.

While the vast majority of Ghost Eaters are natives of the Three Kingdoms (and students or descendants of the Ghost Eaters who fought in the Black Powder Wars), there are a few among their number who hail from other areas. Often times, these unsuspecting individuals will come across an ancient Three Kingdoms reliquary and learn the art from the spirit housed within its frame, essentially learning at the feet of an ancient master.

Others stumble across the ability to devour souls accidentally, either as a result of forbidden magics or perhaps even from a séance gone horribly wrong.

STARTING

A Ghost Eater begins the game with a Reliquary (pg. 142).

ON THE PURSUIT: DARKEST MAGIC

Whenever this character fails a Magic 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 Ghost Eater gains the Talent listed below:

STEP	TALENT
0	Harvest Chi
1	Spirit Barrage or Quickener
2	General Talent
3	Instill Youth or Transcendence
4	General Talent
5	Pull of the Grave or In the Spirit World
6	General Talent
7	Fortify the Spirit or Revitalize
8	General Talent
9	Spiritual Guidance or Humpo Assault
10	Resurrection

**I HAVE MASTERED THE DARKEST
MAGIC. MY SPIRIT SWIMS IN IT,
FEEDING ON THE SOULS OF THE WEAK...**

**- YONG LIM, DEMONSTRATING WHY
HE DOESN'T HAVE ANY FRIENDS.**



HARVEST CHI

The Ghost Eater is a spiritual parasite who feeds on the deaths of others by consuming their souls.

When a Living or Spirit character of at least Minion rank or higher is killed within 8 of this character, she may choose to harvest its soul and gain the following Condition: “**Chi +1**: This character adds +1 to the final duel total of any Spell or Manifested Power she casts (to a max of +3). After resolving a Spell or Manifested Power cast by this character, lower the value of this Condition by exactly 1.”

If two or more characters with this Talent attempt to harvest the same soul, only the closest character gains the **Chi** Condition. Souls harvested with this Talent do not recharge nearby Soulstones and cannot be contacted via the Seance Talent of Mediums.

SPIRIT BARRAGE

As spiritual energy builds up within the character, she learns how to harness it into an attack. This character gains the following Manifested Power:

SPIRIT BARRAGE

ACTING VALUE	AP	TN	RESIST	RANGE
<i>Tenacity + Necromancy</i>	1	-	Df	12 or 1

Effect: Target suffers 2/3/4 damage. When declaring this Action, the caster may lower her **Chi** Condition by up to 3 points (to a minimum of 0). For each point of **Chi** lowered in this way, this attack gains + to its Attack and Damage flips.

QUICKENER

Time passes strangely in the spirit world. At times it seems to speed past the mortal realm as if the living were trapped in molasses while other times it slows down to a crawl. When the character consumes a soul, she briefly steps into the spirit world, allowing her to move with supernatural speed.

When this character gains the **Chi** Condition, she may immediately push up to 2 yards in any direction after resolving the current Action.

INSTILL YOUTH

Each soul devoured by the character contains the untapped potential of a lifetime. When properly harnessed, this energy can be used to revitalize the bodies of others, allowing the character to turn back the clock and restore youth to those she favors. Many Ghost Eaters use the promise of restored youth and vigor as leverage to earn the service of aging but otherwise skilled individuals...or the incredibly vain, depending upon the circumstances.

While the ability to restore the youth of herself and others doesn't make the Ghost Eater immortal - she can still be killed through violent means - it removes the threat of old age from the equation...provided that she routinely harvests the souls of the dying.

This character gains the following Tactical Action:

(1) **Instill Youth:** This character may reduce the value of her **Chi** Condition by any amount (to a minimum of 0) and target a friendly character within 5 yards. For every point of **Chi** lowered, the target either heals 2 damage or becomes one year younger (in any combination this character desires). This reduction in age will not reduce the target's apparent age beyond that of a young adult.

TRANSCENDENCE

By using spiritual energy, the character is able to bring her companions partially into the spirit world, granting them resistance to physical harm. Characters affected by this transformation sometimes manifest spiritual 'echoes' such as ethereal suits of armor or uniforms that haven't seen use in generations.

This character gains the following Tactical Action:

(1) **Transcendence:** During Dramatic Time, this character may reduce the value of her **Chi** Condition by any amount (to a minimum of 0). For each point of **Chi** lowered, she chooses one friendly character in (X)8 to gain the Spirit Characteristic and Armor +2 until the start of her next turn (to a maximum total of Armor +3). When this ability would end, the character may reduce her **Chi** Condition by 1 to extend the duration by an additional turn for all affected characters.

PULL OF THE GRAVE

Devouring the spirits of the living isn't much different from the recently departed. The only real difference is the amount of effort involved and the firm tether that living souls have on their physical bodies; they are temporarily damaged by the feeding but soon spring back to full health, leaving the Ghost Eater unfulfilled and her prey momentarily weakened.

This character gains the following Manifested Power:

PULL OF THE GRAVE				
ACTING VALUE	AP	TN	RESIST	RANGE
<i>Tenacity</i> + Necromancy	1	8X	Wp	10 yards
Effect: Target character gains the Slow Condition. If the target has the Undead or Spirit Characteristics, the caster does not reduce her Chi Condition after resolving this Manifested Power.				

IN THE SPIRIT WORLD

In a way, the character already steps partially into the spirit world whenever she devours the soul of a fallen creature. With practice she learns to turn her spiritual energy inward, enabling her to remain in the spirit world for longer periods of time.

To the Ghost Eater, this shift brings her into an ethereal world where other creatures appear blurry and indistinct. To those around her, however, the character appears to partially fade from reality until she is little more than a ghostly image.

This character gains the following Tactical Action:

(1) **In the Spirit World:** This character may reduce the value of her **Chi** Condition by 1 (to a minimum of 0) and discard a Twist Card to gain the following ability until the start of her next turn: "**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." When this ability would end, this character may reduce her **Chi** Condition by 1 (to a minimum of 0) to extend the duration by an additional turn.

FORTIFY THE SPIRIT

Spiritual energy is a malleable force. Those who are capable of bending it to their will can use it to heal their wounds, to lash out at their enemies... or, in the Ghost Eater's case, to shield herself from harm. The exact form that this takes depends upon the individual Ghost Eater; some harness barriers of spiritual energy, some summon up disembodied souls to block weapons, and others just seem to turn aside attacks through sheer force of will.

This character gains the following Defensive Trigger:

Df/Wp (📖) **Fortify the Spirit:** Immediately increase this character's final duel total by an amount equal to the value of her current **Chi** Condition (to a maximum of +3).

REVITALIZE

Even the most secular doctor will reluctantly admit that there is at least some connection between spiritual health and physical health. In the Three Kingdoms, where meditation and acupuncture are common, to suggest otherwise would only draw scorn and laughter. The Ghost Eater is perhaps the greatest example of the duality of the physical body and the spiritual self, for as she absorbs the spirits of others, the physical wounds she has suffered heal and close.

When this character gains the **Chi +1** Condition, she heals 1 damage.

SPIRITUAL GUIDANCE



While devouring souls is certainly useful, there are sometimes better uses for these ephemeral spirits. The character is able to snatch these spirits out of the aether and interrogate them, forcing them to give up the knowledge they clung to in life.

When this character would gain the **Chi +1** Condition from the Harvest Chi Talent, she may choose instead to ask one question of the killed character. That character must answer the question truthfully but can only provide a short answer (approximately five words). This answer is provided in the form of a spiritual whisper audible to anyone in the immediate vicinity of the killed character.

HUNPO ASSAULT

While it's true that each person only has a single soul, the Ghost Eater knows that there are many individual aspects of that soul, like the facets within a single diamond. By gathering the composite parts of various souls within her, the character is able to temporarily align some of these tattered elements with her own soul, granting her a brief moment of tremendous speed and strength.

This character gains the following Tactical Action:

(2) **Hunpo Assault:** This character may reduce the value of her **Chi** Condition by 3 (to a minimum of 0) to teleport to a location within 8 yards of her current location. After teleporting, the character may immediately make a 1 AP Attack Action with a  weapon against every enemy character within range. Before making each attack, this character may further reduce her **Chi** Condition by up to 3 points (to a minimum of 0). For each point of **Chi** lowered in this way, that attack gains  to its Attack and Damage.

RESURRECTION

One of the core pursuits of the Resurrectionists - or at least, the first Resurrectionists - was the pursuit of eternal life. While many of her peers have lost sight of this goal in the pursuit of their own individual goals or rivalries, the Ghost Eater has actually achieved some measure of eternal life. Resurrecting in this manner requires a great deal of harnessed spiritual energy, but time is not a concern; each soul the character gathers brings her one step closer to her eventual return to the world of the living.

If this character is killed, her **Chi** Condition immediately ends. This character's remains retain her Harvest Chi Talent and continue to accumulate the **Chi** Condition in that manner. If this character's remains reach **Chi +10** or higher, she returns to life in the same space as her remains and ends her **Chi** Condition; if this happens during Dramatic Time, the resurrection occurs at the end of the current round (the character may generate an initiative value to see when she acts on subsequent rounds). So long as the majority of the character's remains are present, she resurrects fully intact.

GHOUL

Even though cannibalism is one of humanity's longest-held taboos, there are still people in Malifaux who are uncomfortably familiar with the taste of human flesh. The Cult of December is perhaps the best known example of cannibals on this side of the Breach, and the gnawed bones of their victims litter the frozen slopes of the north.

What many of Malifaux's citizens don't suspect, however, is just how many "normal" people have also succumbed to this dark hunger. Most of the time, it's a matter of survival; a particularly bad winter can leave isolated Contract Towns with the difficult choice between starvation and cannibalism. Those who live on the edges of society are often forced to make do with whatever nourishment they can find, no matter how unpleasant it may be.

No matter what reason these poor souls have for turning to cannibalism, they soon find themselves invested with unexpected strength and vitality. There are even reports of seemingly mortal wounds closing on their own or of tuberculosis sufferers gradually recovering from their consumptive sickness.

Unfortunately, this strength comes with a price that most Ghouls refer to as "the Hunger." Part craving and part physical need, the Hunger usually ends up driving those who have consumed human flesh to do so again and again until nothing else seems to satisfy their cravings. Exactly how much this affects a given person depends largely on their circumstances and willpower; much like with a delicious dessert, some people can pass on the morsel without much more than a brief pang of longing, while others simply have no sense of self-control when it comes to mastering their appetites.

Perhaps not surprisingly, Ghouls tend to be more common among the ranks of the undead and Neverborn, neither of whom are quite as bothered by the moral implications of killing and eating someone as most living humans. Undead Ghouls even regain a portion of their living appearance after having fed, though this change is largely cosmetic, granting them a more healthy pallor to their otherwise pale skin.

STARTING

A Ghoul begins the game with hardened teeth. Her natural attacks (typically Pugilism, Martial Arts, or Grappling, though this also includes melee attacks of characters shapeshifted into Beasts, but not attacks from pneumatic limbs) ignore 1 point of Armor.

ON THE PURSUIT: YOU ARE WHAT YOU EAT

When this character fails a Close Combat duel during Dramatic Time, she may draw a card. During the Epilogue, a character on this Pursuit may advance in any Close Combat Skill in addition to those Skill Advancement options presented by the Fatemaster.

ADVANCEMENT

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

STEP	TALENT
0	Grim Feast
1	Unnatural Vigor or Razor-Sharp Teeth
2	General Talent
3	Appetizer or Nom Nom Nom
4	General Talent
5	Calorie Burn or Lasting Meal
6	General Talent
7	Table Scraps or Consume Fate
8	General Talent
9	Gobble Up or Brain Food
10	Ravenous Beast

**IT'S HARD, BEING A CANNIBAL.
YOU DON'T MAKE MANY
FRIENDS.**

**- SGT. PEARCE CARLYLE,
GUILD PATHFINDER**



GRIM FEAST

Whether the character has prior experience with eating corpses or is just now making her first forays into the world of cannibalism, she knows a few tricks for getting the most out of a corpse. In just a few moments, she can consume the most desirable parts of a corpse to increase her strength. Which parts the character favors is (literally) a matter of personal taste.

This character gains the following Tactical Action:

(2) Grim Feast: This character may devour the corpse of a Living or Undead character of Minion rank or higher within 1 yard to gain the following Condition for 1 hour: **Well Fed +1**: This character gains +1 to her Physical Aspects, to a maximum Aspect value of 4. The value of this Condition may not exceed +3." Once devoured, the corpse cannot be turned into an Undead creature.

Whenever this character gains this Condition, the entire Condition's duration refreshes.

UNNATURAL VIGOR

As the character consumes more and more people, she inherits a portion of their vitality. This vitality becomes even more pronounced following one of her feedings, to the point where even a direct gunshot to the chest isn't capable of putting her down.

This character gains +1 Wound for every three Steps of this Pursuit that she has completed (rounded up), and may reduce any damage she suffers by the value of her **Well Fed** Condition (to a minimum of 1 damage). This reduction does not stack with the reduction provided by Armor; the character just uses the best reduction available to her.

RAZOR-SHARP TEETH

Time spent chewing on bones (or a few painful hours in the company of a metal file) has turned the character's teeth into sharpened points suited for stripping flesh from bone.

This character's natural attacks (typically Pugilism, Martial Arts, or Grappling, though this also includes melee attacks of characters shapeshifted into Beasts, but not attacks from pneumatic limbs) deal +1 damage.

APPETIZER

There isn't always time to sit down for a full meal, but fortunately, the character is more than capable of sating her appetite with a few chewed-off fingers or a handful of bloody guts. The result tends to be a bit messy (and often involves a fair amount of screaming from her victim), but it's hard to argue with the results.

This character's natural attacks (typically Pugilism, Martial Arts, or Grappling, though this also includes melee attacks of characters shapeshifted into Beasts, but not attacks from pneumatic limbs) gain the following Trigger:

✗ *Pound of Flesh*: After damaging a Living or Undead character, this character heals 1/2/3 damage.

NOM NOM NOM

The Ghoul's grisly meals don't just fill her with vigor and sate her hunger; if she is injured, the act of feeding will also heal her wounds. Cuts close and smashed bones reknit themselves with each handful of bloody meat that the character consumes, allowing her to quickly return to full strength after only a few moments spent with her meal of choice.

After taking the Grim Feast action, this character heals 2/3/4 damage.

CALORIE BURN

When needed, the character is able to move with incredible speed. These bursts of speed are incredibly taxing upon her body, but fortunately, the Ghoul's constitution has been unnaturally bolstered by her bloody meals, and she has energy to spare. The sight of a seemingly languid Ghoul suddenly leaping upon her prey in a frenzy of ravenous energy is one that few people are able to forget (no matter how hard they try).

At the start of her turn, this character may lower her **Well Fed** Condition by one point to gain **Fast** or by two points to gain **Reactivate**. The character may not lower her **Well Fed** Condition below 0 in this manner.

LASTING MEAL

Few people know how to really savor a good meal in the same way that the character does. Then again, few people ever end up eating human flesh, either, so perhaps there's some sort of correlation there? In any case, the character knows how to prolong the benefits of her meals by taking her time and not filling up on bread before it's time for the main course.

When this character gains the **Well Fed** Condition from her Grim Feast Action, it lasts for one day, instead of 1 hour. In addition, the maximum value of the character's **Well Fed** Condition increases to +4.

TABLE SCRAPS

Even by the standards of other Ghouls, there's something a bit off about the character. It might be unpleasant to think about, but most people can at least understand that circumstances might force someone to eat another person in a desperate situation; meat is meat, after all.

When someone starts chewing on metal plates and iron gears, however... well, that's a special sort of crazy that most people just don't see all that often. From the character's point of view, it's not much different than hard candy, and besides, iron is supposed to be good for you, right?

This character may now use the Grim Feast Action on destroyed Constructs or large piles of scrap metal. If she has the Appetizer Talent, she may declare the Pound of Flesh and Down the Gulley Triggers on Constructs. If this character has the Eat Your Fill Talent (*Into the Steam*, pg. 107), she may use it on Constructs as well as Living characters.

STITCHED GHOULS

Stitched characters that become Ghouls are able to recover some of their former living appearance after feasting upon a corpse. A Stitched that attempts to pass for a Living character may add the value of her Well Fed Condition to the TN of any Scrutiny Challenges made to identify her as an Undead.

CONSUME FATE

Much in the way that she consumes the corpses of the fallen to gain physical strength, the Ghoul is able to consume Fate itself to bolster the strength of her own destiny.

These "bites" aren't enough to do any significant damage to the Fate of the world - the character might as well try to drink the ocean dry - but such mystical power does have a direct, fleeting effect on her. For a brief time, the character's destiny becomes so strong that the tapestry of fate twists around her, making everything the Ghoul does that much easier. Bullets she fires are more likely to strike their target, people treat her with more respect and deference without knowing why, and she can often flip over exactly the card she wants from a shuffled deck.

This character may discard a Twist Card when declaring an Action to gain **+** to all non-damage flips made during that Action.

GOBBLE UP

Hunger is a powerful weapon, and it's one that the character has harnessed for her own. For most people, even experienced soldiers, combat happens according to specific rules, and crazy cannibals leaping towards them with grasping hands and open mouths is very much not a part of those rules.

This character gains the following Manifested Power:

GOBBLE UP

ACTING VALUE	AP	TN	RESIST	RANGE
Speed + Athletics	0	12	Df	6 yards

Effect: This character pushes 6 yards towards the target. For the rest of her turn, this character gains **+** to her attack and damage flips when using natural attacks (typically Pugilism, Martial Arts, or Grappling, though this also includes melee attacks of characters shapeshifted into Beasts, but not attacks from pneumatic limbs) against the target.

BRAIN FOOD

Consuming the corpses of the fallen gives a Ghoul increased strength, speed, and resilience, but for some, it also improves their mental capabilities. The change is gradual at first - perhaps it's easier to remember names and faces or to find just the right word to describe something - but it only becomes more pronounced with each subsequent meal.

As with physical strength, these mental bonuses will fade over time. For many Ghouls, the gradual loss of their increased mental abilities is horrifying; after being exposed to a world of bright sunlight after a lifetime spent in shadow, few people willingly return to the darkness. These Ghouls are among the most dangerous of their kind; they are not only incredibly intelligent, charming, and cunning but also highly motivated to remain that way... and doing so requires a steady influx of bodies to feed their never-ending hunger.

This character's **Well Fed** Condition increases her Mental Aspects as well as her Physical Aspects, to a maximum Aspect value of +4.

RAVENOUS BEAST

When the character kills her victim, she is capable of falling upon him in a frenzy of clawing hands and biting teeth. In addition to being horrifying to watch, this frenzy of activity allows the character to quickly consume the choice parts of her enemy while he's still warm and fresh. The use of this Talent invariably results in the character (and her clothing) being covered in blood and gore; there's little time for napkins and silverware when eating quickly is the primary concern.

This character's natural attacks (typically Pugilism, Martial Arts, or Grappling, though this also includes melee attacks of characters shapeshifted into Beasts, but not attacks from pneumatic limbs) gain the following Trigger:

Down the Gullet: After killing a Living or Undead target, this character may immediately take the Grim Feast Action against the target without spending any AP.

MEDIUM

There have always been people with a close connection to the spirit world. In ancient times, these men and women were known as shamans or oracles, but today they are most often referred to as Mediums. These rare individuals possess the ability to perceive and interact with the spirit world and its spectral inhabitants.

Exactly how someone becomes a Medium can vary greatly from person to person. Some are born with this gift and spend their entire lives walking through two worlds while others only develop the gift after a particularly close brush with death. Far fewer are those who actively seek out contact with the spirit world through arcane ritual or séance, though these Mediums tend to be the most driven to make use of their powers.

On Earth, communicating with spirits is difficult. They are often distracted and take a great deal of coaxing to bring around to anything resembling proper communication. In Malifaux, however, the barrier separating the spirit world from the world of the living is much thinner, and as a result, the spirits are much easier to contact. In fact, many of these spirits seem drawn to the Medium, and it usually doesn't take long for her to accumulate a small following of mostly harmless spirits.

Many spirits in Malifaux aren't quite so harmless. Like angry dogs in a cage, they constantly push against the boundaries between worlds, trying to force their way through in order to satisfy their violent urges. For a Medium, all it takes is a few drops of blood to throw open the gate and unleash these violent spirits upon her enemies.

Mediums tend to be fairly rare among the ranks of the Resurrectionists, and as a result, the Guild always seems a bit unsure when it comes to dealing with them. The Death Marshals are primarily trained to battle corpses, and while the violent spectres unleashed by a Medium are still technically undead, fighting them is a completely different experience, often requiring magic instead of bullets and blades.

STARTING

A Medium begins the game with the Spiritual Sensitivity Talent (pg. 138), ignoring its requirements.

ON THE PURSUIT: SHRIEKING SPIRITS

Whenever one of this character's non-Peon Spirit subordinates is killed within 6 yards of her, 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.

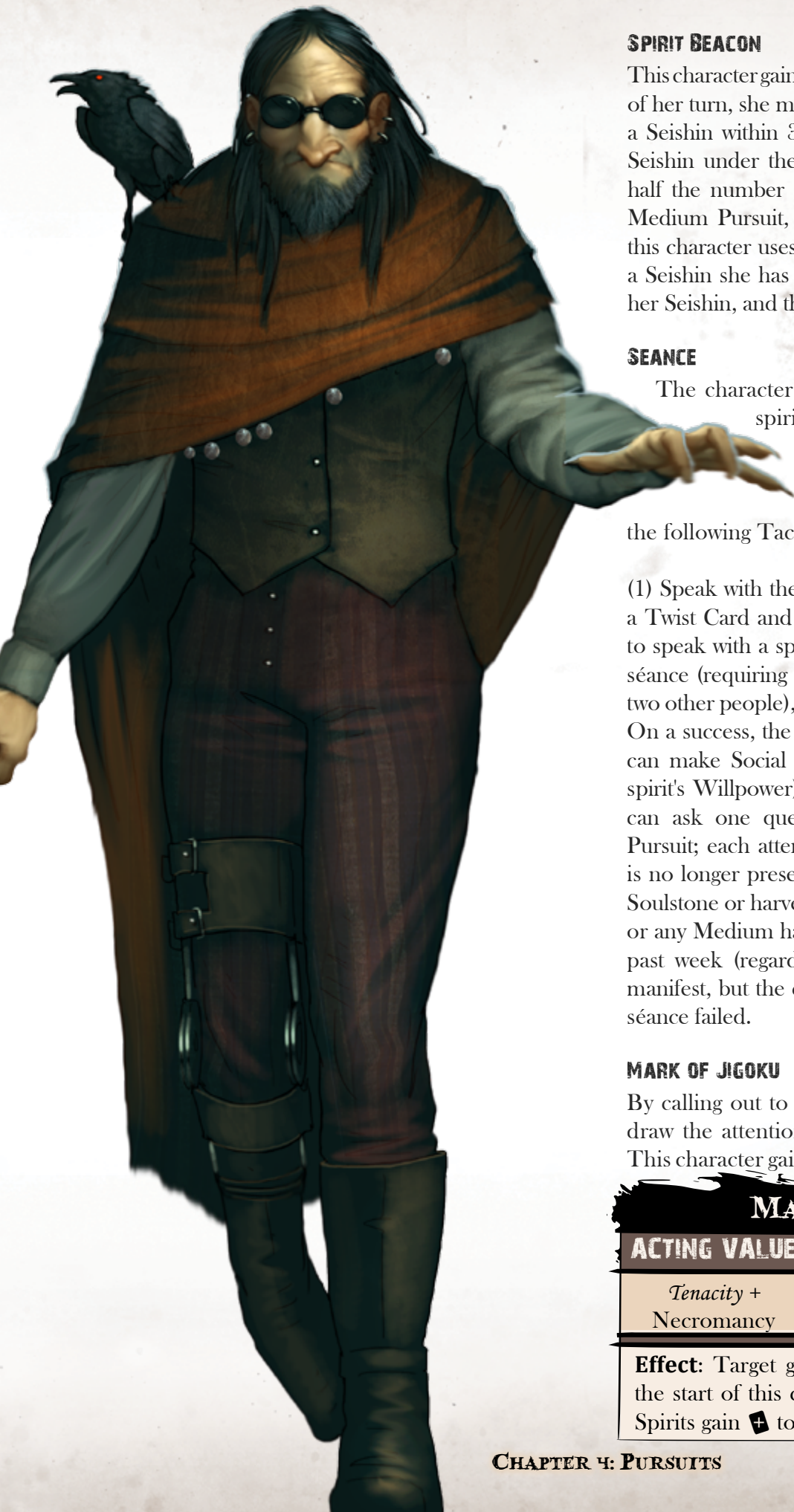
ADVANCEMENT

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

STEP	TALENT
0	Spirit Beacon
1	Séance or Mark of Jigoku
2	General Talent
3	Blood and Wind
4	General Talent
5	Spirits of Hate or Absorb Spirit
6	General Talent
7	Spirits of Wrath or Spiritual Command
8	General Talent
9	Empower Spirit or Fury of the Yomi
10	Astral Projection

YOU MAY NOT BE ABLE TO HEAR THE SCREAMS OF THE DEAD, BUT MAKE NO MISTAKE: THEY ARE NOT SILENT.

- MIKU AMAKURO, MEDIUM



SPIRIT BEACON

This character gains the Spirit Characteristic. At the start of her turn, she may discard a Twist Card to summon a Seishin within 3 yards. The maximum number of Seishin under the character's control cannot exceed half the number of steps she has completed in the Medium Pursuit, rounded up (minimum 1). When this character uses the (1) Order Action to command a Seishin she has summoned, she may command all her Seishin, and the orders may be different.

SEANCE

The character is capable of conversing with the spirits of the dead. The departed have valuable knowledge for those who know how to ask the right questions. This character gains the following Tactical Action:

(1) **Speak with the Dead:** This character may discard a Twist Card and make a TN 12 Bewitch Challenge to speak with a spirit. If this character holds a formal séance (requiring an hour of preparation and at least two other people), she does not have to discard a card. On a success, the spirit is summoned. This character can make Social Skill Challenges (contested by the spirit's Willpower) to ask it questions. The character can ask one question per completed step in this Pursuit; each attempt takes 1 AP. If the target's soul is no longer present (because it was trapped within a Soulstone or harvested by a Ghost Eater, for instance) or any Medium has attempted to contact it within the past week (regardless of success), the spirit fails to manifest, but the character learns the reason why the séance failed.

MARK OF JIGOKU

By calling out to the spirit world, the character can draw the attention of angry spirits to her enemies. This character gains the following Manifested Power:

MARK OF JIGOKU

ACTING VALUE	AP	TN	RESIST	RANGE
<i>Tenacity</i> + Necromancy	1	-	Wp	8 yards

Effect: Target gains the following Condition until the start of this character's next turn: **“Adversary: Spirits gain + to Attacks targeting this character.”**

BLOOD AND WIND

By reaching through the barrier between life and death, the character is able to draw a predator of the spirit world into the world of the living to serve her. This character gains the following Manifested Power:

BLOOD AND WIND

ACTING VALUE	AP	TN	RESIST	RANGE
--------------	----	----	--------	-------

Tenacity + Necromancy	1	10X	-	6 yards
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Effect: Summon one Gaki (pg. 191) within range, then the caster suffers 1 damage. The Gaki gains the **Slow** Condition if it activates on the round it was summoned. After one hour (or when reduced to 0 Wounds), the Gaki fades away into the aether.

SPIRITS OF HATE

Some spirits are so obsessed with the injustices they suffered in life that they only care about hurting others. By promising them vengeance, the Medium can earn powerful allies. This character's Blood and Wind Manifested Power gains the following Trigger:

✦ *Spirits of Hate:* This character may suffer 1 additional damage to summon an Onryo (pg. 192) rather than a Gaki.

ABSORB SPIRIT

The character has learned how to use Seishin to protect herself from harm... or to lure more dangerous spirits into the world of the living. When this character suffers damage, she may kill one of her summoned Seishin within ⑦3 to either prevent 1 damage from any source (to a minimum of 0) or all damage from the Blood and Wind Manifested Power (including any Triggers).

SPIRITS OF WRATH

The Medium can draw spirits known as Goryo to her side, harnessing their wrath. This character's Blood and Wind Manifested Power gains the following Trigger:

✦ *Spirits of Vengeance:* This character may suffer 2 additional damage to summon a Goryo (pg. 193) for 10 minutes, rather than a Gaki for one hour.

SPIRITUAL COMMAND

Commanding a spirit is less about giving orders and more about manipulating their emotions and memories to guide them. When this character takes a (1) Order Action, she may give orders to two Spirit subordinates instead of one, and the orders may be different.

EMPOWER SPIRIT

Exposure to the Medium and the spiritual energies under her control has enhanced the Seishin that swirl in her wake. Seishin under this character's control gain the Howling Fury attack listed in their profile.

FURY OF THE YOMI

By increasing her connection to the spirit world, the Medium is able to imbue her spiritual minions with newfound purpose and determination. This character gains the following Manifested Power:

FURY OF THE YOMI

ACTING VALUE	AP	TN	RESIST	RANGE
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Tenacity + Leadership	2	10X	-	⑥6
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Effect: All friendly Spirits within range may immediately push up to 4 yards in any direction and make a 1 AP attack of the caster's choice. The Spirits flip for these attacks as if they were Fated characters and gain a + to their attack but may not Cheat Fate.

ASTRAL PROJECTION

The character's contact with the spirit realm gradually strengthens her soul, until finally it gains enough strength to pull free of her mortal shell and become a Seirei. The Medium and her Seirei are one and the same, two sides of the same coin. This character gains the following Manifested Power:

UNLEASH SEIREI

ACTING VALUE	AP	TN	RESIST	RANGE
--------------	----	----	--------	-------

Tenacity + Necromancy	1	12X	-	6 yards
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Effect: Summon one Seirei within range. After 1 hour (or when reduced to 0 Wounds), the Seirei fades away into the aether.



SEISHIN

Peon (3), Spirit

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

Skills: Centering 2, Martial Arts 2, Notice 1

Ghost: If this character is the target of a successful attack, it is automatically killed. This character ignores and is ignored by other characters and terrain during any movement.

Representation of Power: At the start of this character's controller's turn, this character may teleport to a location within 3 yards of its controller.

Spiritual Empathy: Though unable to speak, this character can convey simple concepts to its controller (such as how many people are in a hallway, but not what they look like or the subject of a conversation).

Invigorate: Friendly Spirits within 2 of one or more characters with this Talent gain +2 Defense.

(1) Howling Fury (Martial Arts)

AV: 4 ===== Rg: 1 ===== Resist: **Wp**
Target suffers 1/2/4 damage. This character may only take this Action if its controller has the Empower Spirit Talent.



SEIREI

Enforcer, Spirit, Fated

Might 3	Grace 2	Speed 2	Resilience 2
Charm -2	Intellect 0	Cunning 2	Tenacity 2
Defense 4	Walk 5	Height 2	Initiative *
Willpower 5	Charge 6	Wounds 5	

Skills: Centering 3, Intimidate 3, Melee 3, Notice 2

Twinned Soul: This character does not flip for initiative or generate AP at the start of its turn. It acts on the same turn as the character who summoned it and may use her AP to perform Actions.

Forlorn: When this character begins its turn, it may suffer exactly 2 damage to gain 1 additional AP. This Talent may only be used once per turn and only if this character has 3 or more Wounds remaining.

Fated Soul: This character flips for Challenges as if it were a Fated character. This character's controller may Cheat Fate for this character.

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

(1) Razor-Sharp Fingernails (Melee)

AV: 6✘ ===== Rg: 2 ===== Resist: **Df** or **Wp**
Target suffers 3/4/5 damage that ignores Armor. When this Action is declared, this character chooses if the resist is **Df** or **Wp**.
✘ *Feast of Vengeance:* After killing an enemy with the **Adversary** Condition, this character's controller heals 1/2/3 damage.

NECROMANCER

When most people think of a Resurrectionist, they imagine a sinister figure surrounded by a horde of zombies. Though this is not an accurate representation of the typical Resurrectionist, it is a good description of a Necromancer, right down to the obedient undead that usually accompany her.

While other Resurrectionists might explore the mysteries of the spirit world or experiment with just how far they can push the natural sciences, Necromancers instead focus upon raising the dead and enslaving corpses with their dark magic. Such power over others - even the mindless dead - appeals to a certain type of person, and as a result, many Necromancers tend to be egotistical and manipulative. This isn't a hard and fast rule: there have certainly been a few scattered reports of Necromancers who only raised the dead in order to defend innocents against more dangerous enemies.

The vast majority of Necromancers are found among the ranks of the Resurrectionists. The Death Marshals of the Guild and Ten Thunders mystics might study the art of Necromancy, but few are inclined to jump into the role of a Necromancer. Those who do almost invariably find themselves among the ranks of the Resurrectionists before too long, regardless of what their opinions of the organization once were.

While most Necromancers tend to be living humans, an undead spellcaster occasionally manages to rise to a position of prominence. While these Necromancers tend to lack formal training in the necromantic arts, they make up for it with an intimate understanding of death, undeath, and the forces that animate them. These undead can feel necromantic energy flowing through their bodies, and with a bit of concentration and practice, they can turn that energy outward to bring more of their kind into being.

The Guild generally considers Necromancers to be the worst of the Resurrectionists, and the Death Marshals spare no expense to hunt down any Necromancers who cross their path. For this reason, most Necromancers tend to keep to the shadows and avoid drawing too much attention to themselves.

STARTING

A Necromancer begins the game with the Man's Best Friend Talent (pg. 136), ignoring requirements. The canine companion is always a Canine Remains, but due to the character's skills, it resembles and generally acts like a very ugly living dog.

ON THE PURSUIT: LORD OF DEATH

Whenever one of this character's Undead subordinates is killed within 6 yards of her, 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 Necromancer gains the Talent listed below:

STEP	TALENT
0	Death Magic
1	Eternal Servitude
2	General Talent
3	Rigor Mortis or Specialist
4	General Talent
5	Zombie Fodder or Unknowable Pain
6	General Talent
7	Shuffling Horde or Accomplice
8	General Talent
9	Siphon Soul or Empty Vessel
10	Corpse Conductor

NO, SIR, I DON'T KNOW HOW THAT ZOMBIE GOT IN HERE, BUT I'M SURE GLAD YOU CAME ALONG AND KILLED IT.

- DYLAN HAGEN, LYING TO A DEATH MARSHAL



DEATH MAGIC

The ability to animate the dead is one of the primary abilities of Necromancers, and as a result, they tend to be very good at it. This ability comes naturally to some, but most learn the secrets of such dark magics from the soft voice that whispers to them when they are alone in the middle of the night.

This character always has access to the Raise Undead Magia, no matter her current Grimoire. If this character does not possess a Grimoire, she may act as if she possessed a Grimoire with this Magia. If she does not possess a Magical Theory, she gains The Whisper Magical Theory at this time.

ETERNAL SERVITUDE

The magical shackles that bind a Necromancer's undead to her command are as eternal and inescapable as death itself. When this character creates or takes control of an Undead with the Raise Undead Magia (whether as part of a Spell or Manifested Power), the Undead remains under her control until it is destroyed. This Talent has no effect upon Stitched characters.

RIGOR MORTIS

A blast of raw necromantic energy can be quite dangerous to living creatures, as it causes their muscles to seize up, making it difficult to walk, swing a sword, or even speak. More interestingly, that same blast of necromantic energy can revitalize an undead creature, granting additional speed to its limbs and a brief semblance of conscious thought. This little bit of extra sentience is usually enough to send the undead lunging towards the nearest enemy with increased urgency.

This character gains the following Manifested Power:

RIGOR MORTIS

ACTING VALUE	AP	TN	RESIST	RANGE
<i>Tenacity + Necromancy</i>	1	10×	Wp	10 yards

Effect: Target Living character receives the **Slow** Condition. If the target is a friendly Undead character, it receives **Fast** instead.

SPECIALIST

It's not terribly difficult to create a shuffling zombie out of a corpse, but after a while the excitement of raising the dead fades. Because of this, many Necromancers start experimenting and pushing the boundaries of what they can accomplish with their magic. With the right corpse and a few adjustments to the spell, a Necromancer can bring a corpse back with a greater portion of its mind, allowing it to perform a wider range of abilities. Some Necromancers even arrange meetings to "trade" these undead like currency.

This character chooses one of the options below. When she uses the Raise Undead Magic on a corpse of the indicated type, she may choose to increase the TN of the Spell or Manifested Power by +2 to turn the corpse into the indicated type of Undead.

Adjust the Aspects and Skills of the Undead as per the Raise Undead Magic; then, compare them to the Aspects and Skills of the chosen type of Undead. If the Undead's Aspects or Skill Ranks are different from those of the selected Undead type, it gains the higher of the two options. Finally, the corpse gains the Talents and attacks of the chosen Undead type.

- **Bad Parenting:** Transform the corpse of a child into a Crooligan (pg. 171).
- **Death Row:** Transform the corpse of an executed murderer into a Guilty (pg. 175).
- **Guild Orders:** Transform the corpse of a guardsman or other law enforcement individual into a Guild Autopsy (pg. 176).
- **Road Kill Scholar:** Transform the corpse of a dog or similarly-sized animal into a Canine Remains (pg. 173).
- **Union Dues:** Transform the corpse of a miner or other laborer into a Crooked Man (*Into the Steam*, pg. 227).
- **Watery Grave:** Transform the corpse of a person who died from drowning into a Drowned (pg. 183).
- **Womanizer:** Transform the corpse of a woman into a Rotten Belle (*Fatemaster's Almanac*, pg. 195).

When this character would gain a General Talent from this Pursuit, she may instead choose to gain another option from this list.

ZOMBIE FODDER

There's little difference between loyalty and blind obedience when it comes to mindless undead. The undead under the character's control have been commanded to protect her life above all. When an attack comes her way, her undead servants will literally throw themselves in the way, sacrificing themselves.

This is hampered by the fact that most zombies are only somewhat aware of what is going on around them. Still, they sometimes manage to get in the way, and in the end, it's the thought that counts, right?

This character gains the following Defensive Trigger:

Df (X) Zombie Fodder: After an Attack action succeeds against this character, target friendly Undead that is under this character's control and within 2 yards of her suffers the effects of the Attack as if it had been the target instead of her, including any Triggers.

UNKNOWABLE PAIN

One of the few benefits to being an undead monstrosity is that there isn't much in the way of pain. Sure, you might get shot by a panicked guard or have your arm hacked off by a blonde mercenary, but you don't actually feel anything other than the force of the impact. There's no burst of pain, shock at being disemboweled, or wooziness from blood loss.

When some upstart Necromancer comes along and uses her magic to revitalize your dead nerves, then, it's a bit of a big deal. Suddenly all those little wounds you had forgotten about - the missing arm, the lower jaw that was only attached on one side, the rat living in your eye socket - all start hurting at once. Each new injury brings with it an explosion of pain a hundred times worse than anything you could have imagined, and the only thing that seems to help is charging towards your attacker while screaming with whatever is left of your lungs.

Subordinate Undead controlled by this character gain the following Defensive Trigger:

Df (W) Unknowable Pain: After suffering damage from an enemy attack, this character may move up to its Charge towards the character who damaged it.

SHUFFLING HORDE

A horde of shuffling undead is an impressive (and often horrifying) sight for anyone to behold, and it is the goal of many Necromancers to gather such a horde under their control. Unfortunately, commanding all those mindless zombies can be difficult, as each one requires a specific command in order to carry out the Necromancer's wishes. Worse yet, the same zombie can often require multiple commands to get it through even a moderately complicated task, as they just tend to stare blankly into space or chase small children around when left to their own devices.

The character has managed to circumvent this problem through clever micromanagement, dramatic gestures, or just talking very, very quickly. Whatever the reason, she knows how to command multiple undead subordinates with one simple gesture.

When this character takes a (1) Order Action to command an Undead subordinate, she may command an additional number of Undead subordinates equal to her Charm Aspect (minimum +1), and the orders may be different.

ACCOMPLICE

All it really takes to command an undead creature is a pointed finger and a sternly worded command. More complicated commands might take a bit longer to communicate, but for the most part, the exact process doesn't change very much. The character, however, has learned how to command her undead with little more than a nod of the head or a quick gesture in the right direction, allowing her to properly manage her zombies while engaged in more important matters.

After this character has finished her turn, one of her Undead subordinates within 6 yards may immediately take its turn, just as if this character had used the (1) Order Action.

SIPHON SOUL

Although Necromancers tend to concern themselves more with corpses than souls, some of them still dabble a bit in that more esoteric field. While they never quite gain the ability to fully rip souls out of bodies, they can sometimes siphon a small portion of an escaping soul into their undead minions, mending torn flesh and shattered bones.

This character gains the following Trigger on her Spells, Manifested Powers, and Close Combat attacks:

✕ *Siphon Soul:* After killing a Living target, a friendly Undead subordinate within 6 yards heals 2 damage.

EMPTY VESSEL

When a living creature is murdered, there's a brief moment when its destiny intersects with the destiny of its killer. During this flicker of Fate, when the victim's soul hovers between life and death, a skilled Necromancer can seize control of her victim's corpse via their shared connection. To onlookers, the victim's skin grows pale as they pass seamlessly from life into undeath.

After killing a Living character with an attack, this character may discard a Twist Card to immediately cast a Spell or Manifested Power using the Raise Undead Magia on the corpse (if it is within range) without using any AP. The caster may not apply the Increase AP Immuto to this Spell or Manifested Power but may apply other Immuto as normal.

CORPSE CONDUCTOR

As the character reaches the pinnacle of her power, she becomes a conduit for necromantic energy. The undead chained to her iron will become more animate and violent, and much more dangerous in combat. They attack with greater skill and even dodge attacks directed at them.

This character's Undead subordinates within 6 gain + to their Close Combat attacks. After this character uses the (1) Order Action to command an Undead subordinate, that Undead subordinate gains +2 Df until the start of this character's next turn.

SAWBONES

Medical licenses are a bit of a touchy subject in Malifaux. There aren't any laws preventing someone from practicing medicine without a license, nor does the Guild particularly care about people claiming to be doctors. Even if they did, the number of people migrating to Malifaux from different countries makes tracking the status of such claims virtually impossible.

There are a number of skilled healers who make no claims as to any sort of medical training, save for a lifetime spent patching up the wounded as best they are able. These doctors, healers, and amateur surgeons are known collectively as Sawbones.

The types of medicine practiced by Sawbones often differs greatly, even between characters who subscribe to the same basic medical theory. Some favor the simplicity of amputations and stitching with no more anesthetic than a bottle of whiskey and a bullet to bite down on, while others generously hand out morphine to their patients as a catch-all solution to just about any condition.

Others take a more scholarly approach to medicine, debating the merits of new treatments in scientific journals and performing surgeries in open operating theaters for the education (or entertainment) of the masses. Many of these Sawbones have their own pet theories on how illnesses and the body work and are willing to go to great lengths (even to the point of sacrificing patients) to prove the superiority of their methods over those of their peers.

Sawbones can come from any number of backgrounds. The Guild tend to employ combat medics and surgeons recruited directly from the military, while the Union and Arcanists primarily draw their numbers from the universities and operating theaters of America and Europe. The Ten Thunders, meanwhile, draw upon the often strange and esoteric healing traditions of the Three Kingdoms, which see the body as composed of the interaction of different elements and spiritual balances.

Regardless of their personal beliefs, all Sawbones end up being pretty good at patching up wounded folks.

STARTING

A Sawbones begins the game with a toolkit.

ON THE PURSUIT: TRAVELING AS A DOCTOR

Whenever this character fails an action roll, they may draw a card. During the Pursuit, this character may advance in the Pursuit in addition to those Skill Advancements presented by the Fatemaster.

ADVANCEMENT

At each step, a Sawbones gains the following talent:

STEP	TALENT
0	Under My Care
1	Surgical Instruments or Life Support
2	General Talent
3	Battlefield Surgery or Life Support
4	General Talent
5	I'm a Doctor! or Medic
6	General Talent
7	MEDIC! or Take Your Patient to the Hospital
8	General Talent
9	Life Support or Quarantine
10	Code Red

THE THIGH BONE IS
CONNECTED TO THE... WAIT,
THAT CAN'T BE RIGHT.

- DR. HOWARD WEST



UNDER MY CARE

One of the first things that a prospective Sawbones learns is how to care for her patients. This might involve routine health exams, handfuls of "medication", or even warding charms of dubious function.

This character may spend five minutes performing a medical check-up on a target Living character (that may be herself). The target gains the following Condition: "**Under My Care:** When this character is healed by the character who applied this Condition, she heals +1 damage." This character may only grant this Condition to a number of characters equal to her ranks in the Doctor Skill (minimum 1). If the character exceeds this number, another character who received the **Under My Care** Condition from this character (her choice) loses that Condition.

SURGICAL INSTRUMENTS

Sawbones rely upon many different types of tools to keep people alive and kicking. Many of those tools can prove dangerous in the right hands.

If this character is holding a Doctor skill toolkit, she may take the attack actions listed below. Other characters do not consider the Doctor skill toolkit to be a weapon until she makes an attack with it.

WEAPON (MELEE)	RANGE	DAMAGE
Surgical Instruments	/// 1	2/3/5

Special: This attack ignores Hard to Wound.

WEAPON (MELEE)	RANGE	DAMAGE
Syringe	/// 1	0/0/1

☞ *Overdose:* After damaging, the target suffers 2/3/4 damage and does not gain the **Poison +4** Condition.
Special: Target gains **Poison +4**.

PATIENT FILES

Charting the long term health of her patients is very important to the character, and this focus benefits her patients by making them hardier. Damage flips made against characters with the **Under My Care** Condition that was applied by this character suffer ☐.

BATTLEFIELD SURGERY

Sometime there isn't enough time (or blood) to wait for a patient to get to safety, and the character is forced to perform surgery in the middle of a raging battle. Fortunately, her calm hands and cool head (not to mention the clarity provided by a rush of adrenaline) enable her to close wounds quickly.

This character's Surgery Duels now take 5 minutes for each negative Wound her patient has suffered rather than 1 hour per negative Wound. She may operate on characters who have received the benefits of Surgery in the past week, but only if her patient has not undergone Surgery within the past day.

This character may perform First Aid on characters that have already received First Aid within the past hour. When she does so, the TN of her First Aid Duel is increased by +5.

DON'T MIND ME

If this character did not take any offensive actions on her last turn (such as attacking or casting offensive spells), or if it is the first round of Dramatic Time and she has not yet acted, she may make a Deceive Challenge when she is targeted by an enemy attack. The TN of this Challenge is 6 + the attacker's rank value. On a success, the attacker cannot target this character and must choose a different target instead.

If this character already has the Don't Mind Me Talent, she instead gains +2 to her Deceive Challenge when using this Talent.

I'M A DOCTOR!

Despite the character's protestations, people keep trying to get her to branch out beyond her usual skill set. Whenever this character is involved in an Ongoing Challenge, she may choose to make one of the Challenge flips using her Doctor Skill instead of the appropriate Skill (she still uses the appropriate Aspect, however). It falls to the Fatemaster and the player to explain how this functions from a story perspective.

For instance, the character could use Doctor instead of Explosives to disarm a bomb because "it's really not all that different from heart surgery, you see!"

MEDICAL ASSISTANT

This character gains the service of a Medical Assistant and can use the (1) Order Action as a (0) Action when commanding the Medical Assistant.

If the Medical Assistant is killed, this character can recruit a new assistant with a TN 10 Bureaucracy or Carouse Challenge (depending upon how she wishes to recruit the assistant) and 5 scrip (which is used to pay off any medical school loans, buy off the assistant's contract, bail the assistant out of jail, etc.).

MEDICAL ASSISTANT

Minion (5), Living

<i>Might</i> 1	<i>Grace</i> 2	<i>Speed</i> 1	<i>Resilience</i> 1
<i>Charm</i> 0	<i>Intellect</i> 1	<i>Cunning</i> 1	<i>Tenacity</i> 1
<i>Defense</i> 5 (10)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 2 (7)
<i>Willpower</i> 4 (9)	<i>Charge</i> 5	<i>Wounds</i> 6	

Skills: Carouse 1, Centering 2, Doctor 2, Evade 3, Labor 1, Literacy 1, Melee 3, Notice 1, Toughness 1

Test Subject: At the end of this character's activation, it heals 1 damage.

Df/Wp (✖) Hands Off! After this character is damaged by an enemy attack, this character may push up to 4 yards in any direction.

(1) Sharp Scalpel (Melee)

AV: 4 (9) ===== Rg: ♣ 1 ===== Resist: Df
Target suffers 1/3/4 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) Medical Attention (Doctor/Intellect)

AV: 3 (8) ===== TN: 8 ===== Rg: ♣ 1

Target friendly character within 1 yard who has not been targeted with this Action in the past hour heals 2 damage and gains the **Slow** Condition.

MEDIC!

This character gains the following Manifested Power:

PATCH UP

ACTING VALUE	AP	TN	RESIST	RANGE
<i>Cunning</i> + Doctor	1	10☞	Wp	5 yards

Effect: The target heals 1/2/3 damage and removes a single Critical Effect. The target may choose to not resist, making this Spell a Simple Duel instead.

Special: After another friendly character within range suffers a Critical Effect, the caster is not **Slow** she may discard a Twist Card and become **Slow** to immediately cast this Power on that character. On a success, the Critical Effect is ignored.

TAKE YOUR MEDS

The character has learned that it's faster to just teleport medicine right into her patient's bloodstream. This character gains the following Manifested Power:

TAKE YOUR MEDS

ACTING VALUE	AP	TN	RESIST	RANGE
Doctor + Prestidigitation	1	10	Wp	8 yards

☞ *Hallucinogens:* After succeeding, the target gains the following Condition until the start of your next turn: "**Hallucinogens:** This character deals +1 damage with Close Combat attacks but suffers ☐ on all duels that are not Close Combat attacks."

☛ *Uppers:* After succeeding, the target gains the following Condition until the start of your next turn: "**Uppers:** This character gains + to all duels. The first Action this character declares each round must be a Walk Action."

📖 *Downers:* After succeeding, the target gains the following Condition until the start of your next turn: "**Downers:** This character gains Armor +1 but generates 1 less general AP at the start of her turn."

✕ *Painkillers:* After succeeding, the target heals 2/3/4 damage and gains the following Condition until the start of your next turn: "**Numb to the Pain:** When this character suffers damage, she suffers +1 damage."

Special: This Action must declare a Trigger.

LIFE SUPPORT

This character may perform a Doctor Challenge on a corpse within 1 yard with a TN of 10 + the corpse's negative Wound total. On a success, if the corpse has been dead a number of rounds equal to or less than the character's Doctor Skill and has not had its soul trapped or consumed (via a Soulstone or the Harvest Chi Talent), it is returned to life at 0 Wounds. This character may discard any number of Twist Cards from her hand to remove an equal number of Critical Effects on the resurrected character. This Talent cannot repair Amputated or Obliterated Effects.

QUARANTINE

When a Sawbones declares that someone has the plague, most people are willing to give her the benefit of the doubt. With a bit of magic tossed in, she can even make it appear as if the target of her diagnosis is starting to manifest the symptoms of the disease.

This character gains the following Manifested Power:

QUARANTINE

ACTING VALUE	AP	TN	RESIST	RANGE
<i>Cunning</i> + Doctor	1	10☞	Wp	5 yards

✕ *Even a Broken Clock:* After succeeding, the target gains the caster's choice of **Blighted +2**, **Infection +3**, or **Poison +4**.

Effect: The target gains the following Condition until it is the target of a TN 10 Doctor Challenge: "**Probably Plagued:** This character suffers a ☐ on Social Skill Challenges. Living characters that begin their turn within 3 yards of this character must succeed on a TN 10 Doctor Challenge or immediately push away from this character until they are more than 3 yards away."

CODE RED

In an emergency situation, the character is able to act with great speed and urgency!

When a friendly Living character is knocked unconscious or killed, this character may discard a Twist Card to gain the **Reactivate** Condition.

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Handwritten text in the top right corner, partially obscured by the second photograph.



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ADVANCED PURSUITS

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ADVANCED PURSUITS

The following are some Advanced Pursuits that either are common among Resurrectionists or deal heavily with the undead. While three of them - the Abettor of Obliteration, the Exorcist, and the Student of Transmortis - have ties to specific organizations or people, the Revenant and Revivalist are unaligned, representing paths of personal growth and discovery.

Remember that characters never choose Advanced Pursuits as their current Pursuit during the Prologue. Instead, the character progresses along her Advanced Pursuit only when the session focuses on her Advanced Pursuit. During the Epilogue of such a session, the character takes one step down her Advanced Pursuit's path instead of her current Pursuit. The character otherwise advances normally.

The options presented here are only available if story requirements are met, which are provided here in brief.

ABETTOR OF OBLITERATION

Abettors of Obliteration are those characters who have pledged their service to the Tyrant known as Obliteration. In exchange for their loyalty, they are granted a small measure of their master's power, giving them great influence over space and time.

Requirement: The character must prove her worth to Tara, the Herald of Obliteration, and then accept Obliteration's mark.

EXORCIST

Exorcists are licensed Guild agents that hunt down the Resurrectionists and their foul undead and spirit minions. Though often fanatical and more than a little bit overzealous, an Exorcist is nevertheless a potent weapon in the fight against the unliving.

Requirement: The character must become the apprentice of an Exorcist and join them on a "holy quest" to eliminate a Resurrectionist threat.

REVENANT

Revenants are those characters who have met with sudden or violent ends and decided to linger in the world as a disembodied spirit. They are powerful spirits capable of meting out revenge against those who have wronged them and their allies. Unlike the wretched spirits that are enslaved by the Resurrectionists to do their bidding, the Revenant is capable of independent thought and reasoning... which only serves to make her all that much more dangerous.

Requirement: The character must die and have a reason to return to the world of the living.

REVIVALIST

Revivalists are Resurrectionists who eschew the traditional hordes of shuffling zombies in favor of increasing the power of a single undead or spirit servant, known as their Retainer. As the Revivalist advances, her Retainer becomes more powerful until it eventually becomes an unstoppable juggernaut of destruction and a trusted bodyguard.

Requirement: The character must perform a necromantic ritual linking her with the corpse or spirit of her chosen Retainer.

STUDENT OF TRANSMORTIS

Below the sewers of Malifaux City lies the University of Transmortis, a twisted place where even the most hardened of Resurrectionists would hesitate to go. Within the crumbling, mold-ridden subterranean classrooms of his University, Professor Albus Von Schtook instructs the twisted abominations that he calls his students, imparting them with blasphemous knowledge the likes of which cannot be found anywhere else.

Requirement: The character must find and join the University of Transmortis, located beneath Cistern Seven in the sewers of Malifaux City.

ABETTOR OF OBLITERATION

The Tyrant known as Obliteration has only recently been freed from its prison by his Herald, the mercenary known as Tara. She has undergone a few setbacks since that day - most notably her own death and the theft of the obsidian shard she used to tie herself to Obliteration's power - but she has overcome each of these challenges in her own way and now serves as Obliteration's agent in Malifaux.

In addition to the seemingly endless monstrosities she is able to craft from pure nothingness, Tara has begun to gather other useful individuals to her service, often employing them as mercenaries for a few challenging tasks that serve Obliteration's purposes. If they prove to be competent, she will often offer them the opportunity to serve as Obliteration's agents in the mortal realm. Surprisingly, she rarely seems to become upset by those who refuse her offer, though it usually results in the end of that mercenary's employment.

If her offer is accepted, Tara places her obsidian claw upon the mercenary's chest, marking their flesh and soul as one of Obliteration's chosen. While the process could best be described as a branding, there is no heat involved; Tara simply wills the recruit's flesh to cease existing beneath her claw. This results in a twisted clawprint gash that never truly heals.

Once marked, the new Abettor of Obliteration is allowed to return to their old life, though Tara ends up calling upon her new agent for various tasks. Sometimes, these tasks come directly from Obliteration, with Tara acting as its intermediary. In these instances, the tasks are often bizarre, as they are frequently intended to either increase the Tyrant's power or to hamper the power of its peers.

Independent of Tara's use of the new Abettor, the acceptance of Obliteration grants the character increasing control over time and space until she eventually becomes adrift in time, an outsider looking in at existence.

REQUIREMENTS

In order to become an Abettor of Obliteration, the character must prove their skills and worth to Tara. This trial usually takes the form of a series of seemingly unrelated tasks, often involving the complete destruction of something important and meaningful. It might be a powerful tome that could grant the character unique magic, a relic of Old Malifaux that would fetch a small fortune on the open market, or even a unique Soulstone.

If the character proves capable of repeatedly finishing the mission despite the temptations of personal power, Tara will eventually offer her a small fragment of Obliteration's power (though she tends to leave the word "Tyrant" out of these discussions). If the character accepts, she is marked, body and soul, as an Abettor of Obliteration.

ADVANCEMENT

At each step, the Abettor of Obliteration gains the Talent listed below:

STEP	TALENT
1	Glimpse the Void
2	Blink
3	Adrift in Time
4	Strike at Nothing
5	Temporal Shift

**I AM OBLITERATION.
I AM THAT WHICH
DEFIES EXISTENCE. I AM
NOTHING.**

- OBLITERATION



GLIMPSE THE VOID

As the character first learns to harness the power of Obliteration, she gains the ability to temporarily remove her enemies from reality. This character chooses a Close Combat, Ranged Combat, or Magical Skill and gains the following Trigger on all attacks using the chosen Skill:

Glimpse the Void: After damaging, the target must pass a TN 13 Willpower duel or be removed from reality. Return the target to reality within 6 yards of you at the end of the round.

BLINK

By stepping into the space between spaces, the character is able to blink in and out of existence, like a stuttering reel of film. This can prove surprising to her enemies, as few natural creatures are capable of moving in such a manner. This character gains the following Tactical Action:

(0) **Blink:** This character may discard a Twist Card to teleport a number of yards equal to her Walk.

ADRIFT IN TIME

Obliteration's influence leaves the character adrift in time, though usually only by a few seconds in either direction. At the start of this character's turn, if she is neither **Fast** or **Slow**, she may become **Fast** or **Slow**. If she chooses to do so, she gains the Condition she did not choose after her turn has ended, after all other Conditions have been removed.

STRIKE AT NOTHING

The void opens up before the character, a yawning abyss of nothingness in which her enemies cannot hide. This character may make Close Combat attacks against characters that have been removed from reality and gains a **+** to her attack flips when doing so. These attacks may not declare Triggers.

TEMPORAL SHIFT

As the character's power reaches her peak, she becomes able to twist time to the benefit of her allies. Thus character gains the following Manifested Power:

TEMPORAL SHIFT

ACTING VALUE	AP	TN	RESIST	RANGE
<i>Intellect + Prestidigitation</i>	1	12 	Wp	(X)6

Effect: Choose either **Fast** or **Slow**. All characters in range gain the chosen Condition; then, the caster must discard two Twist Cards (or her whole hand).



EXORCIST

Remarkably, Earthside beliefs have provided the Guild with some of its most efficient weapons against the Resurrectionist threat. Centuries of histories, practices, and myths describe dozens of methods for driving off evil spirits and destroying the undead.

While the Exorcists are now licensed as agents of the Death Marshals, they were originally self-appointed agents who came to Malifaux on missions to eradicate the walking dead. These first Exorcists were recruited, trained, and funded like missionaries in the grand cathedrals and temples of Earth to battle the undead hordes that were ravaging Spain.

When the last zombie was finally destroyed, the Exorcists turned their attention to Malifaux and its rumors of a mysterious faction of powerful necromancers. The Guild did everything it could to keep the Exorcists and their fanaticism out of Malifaux, but a few managed to slip past their security and into the city proper. While the zealous sermons of these violent fanatics were initially little more than a noisy annoyance, their skills and training proved to be quite formidable against the walking dead.

Realizing this, Lady Justice inducted a number of these Exorcists into the Death Marshals and bid them to send for more of their peers to help strengthen their fight against the Resurrectionists. With the restrictions against their immigration lifted, dozens of Exorcists flooded into Malifaux City to continue their war against the unliving.

Unfortunately, the Exorcists proved to be too fractious to organize into a coherent group. The same fanatical devotion to their beliefs that made them potent weapons against the undead also made them frustrating for the Guild to work with for extended periods of time, and violent disagreements among the Exorcists themselves were alarmingly common.

Rather than attempt to force such fanatical agents to work alongside others, Lady Justice instead made them independent agents, ensuring that each Exorcist would have Guild support when needed and could effectively be ignored when not.

REQUIREMENTS

Many Exorcists are trained back on Earth, but it's still possible to learn the ways of the Exorcist without leaving Malifaux. The "easiest" method is to approach an Exorcist and ask to be taken on as an apprentice, though these students are often called acolytes, novitiates, or witnesses, depending upon the Exorcist in question.

Exorcists are very... passionate individuals. Anyone wishing to learn from them will likely have to resign themselves to a certain amount of religious indoctrination, and these beliefs are at least partially responsible for the Exorcist's success. Beyond enduring frequent (and often lengthy) sermons, the apprentice is tasked with accompanying the Exorcist on a "holy quest" into the Q Zone, most often with the goal of hunting a specific Resurrectionist and bringing them back (spiritually, in that the Resurrectionist's soul is judged after the Exorcist kills them). Following the quest, the character is granted holy rites and the right to call herself an Exorcist.

ADVANCEMENT

At each step, the Exorcist gains the Talent list

STEP	TALENT
1	Righteousness
2	False Accusation
3	Sanctified Weapon
4	Damning Oration
5	Banish to Oblivion

AND I LOOKED AND BEHELD DEATH
RIDING A PALE HORSE, AND ALL OF
HELL FOLLOWED AFTER HIM.

- J.R. FOLSOM, EXORCIST

RIGHTEOUSNESS

Righteousness protects an Exorcist against the worst that the unliving can throw at her. Undead and Spirit characters within 6 of this character may not declare Triggers.

FALSE ACCUSATION

Exorcists are known to sometimes get a bit... zealous in the execution of their duties. Sometimes normal, living people are accused of being undead, but in the Exorcist's defense, they probably had it coming.

This character gains the following Manifested Power:

ZOMBIE!				
ACTING VALUE	AP	TN	RESIST	RANGE
Cunning + Notice	0	10*	Wp	8
Effect: The target gains the Undead Characteristic for 1 minute.				

SANCTIFIED WEAPON

This character may conduct a one-hour ritual to sanctify a weapon and give it the Sanctified special rule. This character may only have one weapon affected by this ritual at a time; if she sanctifies a new weapon, the old weapon ceases to be Sanctified.

Sanctified: This weapon ignores Incorporeal and Hard to Wound.

DAMNING ORATION

The fiery speeches of the Exorcist are able to bolster the resolve of those around her, convincing them of her sacred mission and inflaming their anger and hatred against the unliving. This character gains the following Tactical Action:

(1) **Damning Oration:** This character may make a Leadership Challenge against a TN of 10. On a success, all friendly characters within 10 gain the following Condition until the end of the day: **Fire and Brimstone:** This character gains + on all damage flips against Undead and Spirit characters."

BANISH TO OBLIVION

The fury of an Exorcist is such that she is able to banish the unliving back to whatever foul existence awaits them on the other side. She gains the following Trigger on her Close Combat attacks:

* *Banish to Oblivion:* After damaging a Peon, Minion, or Enforcer target with the Undead or Spirit Characteristic, you may discard a Twist Card to immediately kill the target.



REVIVALIST

Some Resurrectionists focus on the creation of vast hordes of subservient undead. Even if one ignores the scent of that many rotting corpses - which only grows worse during the summer months - so many zombies raises the chances that someone will stumble across one and immediately run to tell the Guild.

There are other Resurrectionists, however, who take a different approach, instead focusing on instilling a single undead servant with as much power as possible, giving them a loyal and undying bodyguard to protect them from any of the many threats that can be found within the Quarantine Zone. These inventive necromancers are known as Revivalists.

The undead creature chosen as the subject of the Revivalist's focus is known as her Retainer. The name has its origins with the Revivalists of the Three Kingdoms, who use their magic to enslave the spirits or bones of servants who swore eternal allegiance to the Revivalist's family generations ago. These Revivalists are still active today, and their Retainers are often the spirits or mummified corpses of samurai who serve as loyally in death as they did in life.

The practice of the Revivalist is not strictly a foreign custom, however, as there are plenty of western Revivalists who have transformed their carefully constructed Flesh Constructs into potent Retainers. These hulking brutes follow their creators through the dangerous ruins of the Quarantine Zone, where they serve as both a warning against those who might challenge the Revivalist and a meaty fist the Revivalist can use to pound her enemies into paste.

The only common thread that can be found among Revivalists is a strong karmic link between the character and her Retainer. For some, the bonds of blood across many generations or oaths of service given by intensely honorable men and women satisfy this requirement, while for others it is the obsession that comes with stitching together new life from the dead. Other connections are far simpler, such as the Revivalist who lovingly animates her dead husband to serve as her eternal protector.

REQUIREMENTS

The aspiring Revivalist must share a strong connection with the spirit or corpse that is to become her Retainer. This could be an ancestor, a hand-stitched flesh construct, a loved one, or even just the first person that the character killed.

The character must then prepare an elaborate necromantic ritual to raise the Retainer's corpse or to summon its spirit. This ritual is different for each Revivalist and often takes a great deal of work to uncover, whether in the form of searching for an arcane ritual in the depths of the Necropolis or preparing for lightning to strike a flesh construct to give it the jolt of life. When the ritual is complete, the Retainer rises from the grave, and the character truly becomes a Revivalist.

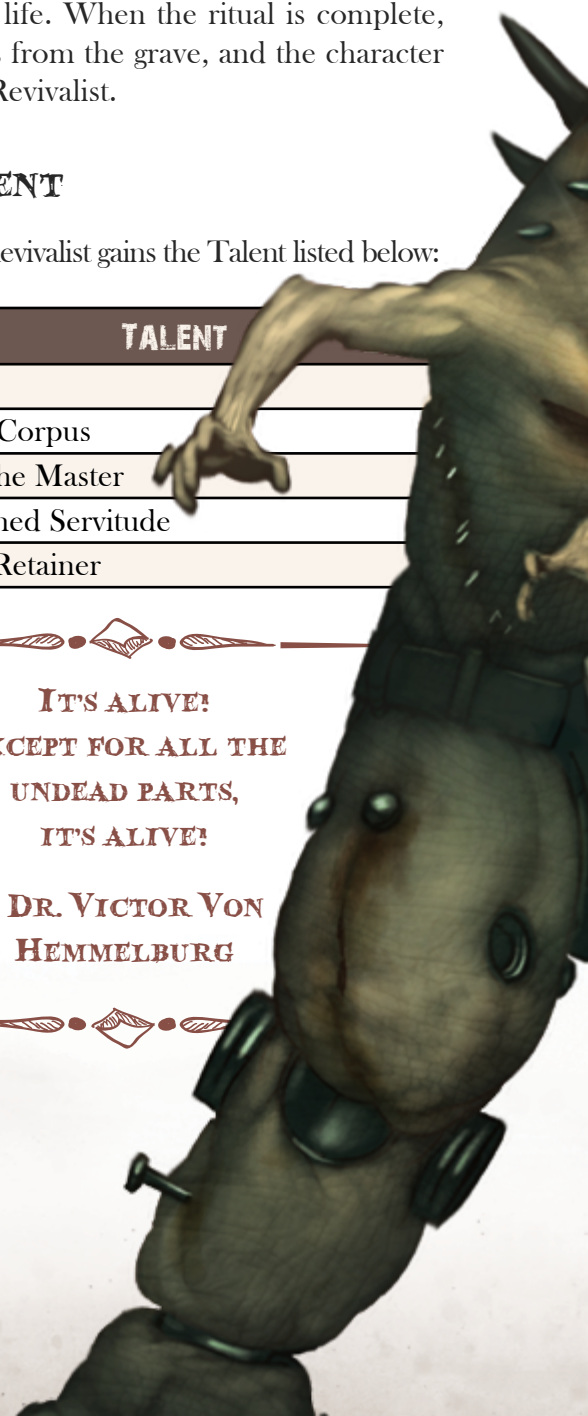
ADVANCEMENT

At each step, the Revivalist gains the Talent listed below:

STEP	TALENT
1	Retainer
2	Rebuild Corpus
3	Protect the Master
4	Enlightened Servitude
5	Infused Retainer

**IT'S ALIVE!
EXCEPT FOR ALL THE
UNDEAD PARTS,
IT'S ALIVE!**

**- DR. VICTOR VON
HEMMELBURG**





RETAINER

The character is able to imbue a single Undead or Spirit with great power. Choose one subordinate Undead or Spirit under this character's control to become her Retainer. The Retainer's Rank changes to Enforcer, and it gains +1 to each of its Physical and Mental Aspects. The caster may use the (1) Order Action targeting the Retainer as a (0) Action. The Retainer may regain a fragment of its prior personality and be able to speak.

If the Retainer was animated by a Spell or effect with a duration, it does not leave or dissipate when that duration expires and no longer counts against the number of Undead or Spirits this character may control.

REBUILD CORPUS

This character gains the following Manifested Power:

REBUILD CORPUS

ACTING VALUE	AP	TN	RESIST	RANGE
Tenacity + Necromancy	1	10X	-	5

Effect: The caster's Retainer returns with full Wounds. If the Retainer acts this round, it gains the **Slow** Condition. This Power targets the Retainer's corpse; if the Retainer did not leave a corpse (if it is a Spirit, for instance), then this Power must be cast within 5 yards of where the Retainer was destroyed.

PROTECT THE MASTER

The Retainer will always protect its master. Attacks made against this character while within her Retainer's engagement range suffer \square to the attack flip.

ENLIGHTENED SERVITUDE

The Retainer reaches a critical point, triggering a transformation. This character's Retainer gains a Manifested Power of the character's choice.

INFUSED RETAINER

The Retainer's Rank changes to Henchman, and it gains +1 to each of its Physical and Mental Aspects (to a maximum Aspect value of 5) and +2 Wounds.

REVENANT

The dead do not rest easily in Malifaux. Sometimes, when a person experiences a particularly brutal or unjust end, their spirit lingers on in the world.

Many times, these spirits can only remember fragments of their former lives, and it is easy for a Resurrectionist to harness these wandering spirits for their own purposes. Hatred of the living is a force that motivates many spirits, and with each murder, these lost souls slip further and further into a blood lust that can never be sated.

Much less frequently, a spirit survives the journey into undeath relatively unscathed. There might be a few missing memories, a few names that she just can't remember, but for the most part, the spirit is still the same person she was before her death. These rare and tragic souls are known as Revenants.

While most Resurrectionists (and even a fair number of Revenants) believe that these spirits have retained their minds due to their desire to seek revenge on their murderers, this is not always the case. Some Revenants linger out of a concern for their loved ones, particularly when the Revenant's death has left that loved one in danger. Others are merely tied so closely to the whims of destiny that not even death can free them from their fates.

While Revenants tend to be focused and driven - it takes a great deal of motivation and willpower to linger behind in the mortal realm - they are not incapable of turning their attention to other matters. It is not uncommon for Revenants to work alongside mortal Resurrectionists, for instance, though these relationships are often tenuous at best, as many Resurrectionists tend to be more focused on their own goals than those of their new ghostly friend.

The cruelest trick that Malifaux plays upon the dead, however, is the revelation that even if the Revenant completes their goal, their spirit is still trapped in the mortal realm. Closure brings no everlasting peace or freedom from the shackles of undeath, and as a result, older Revenants tend to be more than a bit morose at even the best of times.

REQUIREMENTS

The character must have died over the course of the game. For the most part, this death must be something that the character did not desire or accept; characters who commit suicide or who make heroic sacrifices to save others rarely return from the grave (or, at least, not as a Revenant). Similarly, the character cannot be a Stitched or Invested character, as the recently dead or never alive simply do not possess the strength of spirit to linger further after their destructions.

The only other requirement in becoming a Revenant is that the character must have some reason for returning, whether that is to protect a loved one, to accomplish some task, or simply to kill her murderer. If the Fatemaster decides that the reason is acceptable, the character returns as a Revenant and becomes a Stitched Character.

ADVANCEMENT

At each step, the Revenant gains the Talent listed below:

STEP	TALENT
1	Spirit of the Departed
2	Vengeance
3	Otherworldly
4	Tenebrous Aura
5	One With the Night

**I'VE WALKED THROUGH HELL AND
BACK TO GET HERE, FRIEND. DO YOU
THINK YOUR GUN SCARES ME?**

- BENJAMIN TRAMER, DECEASED

SPIRIT OF THE DEPARTED

This character loses the Living, Construct, or Undead Characteristics and gains the Spirit Characteristic. She 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. She interacts normally with physical objects but is partially transparent and may not pass for a Living creature.



VENGEANCE

If this character or an ally within 8 of this character is dealt damage by an enemy character, this character may discard a Twist Card to teleport to within 1 yard of the enemy after resolving the current action.

OTHERWORDLY

When this character attacks with a Ranged or Close Combat Skill, she may choose if the target resists with its Defense or Willpower Aspect.

TENEBOUS AURA

As the character spends more time in the realm of the living, her spiritual nature begins to have an effect upon the world around her. These effects vary depending upon the Revenant, but might include accusatory words scratching themselves into walls when she is angry or ghostly hands pressing against the other sides of mirrors as she passes. The most noticeable effect, however, is the aura of shadows that seems to follow the character wherever she goes. Any Ranged Combat attacks targeting friendly characters within 3 of this character suffer 3.

ONE WITH THE NIGHT

As the character reaches the peak of her power, she becomes capable of disappearing into the aether and returning a few moments later at full strength. This character gains the following Manifested Power:

ONE WITH THE NIGHT

ACTING VALUE	AP	TN	RESIST	RANGE
<i>Tenacity</i> + Necromancy	1	12X	-	-

Effect: The caster heals all damage, removes all Conditions, and is removed from reality. She returns to reality in the same space after 1 minute.

Special: Before this character is killed or knocked unconscious, she may immediately take this Action.

STUDENT OF TRANSMORTIS

Beneath the slums of Malifaux City lies Cistern Seven, and beneath it lies the University of Transmortis. In these dark catacombs, Professor Albus Von Schtook oversees the instruction of classes that even the most hardened Resurrectionist would find disturbing.

Von Schtook's students are abominations of rotting flesh and pneumatics, and while many of them are capable of speech, sanity is in short supply. They attend lessons on dark sorceries and obscure magical theories as they shuffle from classroom to classroom.

Transmortis' enrollment process mostly revolves around "recruitment drives" that involve its students traveling to the surface to abduct new enrollees from the streets. Very few of these students come from "academic backgrounds," as the Professor likes to put it, but every so often they find a diamond in the rough that excels in her classes (after the obligatory screaming and amputations, of course).

These rare students often become Von Schtook's favored students, and he showers them with attention, tutoring, and extra homework assignments. Those who rise to the challenge and apply themselves earn his approval and may even find themselves tasked with leading field trips to the surface to study one of the Union's new constructs or an undead creature animated by one of the city's "lesser academics."

Sometimes, one of Von Schtook's fellow Resurrectionists will find their way past Cistern Seven and onto the University's campus. These "fellow academics" are often seeking the secrets behind combining undead flesh and pneumatic technology in the unique manner devised by the Professor, and he is all too happy to "enroll" such inquisitive minds in his University.

Once they have completed their final exams, Von Schtook holds a small graduation ceremony for his students and then sends them out into the wide world, where they can put their knowledge to practical use.

REQUIREMENTS

The most important step to becoming a Student of Transmortis is to join the University of Transmortis. While multiple people inadvertently end up joining the University despite their best wishes, the Professor's recruitment drives tend to be unannounced and somewhat random, which makes it difficult to speak with a recruitment agent (not that they tend to do much speaking in the first place).

A more reliable method is to simply seek out Professor Von Schtook and his students beneath Cistern Seven, which requires the character to either research its location or to happen upon one of the University's students as it returns from a field trip and follow it back.

Fortunately, once the character has reached the University, getting enrolled is fairly easy. In fact, it's actually far more difficult to avoid being enrolled, as the companions of many would-be students have unfortunately learned.

ADVANCEMENT

At each step, the Student of Transmortis gains the Talent listed below.

STEP	TALENT
1	Enrollment
2	Specialized Studies
3	Lecture Notes
4	Broadened Horizons
5	Dual Major

**AS SOON AS #51 STOPS SCREAMING,
WE WILL CONTINUE THE LESSON.**

- PROFESSOR ALBUS VON SCHTOOK

ENROLLMENT

The character is enrolled in the University of Transmortis. She gains the Undead and Construct Characteristics (if she did not have them already), loses the Living Characteristic, and becomes a Stitched character (unless she was already an Invested character). She also gains one or more pneumatic limbs with steam augments, the total cost of which cannot exceed 40 scrip.

SPECIALIZED STUDIES

The character must choose one of the following fields of study. She gains a **+** on duels made using the chosen skill and on attacks against creatures with the noted Characteristic.

- *Sinew Studies*: This course covers the study of necromancy and the undead. (Stitching/Undead)
- *Steel Studies*: This course covers the study of artefacting and industrial engineering. (Artefacting/Construct)
- *Viscera Studies*: This course covers the study of medicine and anatomy. (Doctor/Living)

LECTURE NOTES

Professor Von Schtook encourages his students to take notes on his many lectures, which can be of great use for the character (provided that they can make sense of his often meandering ramblings). This character may discard a Twist Card to consult their Lecture Notes, which requires her to make a TN 12 Horror Duel. If she succeeds, she learns a useful piece of information about a topic of her choice.

The exact information learned is up to the Fatemaster but should be useful to the character. She might learn about a building's hidden back door, which Magical Theory a spellcaster follows, or that a certain Guild guard is susceptible to bribes.

BROADENED HORIZONS

The University experience is just as much about expanding one's mind as it is about factual knowledge. Granted, the instructors at Transmortis take that a bit literally, but how often did the character really use that part of her brain, anyways? This character chooses up to two cards in her Twist Deck and changes their suits to a single suit of her choice.

DUAL MAJOR

Only the truly dedicated can master two fields of study in such advanced subjects as those offered by the University of Transmortis. This character gains Specialized Studies a second time, this time choosing a different field of study.





TALENTS & TRINKETS

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.

This chapter is divided into two sections. The first section introduces new General Talents to bolster those in the *Fated Almanac*. Many of these Talents are unique to Stitched characters (i.e., those Fated who happen to count themselves as members of the walking dead). These Talents only function while the character is a Stitched; if the character somehow returns to life, these Talents cease to function.

These General Talents can also be used to customize Fatemaster NPCs, simply by swapping out one of the NPC's existing Talents for one presented here. In this way, Fatemasters can keep their NPCs fresh and exciting and keep the Fated on their toes.

The second section of this chapter deals with a number of new items that the Fated might find or create over the course of their adventures. Some of these items are unique, one-of-a-kind weapons that have changed hands many times since their original creation, while others are merely rare items that cannot be found at the local general store. These are the sorts of items that entire adventure sessions - or even entire campaigns - revolve around, and the Fatemaster should make certain that these items are never relegated to ambivalence or boredom.

We've also included new crafting rules for the Alchemy Skill to give players a long list of chemical compounds they can create during the game. From poisons to purgatives, these compounds should provide plenty of new options to both beginning and experienced alchemists.

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.

ADDICT

Requirement: The character must have the **Brilliance** Condition (any value).

This character has become addicted to Brilliance. The euphoria it causes in her is so intense that when she senses the presence of Brilliance in others, it becomes difficult to focus on anything other than the next rush of pleasure. While this character has the **Brilliance** Condition, she gains the following Tactical Action:

(0) Drawn to the Light: This character may move up to its Walk Aspect towards a character with the **Brilliance** Condition and must end this movement as close to the target as possible.

BENT FATE

Requirement: Fated, 2 or more completed Destiny Steps

For whatever reason, this character has caused something to happen that has warped her destiny into something new. This character may remove two cards from her Twist Deck.

BLOATED STENCH

Requirement: Stitched, Charm -1 or lower.

This character is possessed of an odor that only grows worse when she becomes wounded. When this character suffers damage from a *///* attack, the attacker suffers 1 damage after resolving the attack.

BLOOD SCENT

Requirement: The character must have the **Blood Sickness** Condition (any value).

As the Black Blood spreads through the character's body, the scent of blood begins to have a more stimulating effect on her. Even the smallest wound will cause her heart rate to quicken and her mouth to salivate, and her reflexes go into overdrive whenever a living creature is killed near her. If a Living character is killed within 1 yard of this character while she has the **Blood Sickness** Condition, she may discard a card to gain the **Fast** Condition.

BRAIN SURGERY

Requirement: Doctor 4 or higher.

The character can transplant the brain of a corpse (or soon-to-be corpse) into a Flesh Construct or special jar (see pg. 95) with an hour of work. The donor must have the Living Characteristic, and the brain counts as one body part when determining how many a character may replace. The Flesh Construct gains the donor's Skill ranks (replacing the Flesh Construct's Skills, if the donor's Skills are higher) and her Mental Aspects. Some elements of the donor's personality and memories may carry over to the Flesh Construct.

If the transplanted brain belongs to a Fated, the Fatemaster should consider allowing the character to become a Stitched in control of her new body. The character will retain its Mental Aspects and Skills as noted above, as well as any Talents she possesses (which are normally lost when a non-Fated character has her brain transferred into a Flesh Construct).

BURNING MAN

Requirement: This character must have had the **Burning +5** or greater Condition resolve against her.

This character has been engulfed in flames but has come through on the other side all the stronger for it. Something happened deep inside her, something magical, and now the flames that would have killed her leap up in her defense, burning those who would harm her. This character gains the following Defensive Trigger:

Df/Wp (📖) Smoldering Heart: After this character succeeds, the attacker gains the **Burning +1** Condition.

CEASELESS ADVANCE

Requirement: Fated, Tenacity 1 or higher

This character keeps on going no matter how bleak things are. At the end of each round of Dramatic Time, if this character does not have any Twist Cards in her hand, she may take a (1) Walk Action.

EVIL EYE

Requirement: Willpower 6 or higher

This character possesses the Evil Eye, a powerful curse that is cast via a malevolent glare. This character gains the following Defensive Trigger:

Df/Wp (✗) Evil Eye: After this character succeeds, the attacker gains the **Cursed +1** Condition with a Taboo against attacking this character.

FATE'S MESSENGER

Requirement: Fated, 2 or more completed Destiny Steps

As this character's fate unwinds before her, she finds that she is sometimes able to adjust its path, though doing so causes intense migraines and nosebleeds. Whenever this character would discard a Twist card for any reason other than Cheating Fate, she may instead choose to suffer 2 damage; this damage may not be reduced or prevented.

FAVORED OF FATE

Requirement: Fated, 1 or more completed Destiny Steps

Surrendering to the whims of fate can be a terrifying experience, but some characters find peace in knowing that their destiny has already been written. Others fight back against their destiny, imposing their own will upon fate, no matter the cost. When this character draws a Twist Card, she may suffer 2 damage to immediately discard it and draw again; this damage may not be reduced or prevented.



FEROCIOUS LOYALTY

Requirement: Leadership 3 or higher

This character is able to inspire her minions to perform great acts of heroism (or villainy). When this character uses the (1) Order Action to command a subordinate character, this character may discard a card to give her subordinate **+** to all Skill Challenges (including attacks) it makes for the duration of its turn.

FINAL REPOSE

Requirement: Cunning 1 or higher

Whether due to an encounter with a necromancer or just paranoia about her enemies returning from the dead, this character has learned how to finish off her enemies in such a way as to make sure they won't come back. When this character kills another character, she may choose to instantly render her target's remains unfit to be reanimated into an Undead (or any other type of) creature.

FROM BEYOND

Requirement: The character must have the **Haunted** Condition (any value).

This character has made peace with the spirits that surround her. While still not pleasant, the spirits of the departed see the character as a kindred spirit and do what they can to help her. This character is immune to the mechanical symptoms of the **Haunted** Condition (weird stuff still happens around her, but it tends to be less frequent and much less creepy).

The spirits also whisper small bits of useful information into the character's ear: if she fails a Notice or Scrutiny Challenge, this character may lower her **Haunted** Condition value by exactly 1 (to a minimum of 0) to reflip the duel.

GLIMPSE FATE'S PLAN

Requirement: Fated

This character has caught a fleeting glimpse of not just her own fate, but the fate of the entire world. It's difficult to make sense of this vision, but the lingering memories of that moment make the Fated more prepared for what is to come... even if she does have to deal with frequent episodes of *deja vu*. This character's maximum Control Hand size is increased by +1. This character may take this Talent multiple times, and its effects stack.

HOLE IN THE CHEST

Requirement: Stitched, Resilience -1 or lower.

This character has a hole in her chest. It's a bit of a fashion statement, but it comes in handy when someone starts shooting at her. This character is unable to pass as a Living creature while this hole is visible, but she gains the following Defensive Trigger:

Df (♥) Through the Hole: After failing against a Ranged Combat attack, the attack deals no damage to this character.

HUNTER

Requirement: Wilderness 3 or higher

This character has spent enough time hunting the beasts of the wild to know how best to bring them down. She gains a **+** to damage flips made against Beasts.

I THOUGHT YOU DIED?!

Requirement: Resilience 3 or higher

The next time this character is killed - no matter how grisly or final it may have been - this character returns to life (or unlife, if the character was previously Undead) and rejoins her companions at some point during the next day. This resurrection occurs "off camera," though the character may sport some bandages or superficial injuries as a result of her "near death" experience. This Talent may only be used once; any subsequent deaths affect the character normally.

IT'S RAINING SCRIP

Requirement: Fated

For whatever reason, this character just seems to have a knack for making money. This character gains 5 scrip when she takes this Talent. When she gains scrip from any non-Fated source - whether as part of a reward for a completed adventure, gambling winnings, or just looting the pockets of the dead - she gains an additional +20% scrip.

KILLSWITCH

Requirement: Explosives 3 or higher

This character is able to implant explosives within an Undead or Construct subordinate with a TN 11 Explosives Challenge and 2 scrip of raw materials (which are lost if she fails the Explosives Challenge). The subordinate gains the following ability:

Explosive Demise 2: All characters within (X)2 suffer 2 damage when this character is killed.

MAN'S BEST FRIEND

Requirement: Husbandry 3 or higher

This character has earned the devotion of a canine companion. Living or Construct characters gain a Guard Dog (pg. 173), while Undead characters gain a Canine Remains (pg. 173).

If the canine companion is killed, this character may discard a card during Narrative Time to attract a new canine companion. The canine companion is a subordinate character and may be commanded with the (1) Order Action.

If this character has the Animal Companion Talent, the canine companion benefits from any Talents that grant bonuses to Animal Companions (but does not otherwise count as an Animal Companion).



MECHANIZED UNDEAD

Requirement: Stitched

This character is a twisted amalgam of unchained science and dark necromancy, almost as much machine as undead. She gains the Construct Characteristic and may purchase Talents as if she were an Invested character.

MEDICAL GENIUS

Requirement: Doctor 3 or higher

Whether due to a prestigious medical education, experimentation on dead bodies, or just plain natural talent, this character is regarded as a genius in the field of medicine and healing. This character gains the following Trigger on all Doctor Challenges:

📖 *It's Not Lupus:* After succeeding, gain 1 additional Margin of Success.

MIND IN THE SEWER

Requirement: Toughness 3 or higher

A lot of people think of the sewers as disgusting, but this character... alright, the sewers really are pretty disgusting, but familiarity breeds fondness, right? This character is immune to the **Blighted** and **Infected** Conditions and ignores severe terrain penalties for moving through water.

NECROCHEMIST

Requirement: Alchemy 3 or higher, Necromancy 2 or higher

Why should the living have all the chemical fun? This character has learned how to imbue her chemical compounds with faint traces of necromantic energy, allowing them to affect the undead in much the same way they would affect the living. When this character creates a compound (whether from the options presented on page 98 or from the Elixir of Life, Mystery Brew, Transformative Vigor, or Truth Serum Talents of the Chemist Pursuit), she may choose to have it affect Undead instead of Living characters.

NOXIOUS UNDEAD

Requirement: Alchemy 3 or higher

By using special chemical reagents, this character is able to imbue her Undead subordinates with lingering clouds of toxic gas, making for deadly (but stinky) minions. Undead characters this character creates gain the following ability:

Noxious Cloud: At the end of this character's turn, all characters without Noxious Cloud within (X)1 of this character gain the **Poison +1** Condition.

PYROMANIAC

Requirement: The character must have applied 10 or more ranks of the **Burning** Condition to her enemies during a single combat.

This character is a fan of flame (and enjoys fanning flames, too). When this character gives the **Burning** Condition to another character, that character gains an additional **Burning +1**.

REATTACH

Requirement: Undead, Resilience -1 or lower.

This character's limbs might fall off from time to time, but that just means that she knows how best to stick them back into place. At the start of this character's turn during Dramatic Time, she may heal up to 2 damage and gain the following Condition until the end of Dramatic Time: "**Fragile +1:** Damage flips against this character gain **+**."

In addition, this character can heal any Amputated Critical Effect on her arms or legs by holding the severed limb against her stump for one minute, at which point the limb reattaches.

RESET FATE

Requirement: Fated

While some people are content to take whatever fate gives them, this character tries to stay one step ahead of her destiny. At the end of Dramatic Time, before she discards any unwanted Twist Cards, this character may reshuffle her Twist Card discard pile back into her Twist Deck.

RUSTS N' OILS

Requirement: Alchemy 3 or higher, Engineering 2 or higher

This character has learned how to create chemical compounds and acids that are capable of affecting Constructs and other mechanical creatures in a manner similar to how other chemicals affect living creatures. When this character creates a compound (whether from the options presented on page 98 or from the Elixir of Life, Mystery Brew, Transformative Vigor, or Truth Serum Talents of the Chemist Pursuit), she may choose to have it affect Constructs instead of Living characters.

SADISTIC STREAK

Requirement: None

This character draws strength from the cruelty she inflicts upon those under her command. At the start of this character's turn, she may deal 1 damage to one of her subordinate characters within 3 yards to push up to 3 yards in any direction.

SHAMBLING GAIT

Requirement: Stitched, Speed -2 or lower

This character will never be fast... but at least she tries, right? She gains +1 to either all Physical Aspects or all Mental Aspects, but gains the **Slow** Condition at the start of each of her turns during Dramatic Time.

SPIRITUAL SENSITIVITY

Requirement: The character must have failed an Unconsciousness Challenge while at negative Wounds.

Perhaps it was a near-death experience or just a bump on the head; whatever the reason, this character is now able to sense the presence of spirits around her. This character gains the following Tactical Action:

(0) Sense Spirits: This character becomes aware of the presence of any characters with the Spirit Characteristic within 10 yards (even if they are invisible or hidden).

SPECIALIZED TOXINS

Requirement: Alchemy 2 or higher

This character knows the perfect type of poison to deal with a specific kind of creature. The character chooses one of the following Characteristics: Living, Construct, Undead, Spirit, or Nightmare. When this character performs an Action or declares a Trigger that gives a target with the chosen Characteristic the **Poison** Condition, the target gains an additional **Poison +1**.

SPELUNKER

Requirement: None

Time spent underground - whether in the caverns beneath Malifaux or back on Earth - has made this character comfortable with moving around in enclosed areas. This character gains a **+** on all Navigation, Track, and Wilderness duels made underground. Furthermore, she is immune to the **Claustrophobia** Condition (pg. 44).

SWAGGER

Requirement: Speed -1 or lower

It may take this character longer to get wherever she is going, but the self-confident way she gets there makes all the difference. At the end of this character's turn, she gains the **Defensive +1** Condition if she declared only Walk Actions during her turn.

TOUCHED BY THE GRAVE SPIRIT

Requirement: The character has either died or been at -10 Wounds or below.

As she hovered on the brink of death, a powerful spirit took notice of this character, toughening her body and making her stronger (and likely giving her some strange dreams in the process). When this character fails an unconsciousness challenge, she heals 1/2/3 damage. She still remains unconscious until the Fatemaster determines otherwise (generally until the end of Dramatic Time or until she is revived with the Doctor Skill).

TWISTED MIND

Requirement: None

This character's psyche is twisted by madness and torment, and anyone touching her mind invariably recoils in pain. This character gains the following Trigger:

Wp (X) Twisted Mind: After this character succeeds, the attacker suffers 2 damage.

WARDING GESTURES

Requirement: Resilience -2 or lower

This character has a weak body that is prone to injury. In order to protect herself, she has learned a smattering of warding gestures that can be used to protect her from harm. When this character suffers damage, she may discard a Twist Card reduce the damage by 2.

WELL-PRESERVED

Requirement: Stitched, Charm 1 or higher

This character's body is intact and preserved enough for her to easily pass as a Living character in polite company. The TNs of Scrutiny Challenges made to determine if this character is Undead are increased by +2.

TRINKETS

This section lists a number of rare and unique items that Fated may come across in their travels. None of these items should be directly purchasable, but instead should be hidden away in ancient ruin, received as a gift after assisting an NPC with an important task, etc.

RARE WEAPONS

Malifaux is a strange place, and there are always strange weapons being pulled out of some forgotten corner of the Quarantine Zone. With the exception of Catalyst Blades, each of these items is unique.

BLIGHT

This rusted and blood-stained sword is an ancient relic of Malifaux's past. A vibrant green Soulstone (Size 3, Quality 3, Total Lade 6) is set into the sword's hilt and functions normally for any character wielding this weapon. Characters damaged by this weapon gain the following Condition until the end of Dramatic Time: **"Spiraling Oblivion +1:** At the start of this character's turn, it suffers +1 damage."

CATALYST BLADE

Catalyst Blades are swords that have special chemical reagents forged into their blades that react strongly with any poison in their victims' bodies. Attacks made with these weapons gain the following Trigger:

✘ *Volatile:* After damaging, the target suffers damage equal to the value of its **Poison** Condition, up to a maximum of 3. Then, lower the target's **Poison** Condition value by 3 to a minimum of 0.

COVENANT

This barbed lash is fashioned in the shape of a forked tongue. A vibrant purple Soulstone (Size 3, Quality 3, Total Lade 6) is set into the lash's well-worn handle and functions normally for any character wielding this weapon. After damaging an enemy, this weapon's wielder may draw a card.

EDICT

This ancient revolver is perfectly maintained despite its obvious age. Its surface is etched with runes and arcane symbols, and a glimmering crimson Soulstone (Size 3, Quality 3, Total Lade 6) is set into its handle and functions normally for any character wielding this weapon. After damaging an enemy, this weapon's wielder gains the **Defensive +1** Condition.

RARE WEAPONS

WEAPON	RANGE	DAMAGE	CAP.	RELOAD	WEAPON TYPE	SPECIAL
Blight	☞ 2	3/3/3	n/a	n/a	Melee	See Description
Catalyst Blade	☞ 2	2/3/4	n/a	n/a	Melee	See Description
Covenant	☞ 3	3/4/6	n/a	n/a	Flexible	See Description
Edict	☞ 14	2/4/6	6	2	Pistol	See Description
Grim Scythe	☞ 3	1/3/4	n/a	n/a	Heavy Melee	See Description
Insight	☞ 8	3/3/5	n/a	n/a	Sorcery/Intellect	See Description

Special: None of these items are available for purchase. Characters may not start the game with these items.

GRIM SCYTHE

The Grim Scythe is a recent creation that was forged in the ruins of Kythera at the behest of a strange man known only as Akyuudo. The energies of that cursed place seeped into the scythe, and now it carries the faintest hint of the Grave Spirit's power in its steel. Whenever this weapon deals a Critical Effect, it is always a Severe Critical Effect.

INSIGHT

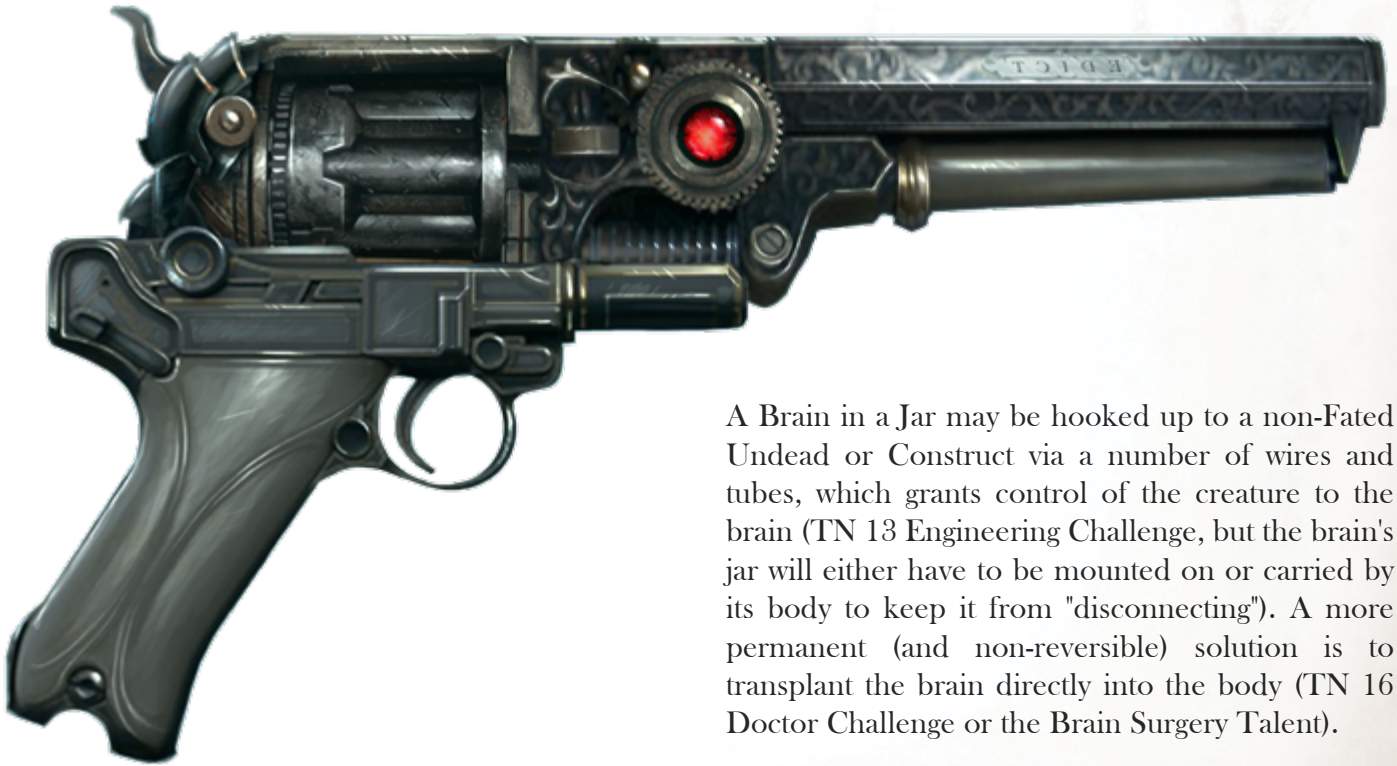
This twisted wooden staff is capped with the skull of an unidentifiable animal, which is in turn mounted with a gleaming blue Soulstone (Size 3, Quality 3, Total Lade 6) that functions normally for any character wielding this weapon. When used in combat, the staff fires blasts of glowing blue energy that melt flesh and scorch metal.

OTHER GEAR

These items are rare and valuable but may still cross the path of the Fated from time to time. These are the sorts of items that adventures should revolve around, and thus, obtaining one of these rare items should never feel like an everyday occurrence.

BRAIN IN A JAR

Almost anyone can put a brain in a jar, but that doesn't make it anything special. These brains have been perfectly preserved inside a glass jar filled with special chemicals to keep them intact, functional, and alive. Wires run from the brain down to the base of the jar (typically 9" in diameter and 12" tall), which is fitted with all number of strange mechanical devices. The jars are capable of being fitted with devices that allow the brain to communicate with others, albeit in a flat, tinny voice.



A Brain in a Jar may be hooked up to a non-Fated Undead or Construct via a number of wires and tubes, which grants control of the creature to the brain (TN 13 Engineering Challenge, but the brain's jar will either have to be mounted on or carried by its body to keep it from "disconnecting"). A more permanent (and non-reversible) solution is to transplant the brain directly into the body (TN 16 Doctor Challenge or the Brain Surgery Talent).

When an Undead creature is being controlled by a Brain in a Jar, it uses the Mental Aspects and Skills of the brain rather than its own. The brain has full control of its new body, which may be a good or very bad thing; each brain is unique. If the brain is destroyed, the jar can be reused.

CAMERA AETHEREAL

These devices are small, box-like cameras that enable the user to trap wandering spirits on specially prepared dry plates. A character may use one of these cameras against a Spirit as a (1) Action that requires her to make an Art Challenge against a TN of 5 + the Spirit's Rank Value. On a success, the Spirit is captured on the dry plate and removed from reality.

A character in possession of a dry plate may free the Spirit as a (1) Action, in which case it reappears under that character's control until the end of Dramatic Time (at which point the Spirit returns to the aether).

Each dry plate can only be used once before it must be replaced (costing 1 scrip). Loading a new dry plate into the camera is a (1) Action.

MAGIC BEANS

No one quite knows where magic beans come from, but all who encounter them remark that they are like something out of a fairy tale. They've been attributed to both Gremlins and the Neverborn, but then, it is unlikely that either race would know much about human bedtime stories.

Regardless of origin, the effect of the beans is consistent. When a bean touches any sort of dirt, even if packed, it immediately grows into a giant beanstalk (2 yards in diameter and 10 yards high). The beanstalk will destroy ceilings and walls as it grows, so long as they are not made of solid stone.

Magic beans can be used as weapons with the Thrown Weapons Skill. If the target hit with the bean is standing on natural ground, it must make a TN 10 Evade Challenge or immediately take the Drop Prone Action as the beanstalk grows. On a miss, the beanstalk instead grows from a random location adjacent to the target.

Beanstalks can be cut down with Close Combat with any sort of edged weapon; they are considered to have Armor +3 and 10 Wounds.

OBELISKS OF THE OTHER

Obelisks of the Other are tapering, four-sided objects carved from dark green stones. They are about the size of a grown man's hand and are long and thin. The stone, when studied, does not seem to come from either Malifaux or Earth.

The Obelisks allow spellcasters to tap into an otherworldly energy, granting them increased control over their magic. Whenever a character carrying an Obelisk of the Other casts a Spell or Manifested Power, she may add one suit of her choosing (determined before flipping for the duel) to her final duel total.

Unfortunately, the Obelisks also come with a curse; if a character without the **Cursed** Condition casts a Spell or Manifested Power while carrying an Obelisk of the Other, she gains the **Cursed +1** Condition with a Taboo of "Cast a Spell or Manifested Power." Characters who are killed due to this **Cursed** Condition simply disappear when no one is looking, never to be seen again.

RELIQUARY

Reliquaries are special containers that hold relics with important spiritual significance. Most reliquaries are ornately crafted boxes measuring a foot or less on each side. The spiritual energy of the relics within these reliquaries is greatly amplified in Malifaux.

Once per day, a character without the **Chi** Condition may take a (0) Action to gain the following Condition: "**Chi +1:** This character adds +1 to the final duel total of any Spell or Manifested Power she casts (to a max of +3). After resolving a Spell or Manifested Power cast by this character, lower the value of this Condition by exactly 1."

SPIRIT DUST

Spirit Dust is crafted from depleted Soulstone Dust that has been specially treated with a mixture of blood and a few other rare chemicals. The final product resonates with the spirit world and can be used to force spirits to manifest fully in the world of the living.

Spirit Dust can be thrown with the Thrown Weapons Skill. On a successful hit, the target loses the Spirit Characteristic and the Incorporeal Talent for 10 minutes. If the target does not have the Undead or Construct Characteristics, it gains the Living Characteristic for this duration.

URN OF THE ANCESTOR

These urns contain the ashes of samurai warriors who died centuries ago in the Three Kingdoms. Generations of veneration by their descendants have kept the spirits of these ancestors tied to their remains, and once in Malifaux, these honorable warriors are capable of manifesting in order to defend their descendants. In truth, the ancestral spirits proved to be relatively undiscerning regarding just who was or was not their descendant and would basically fight for anyone (or at least, anyone human).

In order to use an Urn of the Ancestor, a character must know the name of the samurai whose ashes are interred within, which typically requires access to History tools (i.e., books) and a TN 14 History Challenge. Characters hailing from the Three Kingdoms gain a **+** to this duel.

Once the name is learned, the character may cast a handful of the ancestor's ashes from the urn as a (1) Action to call forth its spirit. The spirit appears within 6 yards of the character and is treated as a Goryo (pg. 193) who is subordinate to the character holding its urn. The character holding the urn may treat the (1) Order Action as a (0) Action when commanding the spirit. The spirit returns to the aether at the end of Dramatic Time.

Each Urn of the Ancestor may only be used a certain number of times before there are simply no more ashes left to tie the spirit to the mortal realm. Each time an Urn is used, the character flips a card from the top of the Fate Deck that may not be cheated; on a **X** there are no more ashes left in the Urn.



ALCHEMISTRY

Alchemy is the mixing and combining of chemicals. This section provides some expanded rules for the use of Alchemy in games. It focuses on the creation of various draughts of questionable effect, from helpful concoctions to deadly poisons.

For the most part, these compounds are not available for sale, though if the Fatemaster is feeling kind, the Fated may be able to find a morally questionable chemist willing to do some business in a dark alley on a rainy night. For the most part, if a character wants one of these compounds, they will have to make it themselves.

COMPOUNDS

Alchemy is capable of producing a plethora of different compounds, both beneficial and sinister. Many of these compounds were discovered on Earth and later augmented using solutions, herbs, and chemical compounds discovered in Malifaux.

Each compound is sorted in a broad group and listed with an Alchemy requirement. In general, the chemicals needed to create a compound cost about .25 scrip per dose of the compound in question, unless the specific compound states otherwise. The character must have access to Alchemy tools to create these compounds.

In general, a character may use a compound as a (1) Action, which might be drinking a concoction, applying poison to a Close Combat weapon, or otherwise activating the compound in some manner. The exact way a compound is activated will be detailed in its description.

Unless otherwise noted, the compounds presented here only work on Living characters. The Necrochemist Talent (pg. 91) allows characters to create compounds that affect Undead characters, while the Rusts n' Oils Talent (pg. 92) allows for the creation of compounds that affect Constructs.

TOXINS

Toxins come in a few varieties, but most of them affect the victim's nervous system and brain. They inhibit the body's ability to communicate with itself and thus can have an extremely detrimental effect on bodily functions. Generally speaking, toxins must be applied to weapons and introduced into a person's bloodstream in order to be effective; when applied to a weapon, the poison remains active for one hour or until it deals damage to a character (even if that character is otherwise immune to the neurotoxin).

Most neurotoxins give their target the following Condition: "**Neurotoxin**: At the start of this character's turn, if it has the **Poison** Condition, it gains the **Slow** Condition. End this Condition when this character's **Poison** Condition ends."

Insectoxin (Alchemy 1)

Though originally developed as an insecticide to deal with Malifaux City's summer insect infestations, insectoxins can be refined to produce brief periods of mild sickness and dizziness in larger creatures. When introduced into the bloodstream, the victim gains the **Neurotoxin** and **Poison +1** Conditions.

Arsenic (Alchemy 1)

A staple of murder mysteries, arsenic is an ancient and relatively easy to find poison that is typically used to deal with rat infestations. It can also be used to poison a victim over a period of time via small doses and often leads to a numbing sensation throughout the body, cramps, hair loss, nausea, and eventually heart failure. When ingested, the victim gains the following Condition for 3 hours: "**Arsenic Poisoning +1**: This Condition may be ended with a TN 12 Doctor Challenge. If this Condition ends for any other reason, this character gains **Poison +1**."

Chlorotoxin (Alchemy 2)

Chlorotoxins are created using compounds that mimic the deadly poison of the giant scorpions that inhabit the Footprints north of Malifaux City. When introduced into the bloodstream, the victim gains the **Neurotoxin** and **Poison +2** Conditions.

Hoarse (Alchemy 2)

Hoarse is the name given to a wide variety of toxins that force the throat to constrict, limiting the victim's ability to speak without directly harming them. They see frequent use among the Ten Thunders, who use them to send warnings to those they suspect of being Guild informants, simultaneously revealing that the gang both knows what the victim is doing and is capable of poisoning them without anyone noticing. Nobody ever receives a second warning. When ingested, the character gains the following Condition for 12 hours: **"Mute:** This character may not speak in any volume louder than a hoarse whisper. She suffers a \square to all Social Skill Challenges."

Elapitoxin (Alchemy 3, 1 scrip)

These toxins are created using a compound based on the fast-acting neurotoxins found in sea and coral snakes. When ingested or introduced into the bloodstream, the victim must succeed at a TN 10 Toughness Challenge. On a success, the victim gains the **Neurotoxin** and **Poison +4** Conditions, but on a failure, the victim also gains the **Paralyzed** Condition for the next hour.

Sipid (Alchemy 3, 1 scrip)

Sipid is a compound that contains both belladonna and mercury. This results in a toxin that not only poisons the victim but also causes unpleasant and often terrifying hallucinations. When ingested, the character gains the following Conditions: **Poison +2** and **"Crazy +1:** This character suffers -1 to the final duel total of any duel involving a Mental Aspect. She may hear voices or see things which are not actually there, at the Fatemaster's discretion."

Gastrotoxin (Alchemy 4, 3 scrip)

These compounds are a variety of toxins which cause gastrointestinal distress in living creatures. Though these toxins are rarely fatal, they can be significantly debilitating and unpleasant to deal with. When ingested, the character gains the following Condition for the next two hours: **"Stomach Pains:** This character suffers \square on Defense and Willpower duels and may not declare the Charge Action or spend more than 1 AP per turn on Movement Actions. This Condition can be removed with a TN 12 Doctor Challenge."

Tetrodotoxin (Alchemy 4, 3 scrip)

Tetrodotoxin is most commonly known as the poison produced by puffer fish and a handful of other sea creatures, and further refinement greatly reduces their onset time. When ingested or introduced into the bloodstream, the victim must succeed at a TN 11 Toughness Challenge. On a success, the victim gains the **Neurotoxin** and **Poison +4** Conditions, but on a failure, the character also gains the **Paralyzed** Condition for the next hour. At the end of that hour, if the victim has not received medical treatment (TN 12 Doctor Challenge requiring tools), she dies.

Conotoxin (Alchemy 5, 5 scrip)

Conotoxins are derived from the venom of marine cone snails and compounds harvested from Malifaux vegetation. When ingested or introduced into the bloodstream, the victim must succeed at a TN 12 Toughness Challenge. On a success, the victim gains the **Neurotoxin** and **Poison +5** Conditions, but on a failure, the victim also gains the **Suffocating +1** Condition at the end of her turn (or every 5 seconds during narrative time). If the victim does not receive medical attention (TN 14 Doctor Challenge requiring tools to remove the **Suffocating** Condition), she will quickly die from respiratory failure.

Blood Tears (Alchemy 5, 5 scrip)

This poison is created from a certain type of fungus that grows on knotwood trees, though it requires a significant degree of refinement to increase its natural toxicity to lethal levels. The toxin causes severe internal bleeding in the brain and secondary bleeding from the eyes, making it seem as if the victim is crying tears of blood. When ingested, the victim gains the **Bleeding Out** Condition.

INCAPACITATION AND PAIN

RELIEF

These compounds are used to either render someone unconscious or as anesthetics to relieve pain. This makes them important components in any modern surgeon's arsenal. As anyone who has had a prosthetic attached while conscious can tell you, it isn't a fun experience.

Enhanced Chloroform (Alchemy 2)

The chloroform-soaked rag is something of a staple in the murder mystery genre, but normal chloroform usually takes far longer to knock someone unconscious than its penny dreadful counterpart. Fortunately, a few of the frogs found in the Bayou secrete a substance that is capable of increasing the strength of chloroform and reducing its lethality to match its fictional counterpart.

A character may soak a rag in enhanced chloroform as a (1) Action. Once soaked, the character gains the following Trigger on her Grappling Skill attacks (*Into the Steam*, page 131) until the end of Dramatic Time:

✦ *Over the Mouth:* After succeeding against a Living target, this attack deals no damage, and the target must make a TN 10 Unconsciousness Challenge. The TN of this Challenge is increased by +2 for each Margin of Success you achieved on the attack.

Anesthetic (Alchemy 3)

Anesthetics are useful chemicals that can render a character unable to feel pain. The speed at which the analgesic takes affect can be quickened with certain salts that collect along the waterline in Malifaux City's sewers. Most surgeons don't mention that part to their patients.

When injected into the bloodstream (usually with a syringe) or inhaled (often through the assistance of a soaked rag), the character gains the following Condition for 1 hour: "**Comfortably Numb:** This character ignores the effects of Weak and Moderate Critical Effects."

Aethertoxin (Alchemy 4, 10 scrip or Soulstone Dust)

Aethertoxins are special compounds created from Soulstone Dust and various other chemicals in a complicated and very specific process. When complete, the result is a faint blue paste that renders its victim unable to use magic.

When introduced into the bloodstream, the victim must succeed at a TN 14 Toughness Challenge. On a success, the victim gains the following Condition until the end of her next turn: "**Blocked Chi:** This character receives a \square on all duels made to cast Spells or Manifested Powers and may not use Soulstones." On a failure, the Condition instead lasts for 24 hours.

CONCOCTIONS

Concoctions are compounds which grant generally beneficial effects once used, though many of them also have a few side effects.

Cosmetics (Alchemy 1)

This broad category covers makeup, perfumes, lipstick, and generally anything that helps to enhance the odor or appearance of the human body. For the most part, cosmetics are not very popular, except among prostitutes and the very rich. For the undead, however, makeup can be quite useful when one wishes to appear as a living creature.

When used, cosmetics increase the TN of the Scrutiny Challenge to identify the character as an Undead by +2. This bonus lasts until the end of the day or until the character takes some action that causes her cosmetics to wash off (such as leaping into a river).

Healin' Shine (Alchemy 1, 1 scrip or Gremlin Moonshine)

The moonshine made by the Gremlins of the Bayou has quite a kick to it, but with the addition of some specific chemicals (not to mention seven herbs and spices), it can even heal injuries. When imbibed, the character heals 1/1/2 damage but also gains the **Intoxicated** Condition for 10 minutes. If the character already has the **Intoxicated** Condition, she instead gains the **Poison +1** Condition.

Hemostatic (Alchemy 2)

Hemostatics are granular powders that cause blood to instantly clot upon contact, which makes them serviceable substitutes for a doctor when someone is on the ground and bleeding out from a gunshot wound in the middle of nowhere. When used on a character's wound, a hemostatic ends that character's **Bleeding Out** Condition.

Universal Antidote (Alchemy 2, 1 scrip)

This helpful compound purges the body of all toxins, making it effective against all forms of poison. While there are a half dozen different formula for universal antidotes, the most common involves a combination of purgatives and river algae. When ingested, a universal antidote lowers the **Poison** Condition of the character by 4, to a minimum of 0.

Embalming Fluid (Alchemy 3, 1 scrip)

There are a number of reasons why someone might want to forestall the decomposition of a corpse, such as keeping it suitable for display at a funeral, religious reasons, or for medical or scientific purposes. In Malifaux, however, research on dead bodies is strictly prohibited and funerals tend to be quick and dirty. In fact, just about the only use for intact corpses in Malifaux is as mindless servants for a Resurrectionist, which has resulted in embalming fluid finding its way onto the Guild's list of highly restricted substances.

With one hour of work and a TN 8 Stitching Challenge, a character may use one dose of embalming fluid to grant the following Condition to a corpse: "**Preserved:** This corpse does not decay. If this corpse is animated as an undead, it permanently gains the following Talent: "**Embalmed:** When this character would suffer damage due to the **Poison** Condition, it instead heals 1 damage. At the start of Dramatic Time, this character gains **Poison +5.**"

Sharp (Alchemy 3)

This addictive compound is formed primarily from native mushrooms that grow near the entrances to the subterranean caves that dot the Northern Hills. Sharp is so named because it enhances perception and mental clarity, though it also tends to make people a bit... twitchy.

When imbibed, the character ends her **Dazed** Condition (if any) and gains a **+** to all Skill duels associated with Mental Aspects, but the constant twitching imposes a **-** penalty on all Skill duels associated with Physical Aspects. Sharp lasts for 10 minutes.

Medical Syrup (Alchemy 4, 3 scrip)

The Guild has learned to take the threat of disease in Malifaux City quite seriously. The frequent bouts of insect-carried sickness in the summer months has always been an aggravation, but when the Piper's Plague came close to wiping out the entire city, resources were finally allocated to deal with the problem. The Guild's solution was to dump a great deal of funding into the brand new field of antibiotic and antiviral medicine. After a great deal of research and experimentation (most of it upon deliberately infected convict "volunteers"), the Guild's alchemists finally developed this medical syrup to ensure that the Guild will be prepared for the next outbreak, whatever form it may take. When ingested, this syrup lowers the Condition value of any mundane disease (pg. 149) possessed by the character by 3 (to a minimum of 0)."

Time Warp (Alchemy 5, 10 scrip or Soulstone Dust)

This special concoction is created from Soulstone Dust, a native Malifaux plant, and a half dozen different chemicals. Time Warp alters one's perception of time while speeding up her reflexes, creating the perception that time is slowing around her while she remains moving at the same speed. When imbibed, the character gains the following Condition for one minute: "**Time Warp:** At the start of this character's turn, she gains the **Fast** Condition. When this Condition ends, this character gains the **Dazed** Condition for 10 minutes."



MALADIES & MAGIC

More than perhaps any other faction in Malifaux, the Resurrectionists are defined by their dedication to a single discipline of magic. This association is so great that most people consider Necromancy to be the sole province of Resurrectionists, despite the fact that the Guild, Arcanists, and Neverborn all make frequent use of Necromancy to suit their own purposes.

In fact, some of the spells most commonly associated with Resurrectionists - such as twisting flesh or hurling bolts of entropic decay - technically fall into the disciplines of Enchanting or Sorcery. While it is rare to find a Resurrectionist that does not have at least one Necromancy spell tucked away in one Grimoire or another, most possess fairly broad spell repertoires that draw from multiple disciplines. This is especially true of those Resurrectionists who live in the mouldering ruins of the Quarantine Zone, where the ability to quickly hurl a fireball at or teleport away from a charging Nephilim can mean the difference between life and death.

This chapter is split into three sections. The first section discusses a variety of sicknesses and diseases that can be found in Malifaux, along with the mechanics needed to allow these ailments to play a larger part in your game. The Fatemaster should only use these illnesses when she feels it will enhance a game; using them at random can add needless complication and frustration for the players.

The second section adds three new Magia to each magical discipline. These Magia are generally available to everyone, but if the Fatemaster wishes, she might decide that these Magia are only known to the Resurrectionists and that any Fated wishing to learn them must either join that faction or convince a Resurrectionist to part with the knowledge.

Finally, the third section discusses the Raise Undead Magia a bit, explaining how it works in more detail and offering a few ready-to-use zombie stat blocks.

SICKNESS AND DISEASE

Long-term illnesses can be quite effective at adding drama and tension to a story. A rampaging Nephilim can be fought off with swords and bullets, after all, but those weapons are less effective against the plague... unless, of course, they're used to put an infected person out of her misery.

All long-term illnesses are represented by a Condition. These Conditions usually increase themselves over time, which leads to increased symptoms and side effects. Unfortunately, many of the sicknesses and diseases worthy of note in Malifaux are not the kind that people can get better from without medical intervention.

A character with an illness suffers certain symptoms, as noted in the illness' description. These symptoms are cumulative; as the character's illness becomes stronger, she develops more and more symptoms, until finally she reaches the final (often lethal) stage of the disease.

All mundane sickness and disease Conditions can be treated once per day with a successful Doctor Challenge, the difficulty of which varies by the Condition. This requires approximately an hour of examination by someone with a Doctor Skill Toolkit and at least one Rank in the Doctor skill. A success lowers the Condition by -1 plus -1 per Margin of Success.

When the Condition value of an illness is lowered to 0, it is considered to be cured and the Condition ends. The disease has been flushed from the character's body, and she no longer suffers from its symptoms or is in any further danger from its symptoms (though she could be exposed to the disease again in the future).

MUNDANE DISEASES


While these diseases may be magically transmitted (or, in the case of the **Blighted** Condition, magically controlled), the illnesses themselves are mundane and can be treated normally. These diseases only affect Living characters.

THE BLIGHTED CONDITION

Characters that have contracted the **Blighted** Condition have contracted the plague, which is generally a bad thing. The symptoms of the plague become more pronounced as the character's **Blighted** Condition increases, as shown on the following table.

Blighted +1: At the end of every day, increase the value of this Condition by 1.

BLIGHTED VALUE & SYMPTOMS

- 0: **NONE.** Not infected.
- 1-4: **SICKLY.** The character suffers from a fever, headaches, and chills. The character can only heal damage with magical healing; natural or mundane healing (such as through first aid) is ineffective. Other characters who come into contact with the character must pass TN 10 Toughness Challenges at the end of the day or gain **Blighted +1**.
- 5-8: **WEAKNESS.** Weakness and exhaustion overtake the character, along with sporadic bouts of dizziness. The character suffers a  on all Skill Challenges.
- 9-12: **PLAGUED.** Weeping pustules and sores appear on character's body, a clear sign that she has the plague. The character gains **Slow** at the start of every turn during Dramatic Time.
- 13+: **TERMINAL.** Acute fever and the vomiting of blood mark the final (often fatal) stages of the plague. The character suffers 2/3/4 damage that may not be reduced at the start of each day.

The TN for the Doctor Challenge to combat the **Blighted** Condition is 11.

THE INFECTION CONDITION

The insects that live in Malifaux's swamps and along its waterways carry sickness. These environments can be hazardous to one's health, especially for those who have not built up the resistances that render most Malifaux natives immune to these diseases.

During the summer months, the insects become common everywhere, especially in urban areas. To combat this threat, many of the citizens of Malifaux have purchased thick netting that they hang in their windows and drape over their beds.

Characters spending a night in an area where insects are common must succeed at a TN 8 Wilderness Challenge or gain the **Infection +1** Condition.

Infection +1: At the end of the day, this character suffers +1 damage.

INFECTION VALUE & SYMPTOMS

- 1-2: **FEVER.** The character develops a fever that is often accompanied by mild swelling or joint pain.
- 3-4: **RAPID HEARTBEAT.** As the infection progresses, the character's heartbeat increases dramatically, even when sitting still. This is often accompanied by faster or difficult breathing.
- 5-6: **CHEST PAINS.** The infection often leads to swelling and inflammation in the character's internal organs, most notably in the heart and the protective membranes covering the brain and spinal cord. Headaches, neck stiffness, and the inability to tolerate light or loud noises are all common at this stage of infection.
- 7+: **ORGAN FAILURE.** As the infection spreads, the character's organs begin to shut down. This level of the infection is often fatal (due to the amount of damage the **Infection** Condition causes at the end of the day).

The TN for the Doctor Challenge to combat the **Infection** Condition is 10. Gremlins and most creatures native to the Bayou (including Fated with the Bayou Born Station) are immune to the **Infection** Condition.

THE POLIO CONDITION

Polio is an infectious disease caused by the poliovirus. While the majority of those infected do not exhibit any symptoms, the rules presented here represent the crippling version of the disease that is more likely to become a hindrance for characters.

Polio is usually spread from person to person through food or water that has been contaminated by infected waste. This might not be much of a concern in the more civilized areas of Malifaux City, but the odds of coming across contaminated food or water increase dramatically outside of the safe zones.

Polio +1: At the end of every week, increase the value of this Condition by 1.

POLIO VALUE & SYMPTOMS

- 1-4: **HEADACHE.** The character suffers from constant headaches and sore throats that make it difficult to concentrate. The character may not declare Triggers during Narrative Time.
- 5-8: **FRAILITY.** As the disease progresses, the character's body grows progressively weaker. The character suffers -1 to all her Physical Aspects.
- 9-12: **PARTIAL PARALYSIS.** One of the character's limbs becomes unresponsive; flip a card to determine which limb (reflip any prosthetics): ♣: right leg, ♠: left leg, ♠: right arm, ♣: left arm. If the affected limb is an arm, it becomes useless (making it impossible for the character to use items that require two hands). If the affected limb is a leg, the character's Walk and Charge Aspects are each reduced by -2, and she becomes unable to declare the Charge Action. If the affected limb is replaced with a prosthetic, this symptom is nullified, but otherwise it remains even if the value of the character's **Polio** Condition is reduced.
- 13+: **PARTIAL PARALYSIS.** Another limb becomes paralyzed, as described above.

The TN for the Doctor Challenge to combat the **Polio** Condition is 12. The **Polio** Condition may not be reduced below a value of 1 by the Doctor Skill (though other methods of removing the disease, such as Shrug Off or Medical Syrup, pg. 101, are still effective).

THE RABIES CONDITION

Rabies is a viral disease which is usually transmitted to humans through the bite of an infected animal. Until a few decades ago, rabies was essentially fatal after the onset of symptoms, but thanks to modern medicine, the infected have a chance of recovering, provided that they receive medical attention quickly.

Rabies +1: At the end of every week, increase the value of this Condition by 1.

RABIES VALUE & SYMPTOMS

- 1-4: **FEVER.** The character develops a fever that is often accompanied by a sore throat, fatigue, and gastrointestinal discomfort. The character counts as having the **Beast Characteristic** and suffers -1 Wp.
- 5-8: **INFECTIOUS.** As the infection spreads, the character experiences periods of extreme anxiety, violent behavior, and foaming at the mouth. The character suffers \square on Social Skill Challenges and gains the following Trigger on her natural attacks (typically Pugilism, Martial Arts, or Grappling, though this also includes melee attacks of characters shapeshifted into Beasts, but not attacks from pneumatic limbs):
 \times *Foaming Bite:* After damaging, the target gains the **Rabies +1** Condition. You must declare this Trigger if possible.
- 9-12: **HYDROPHOBIA.** One of the signature symptoms of rabies is hydrophobia, or the fear of water. This initially begins as difficulty swallowing but quickly escalates into intense fear at the sight or sound of water. Any time the character is within 6 yards of any significant source of water (more than a coffee mug), she suffers a +3 TN penalty to her Skill duels.
- 13+: **DEATH.** When the infection reaches this point, the character falls into a coma and dies before the next sunrise or sunset (even if her Rabies Condition value is lowered).

The TN for the Doctor Challenge to combat the **Rabies** Condition is 11. The **Rabies** Condition may not be reduced below a value of 1 by the Doctor Skill (though other methods of removing the disease, such as Shrug Off or Medical Syrup, pg. 101, are still effective).

THE TUBERCULOSIS CONDITION

Tuberculosis is widely considered to be the disease of the "urban poor," but despite this perception, it is still a serious problem. Tuberculosis is highly contagious and can be spread through coughing or sneezing. The constant threat of a tuberculosis outbreak in Malifaux City has resulted in the prohibition of public spitting (except into spittoons).

On Earth, those infected with tuberculosis are often pressured to enter prison-like sanatoriums where their symptoms can be treated without exposing others to the disease. In Malifaux City, it's far more common for those infected with the disease to be rounded up by the Guild and put down "in the name of public health." As a result, many of those who become infected with tuberculosis end up fleeing to the Quarantine Zone to hide from the Guild.

Tuberculosis +1: At the end of every week, increase the value of this Condition by 1.

TUBERCULOSIS VALUE & SYMPTOMS

- 1-4: **FATIGUE.** The character suffers from constant fatigue. The TN of every Skill Challenge the character makes during Narrative Time increases by +1.
- 5-8: **CONTAGIOUS.** The character develops a hacking cough. She gains the following Trigger on all Social Skill Challenges:
 \times *Can't Stop Coughing:* After resolving, all characters within (X)1 gain the **Tuberculosis +1** Condition. You must declare this Trigger if possible.
- 9-12: **CHEST PAINS.** The character's coughing becomes painful, and she often coughs up blood. She gains the following Trigger on all Skill Challenges associated with a Physical Aspect:
 \bullet *Coughing Up Blood:* After resolving, suffer 1 damage, then all characters within (X)1 gain the **Tuberculosis +1** Condition. You must declare this Trigger if possible.
- 13+: **DEATH.** The character dies at the end of the day.

The TN for the Doctor Challenge to combat the Tuberculosis Condition is 14.

SUPERNATURAL DISEASES

Supernatural diseases are those diseases that have magical or otherworldly sources. Unlike mundane diseases, they often follow their own internal rules of logic and have unique and strange symptoms. These diseases can affect any character (regardless of whether they are Living, Undead, or a Construct).

A character that makes a Doctor Challenge to combat a Supernatural Disease may use her Counter-Spelling Skill in place of her Doctor Skill if she wishes; warding amulets and incantations of purity are just as effective in combating these diseases as modern medicine.

THE BLOOD SICKNESS CONDITION

Blood Sickness is an illness that is contracted by coming into contact with the Black Blood of the Nephilim. The existence of this disease is mostly unknown among humans, and as such the infected are often mistaken for Neverborn "doppelgangers" and executed by the Guild.

Once infected with Blood Sickness, the character's body gradually begins to mutate as the Black Blood slowly transforms her into a Nephilim. It also warps her mind as it twists her body, and this, combined with the realization that the Guild (or just about any other humans) would put a bullet in her if they found out about these changes, often drives the infected into the arms of the Nephilim.

Some Nephilim warlords - such as Nekima, one of the oldest of their number - make it a point to capture useful humans, infect them with Blood Sickness, and then wait for it to slowly convert their victim into a willing recruit. The process takes time - and a fair amount of indoctrination - but grants the Nephilim access to soldiers who better understand the weapons and tactics of their enemies.

At the end of any day in which a character suffered damage from Black Blood or consumed the flesh of a Nephilim, she must pass a TN 12 Toughness Challenge or gain the **Blood Sickness +1** Condition.

Blood Sickness +1: At the end of every week, increase the value of this Condition by 1.

BLOOD SICKNESS VALUE & SYMPTOMS

- 1-4: **SCARRING.** Black Blood burns human flesh like acid, and few people who battle the Nephilim at close range manage to escape entirely untouched. The character suffers a -1 penalty to the final duel totals of her Social Skill duels, save for those involving the Intimidate Skill, where this penalty instead applies as a bonus.
- 5-8: **WARPED.** The character's blood turns black and becomes inimical to other living creatures as small horns sprout from her forehead. The character gains the following Talent: "**Black Blood:** All characters without Black Blood within 1 yard suffer 1 damage when this character suffers damage."
- 9-12: **DEMONIC.** Leathery wings sprout from the character's back in a painful transformation that destroys any chest armor the character had been wearing. The character gains the following Talent: "**Flight:** This character is immune to falling damage and may ignore any terrain or other characters when moving." Unfortunately, her bones become thinner to reduce her weight, which lowers her Resilience by 1.
- 13+: **INDOCTRINATED.** The character becomes fully indoctrinated and flees from her friends and family to join the Nephilim. If the character is a Fated, she becomes a Fatemaster character. Alternatively, the Fatemaster may choose to allow the character to continue playing as a Twisted, a Fated Neverborn character. The rules for Twisted characters can be found in the *From Nightmares* book.

The TN for the Doctor Challenge to combat the **Blood Sickness** Condition is 11. While the value of the **Blood Sickness** Condition can be reduced, its symptoms remain even if the Blood Sickness is completely cured.

THE BRILLIANCE CONDITION

Those who spend too long at the Honeypot Casino invariably end up infected with the supernatural affliction known as Brilliance. Unlike the other diseases described in this chapter, Brilliance is the influence of the mysterious entity known as the Hungering Darkness made manifest. Those infected with Brilliance experience feelings of intense euphoria while the high lasts but are then subjected to depression and listlessness once its initial effects wear off. These extreme highs and lows push the infected to seek out more Brilliance, driving them further into addiction.

Repeated exposure to Brilliance gradually saturates an infected character's body and soul with Brilliance, and this gradually begins to manifest in eyes that glow a faint blue color or smokey blue wisps that escape the character's mouth when she exhales. The Brilliance even begins to affect the character's body, twisting her limbs into claws, her jaw into spiked mandibles, or even forcing insect-like wings to sprout from her back. These changes are generally temporary and provide a rush of pleasure unlike anything else.

Eventually, however, the ride ends, and the Hungering Darkness appears to feed on the character. When the Darkness is sated, all that is left of the character is a hollowed out shell of her former self.

Brilliance +1: Each day, this character must succeed on a TN 10 Centering Challenge or be compelled to seek out a source of Brilliance.

ILLUMINATED

The character gains one of these options at the start of Dramatic Time:

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

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

-Claws: The character gains this attack:

WEAPON (MELEE)	RANGE	DAMAGE
Hardened Brilliance	∞ 1	2/4/5

BRILLIANCE VALUE & SYMPTOMS

- **1-4: EUPHORIA.** The character is filled with a feeling of intense excitement and happiness. Whenever the character gains the **Brilliance** Condition, she gains \blacklozenge to Academic and Crafting duels for a number of days equal to her current **Brilliance** Condition value. After this period ends, the character suffers a \square to these duels for an equal length of time or until she next gains the **Brilliance** Condition (which ends the penalty but still provides the bonus).
- **5-8: BRILLIANT.** The character's eyes begin to glow with a faint blue light, and when injured, her wounds gradually close. The character gains the following Condition: "**Regeneration +1:** This character heals 1 damage at the beginning of her turn during Dramatic Time." Increase the TN of the Brilliance Condition's Centering Challenge by +1.
- **9-12: ILLUMINATED.** As the Brilliance in the character's body builds, it begins to twist her body in response to subconscious desires. After determining initiative in Dramatic Time, she chooses one of the abilities listed in the "Illuminated" callout box and gains it until the end of Dramatic Time. Increase the TN of the Brilliance Condition's Centering Challenge by an additional +1 (for a total of +2).
- **13+: DEPLETED.** The next time the character is alone, she is visited by the Hungering Darkness. Enraptured by its Brilliance, the character welcomes the ancient spirit with open arms and is drained beyond return. The character becomes a Depleted, a wretched creature with no rational thought or sense of its previous identity. If the character is a Fated, she becomes a Fatemaster character.

The TN for the Doctor Challenge to combat the **Brilliance** Condition is 14. Brilliance is actually the influence of the Hungering Darkness, and as such, it fights back against any attempts to lessen its influence. Whenever the **Brilliance** Condition is removed or lowered from an infected character, that character takes an amount of damage equal to the value of the **Brilliance** Condition removed. This damage may not be reduced.

THE CURSED CONDITION

There are more different types of curses in Malifaux than there are stars in the night sky, but most of them follow the same general rules. Each curse comes with a specific Taboo: a prohibited act that strengthens the curse each time the infected character performs the act in question.

For the most part, the cursed character usually knows what the Taboo of the curse is as soon as she becomes infected. There are a few curses that do not impart this knowledge upon those they infect, but they tend to be extremely rare.

A curse's Taboo cannot be something the character must do to survive; taking a breath is not a valid Taboo, for instance. This does not mean that curses cannot be difficult to avoid, however; one deadly curse has the Taboo of falling asleep and, in the final stages, results in the character being murdered in their sleep by a particularly vicious dream spirit.

Particularly unlucky characters might find themselves cursed from multiple sources. Whenever a character with the **Cursed** Condition gains a **Cursed** Condition with a different Taboo, the **Cursed** Condition increases as normal, and the character remains affected by both Taboos until her **Cursed** Condition is removed.

*For example, Alphonse Prescott breaks into an ancient Nephilim burial ground and begins looting their ancient relics, one of which gives him the **Cursed +1** Condition with a Taboo of "steal a Nephilim relic." Never one to be dissuaded by a little curse, Alphonse steals two more Nephilim relics, and his **Cursed** Condition increases by +1 for each, putting him at a total of **Cursed +3**.*

*Weeks later, Alphonse travels into the Bayou in search of an ancient stone tablet detailing the location of the hidden treasure of the Silurid King. He runs afoul of a Gremlin adorned with lots of shrunken heads, and she casts a spell to give him the **Cursed +1** Condition with a Taboo of "wake up in the Bayou." Now he's at **Cursed +4**, and his **Cursed** Condition will increase whenever he steals a Nephilim relic or wakes up in the Bayou.*

Cursed +1: When this character performs this Condition's Taboo, increase the value of this Condition by 1.

CURSED VALUE & SYMPTOMS

- 1-4: **INCONVENIENT.** At this level, the curse is little more than an inconvenience. Whenever the character performs the curse's Taboo, she becomes unable to declare Triggers until the next sunrise or sunset, whichever is first.
- 5-8: **DEBILITATING.** As the curse grows stronger, it becomes capable of weakening the character. After performing the curse's Taboo, the character suffers \square on all Skill Challenges until the next sunrise or sunset.
- 9-12: **DEADLY.** The curse turns deadly as it approaches its final stages. After performing the curse's Taboo, the character suffers 2/3/4 damage.
- 13+: **DEATH.** When the curse reaches this point, the cursed character dies. The exact means by which the curse kills the character varies depending upon the curse; if the curse is causing the character to become increasingly thinner, then this step might cause her to perish from organ failure as her body is no longer able to keep her alive. In contrast, a curse that becomes stronger each time a character sleeps in a certain house might drive its victim into a self-destructive murdering spree that only ends when the Guild puts a bullet in her head.

The **Cursed** Condition can only be lowered with the Counter-Spelling Skill; the Doctor Skill is ineffective at combating this disease. The TN for the Counter-Spelling Challenge to combat the **Cursed** Condition is 12.



THE HAUNTED CONDITION

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

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

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

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

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

HAUNTED VALUE & SYMPTOMS

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

The **Haunted** Condition can only be lowered with the Counter-Spelling Skill; the Doctor Skill is ineffective at combating this disease. The TN for the Counter-Spelling Challenge to combat the Haunted Condition is 11.

THE ARCANE

This section delves into the new Magia available to *Through the Breach* characters. These options expand upon those provided in the *Fated Almanac*, giving spellcasters new and interesting ways to solve their problems. This section adds twelve new Magia to the game.

NEW MAGIA

The Magia listed below expand on the options listed in the *Fated Almanac*, providing interesting new choices for the Fated.

ENCHANTING

Enchanting magic focuses on improving things, and the Enchanting spells of the Resurrectionists are no exception. Because the most commonly enhanced target for a Resurrectionist's spells is her undead minions, however, their enchantments tend to be more dangerous than those taught elsewhere, often granting their minions exceptional skills at the cost of deadly (and to the Resurrectionist, often inconsequential) side effects.

BERSERK FURY

ASPECT	AP	TN	RESIST	RANGE
Cunning	1	10☞	Wp	/// 1 yard

The caster imbues the target with frenzied bloodlust.

Effect: The target gains the following Condition for 1 turn: "**Berserker Fury:** This character generates an additional AP on its turn that can only be used to make a Close Combat attack. At the end of this character's turn, if she made three or more Close Combat attacks this turn, she suffers 2 damage which may not be reduced."

MEND FLESH

ASPECT	AP	TN	RESIST	RANGE
Cunning	1	7☞	Wp	/// 1 yard

The caster enhances the target's healing capabilities.

Effect: A Living target gains the following Condition for 1 turn: "**Regeneration +1:** This character heals +1 damage at the beginning of her turn during Dramatic Time." Each additional time a character is targeted by this Magia within an hour the TN is increased by +3 or requires an additional ☞ (caster's choice).

RECKLESS ADVANCE

ASPECT	AP	TN	RESIST	RANGE
Cunning	1	10☞	Wp	/// 1 yard

The caster imbues the target with raw energy, pushing it to dangerous levels of physical performance.

Effect: The target gains the following Condition for 1 turn: "**Reckless Advance:** This character may declare the (2) Charge Action as a (1) Action. When this character declares a Charge Action, she suffers 1 damage which may not be reduced."



SORCERY

While Sorcery is often considered to be the most popular discipline of magic, it is poorly represented among the Resurrectionists. Despite this, there are a few Sorcery spells that often see use among the more open-minded Resurrectionists.

ELEMENTAL RETRIBUTION

ASPECT	AP	TN	RESIST	RANGE
Tenacity	1	5📖	Wp	5 yards

The caster imbues the target with lethal energy in preparation for its demise.

Effect: The target gains the following Condition until the start of her next turn: "**Retribution:** When this Condition ends, all characters in (X)3 suffer 1/2/3 damage. If this character is knocked unconscious or killed, this Condition immediately ends, and it deals +2 damage."

Requirements: This Magia must have at least one Elemental Immuto.

OBSCURATION

ASPECT	AP	TN	RESIST	RANGE
Intellect	1	10📖	-	5 yards

The caster creates a thick fog that obscures sight.

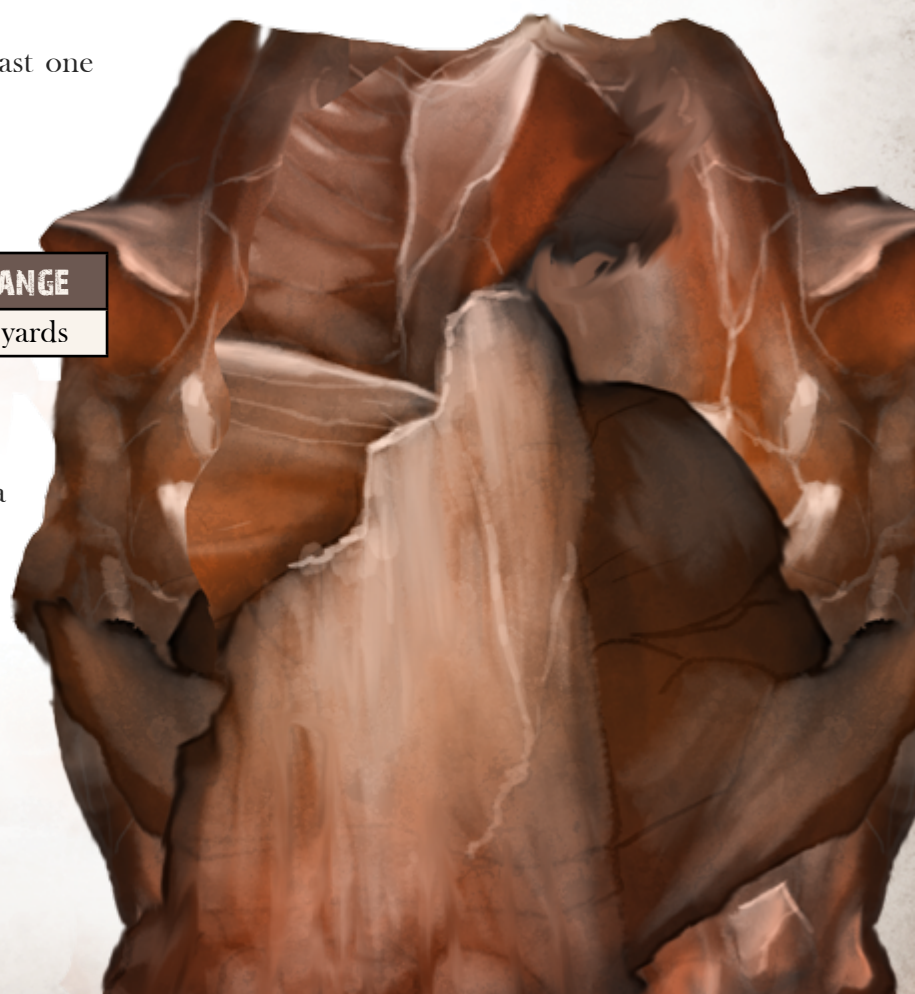
Effect: For 3 turns, the area (X)3 around a selected point in range is considered to be Height 4 soft cover terrain.

PILLAR

ASPECT	AP	TN	RESIST	RANGE
Intellect	1	10📖	-	5

The caster raises up a wide pillar of solid stone.

Effect: The caster creates a solid pillar that is 2 yards in diameter. The pillar is Height 5 with Armor +5 and 8 Wounds. It lasts for 3 turns, after which it crumbles away. If you apply an Elemental Immuto to this Magia, every character that ends its turn within 1 yard of the pillar suffers the effects of the Immuto as if it had suffered damage from this Magia.



NECROMANCY

Necromancy is the specialization of the Resurrectionists, and as such, they have access to a number of Magia that are only rarely found in the hands of the other factions.

DRAIN LIFE

ASPECT	AP	TN	RESIST	RANGE
Tenacity	1	10X	Df	1 yard

The caster siphons the life force out of the target.

Effect: If the target is Living, it suffers 1/2/3 damage, and the caster heals an amount of damage equal to the damage inflicted (after reduction).

SELF HARM

ASPECT	AP	TN	RESIST	RANGE
Charm	1	10X	Wp	5 yards


The caster compels the target to harm itself.

Effect: If the target has a readied weapon, it deals the weapon's damage to itself. The damage flip's Fate Modifiers are determined by the results of this duel.

VENGEFUL GUARDIAN

ASPECT	AP	TN	RESIST	RANGE
Intellect	1	7X	Wp	5 yards

The caster summons a vengeful spirit to attack those who harm the target.

Effect: The target gains the following Condition for 3 turns: **“Immediate Revenge +1:** When this character suffers damage from a  attack, the attacking character suffers +1 damage after resolving the attack.”



PRESTIDIGITATION

While it might not seem that Prestidigitation would be very popular among the Resurrectionists, it actually has quite a few useful tricks that serve them well. Using illusions to disguise one's undead servants as living creatures to allow them to travel through the streets of the city is perhaps the most common application of this type of magic, but some Resurrectionists have discovered Prestidigitation Necropolis that allow them to twist their enemies.

FLUX

ASPECT	AP	TN	RESIST	RANGE
Intellect	1	8☞	Df	5 yards

...ts space around the target, pinning it in

target gains the following Condition **immobilized**: This character may not take actions and may not be pushed." If falling, it falls to the ground and suffers (2/4/6 damage if it fell at least 3 yards, each additional 2 yards fallen). This cannot be increased by Immuto.

OCCULTATION

ASPECT	AP	TN	RESIST	RANGE
Intellect	1	10☞	Wp	5 yards

The caster creates an illusionary double of the target that confuses its attackers.

Effect: The target gains the following Condition for 1 turn: "**Occultation:** When this character suffers damage from an enemy attack, the damage is reduced by one step, from Severe to Moderate or from Moderate to Weak. If this character suffers Weak damage (before it is reduced by this spell), reduce that damage by 1 (to a minimum of 0)."

VORTEX

ASPECT	AP	TN	RESIST	RANGE
Intellect	1	10☞	Df	5 yards

The caster creates a vortex of twisted space that yanks nearby creatures and objects closer.

Effect: All characters within (X)3 of the target must pass a TN 10 Walk Challenge. The TN of the Challenge is increased by +2 for each Margin of Success achieved by the caster. On a failure, the character is pushed 3 yards directly towards the target. If the character ends this push in physical contact with the target, the character and the target suffer 1 damage.

Any loose objects within range of the pulse are also pushed towards the target and may do an additional 1 damage to the target, at the Fatemaster's discretion.

For example, a single knife probably isn't enough to cause any damage, but if the target is in a kitchen filled with pots of boiling water and racks of sharp knives, the target might take 1 damage from the pots of boiling water striking her and 1 damage as she's cut by multiple flying knives.

UNIQUE GRIMOIRES

Here are some new Grimoires for any character's magical needs. These are rare, but fun finds!

The Amber Stone

This polished piece of amber is about four inches long, roughly ovular, and warm to the touch. It serves as a prison for the wielder's enemies... but there is only room in the stone for one creature at a time. A tiny shape resembling the imprisoned creature can be seen within the stone when held up to the light.

- *Magia:* Bury
- *Immuto:* Alter Range, Focus Object (The Amber Stone, -3 TN), Increase AP
- *Special:* This Grimoire is Focus Object Locked (Magia cast from this Grimoire must have the Focus Object (The Amber Stone) Immuto).
- *Special:* When a character is removed from reality with this Grimoire's Bury Magia, the character is instead trapped indefinitely within The Amber Stone, and the character that was previously trapped within The Amber Stone is returned to reality within 1 yard of the caster.

The Book of the Dead

The Book of the Dead is a rare tome that claims to hail from Earth. Bound in human flesh and inked in blood, this ancient text contains bizarre burial rites, funerary incantations, and summoning passages. It was never meant for the world of the living.

- *Magia:* All Necromancy
- *Immuto:* All
- *Special:* The character accessing this Grimoire must read from it as she casts one of its Magia, which requires it to be in her hand.
- *Special:* This character gains 1 additional AP that may only be used to cast spells.
- *Special:* When a spell is cast using a Magia from this Grimoire, every character within (X)10 gains the **Haunted +1** Condition in addition to the Magia's normal effects.

The Copycat

The Copycat is a gold coin, the sides of which are inscribed with arcane etchings. While it possesses no innate magical power of its own, it is specially enchanted to copy any magic cast near it.

- *Magia:* None
- *Immuto:* None
- *Special:* If a character accessing this Grimoire has it in their possession when a spell is cast within (Y)10, this Grimoire permanently loses all Magia and Immuto it possesses, then gains all Magia and Immuto used in the cast spell. Spells cast by the character possessing this Grimoire do not trigger this ability.

The Magnet

The Magnet is a necklace adorned with an onyx gem. Strange runes are carved on the band, and the gem is heavier than it appears (though not uncomfortably so). When worn around the neck, the Magnet warps gravity around its wearer, allowing her to fly.

- *Magia:* Gravity Flux, Vortex
- *Immuto:* Alter Range
- *Special:* If a character accessing this Grimoire wears it around her neck, she gains the following Talent: **Flight:** This character is immune to falling damage and may ignore any terrain or other characters while moving.



Rote Repetition

Rote Repetition is a series of scrolls that detail numerous rituals used to prepare the reader to cast spells quickly. These scrolls contain a wide variety of different spells, but all are worded in a way that makes it impossible to modify their effects once they are learned.

- *Magia*: 1 Enchanting Magia, 1 Necromancy Magia, 1 Prestidigitation Magia, 1 Sorcery Magia
- *Immuto*: See below.
- *Special*: When a character accesses this Grimoire for the first time, she must choose four Magia as described above and apply a single Immuto of her choice to each one. From that point on, whenever the character casts a Magia from this Grimoire, it must contain the chosen Immuto and may not have any other Immuto added to it. If the Immuto can normally be applied multiple times, it may only be applied once.
- *Special*: While accessing this Grimoire, this character gains 1 additional AP that may only be used to cast Spells from this Grimoire.

Stan

Stan is one of the stranger Grimoires in Malifaux, primarily because he is also a zombie. Stan's origins are shrouded in mystery; some claim he was one of the mages who opened the first Breach, while others claim he was a founding members of the Arcanists.

- *Magia*: Elemental Projectile, Wrench
- *Immuto*: Decay, Pulse, Increased Damage
- *Special*: Stan has the stats of a Socialite Zombie (pg. 165). Characters may only access this Grimoire if Stan is one of their subordinates, which usually requires the Raise Undead Magia to gain control of him. Stan remains under a character's control for as long as he is their Grimoire, but if the character changes Grimoires, he becomes free-willed and wanders off. If Stan is killed, his master loses access to him as his body disintegrates and reforms somewhere deep inside the Quarantine Zone; the ancient magics of Malifaux have made him immortal.
- *Special*: When casting a spell, a character accessing Stan can draw line of sight and range for that spell from Stan, provided that he is within 10 yards and line of sight of the character.

Swordcery

Swordcery is a Grimoire in the form of a sword. The blade is etched with arcane runes, and the hilt wrapping can be undone to reveal writing that imparts the Grimoire's knowledge to its wielder.

- *Magia*: Physical Enhancement, Elemental Weapon
- *Immuto*: All Elemental
- *Special*: This Grimoire can be used as a weapon with the following stats:

WEAPON (MELEE)	RANGE	DAMAGE
Swordcery	/// 2	2/4/6

The Weeping

The Weeping is a small vial filled with blood tears. When studied, strange shapes form within the blood and impart the secrets of the Grimoire's magic to the character...at a price.

- *Magia*: Drain Life, Heal, Mend Critical, Mend Flesh
- *Immuto*: Increased Damage, Increased Duration
- *Special*: When a character accessing this Grimoire would heal damage from a source other than one of this Grimoire's Magia (including natural healing), she instead suffers damage equal to the amount she normally would have healed.



THE RAISE

UNDEAD MAGIA

The Raise Undead Magia is the most common way for a Resurrectionist to gather Undead servants to her side. This section goes into greater detail on the Raise Undead Magia and how to improve and heal undead and corpses, but the rules are basically unchanged from those presented in the *Fated Almanac*.

The Raise Undead Magia from the *Fated Almanac* has been reproduced here as reference material for players and Fatemasters. It's a popular spell among Resurrectionists, so its presence here will reduce the amount of time spent flipping between books.

RAISE UNDEAD

ASPECT	AP	TN	RESIST	RANGE
Charm	1	5X	-	5 yards

The caster brings a corpse to life to serve him.

Effect: Target corpse becomes an undead under the caster's control for 10 minutes. The undead undergoes the following alterations from the original form:

- The undead's Tenacity is increased to 3, and all of its other Mental Aspects are lowered to -5.
- The undead loses the Living Characteristic (if it has it) and gains the Undead Characteristic.
- The undead loses any skills associated with a Mental Aspect, and any skills associated with a Physical Aspect are halved (rounding up).

The new undead may need physical repairs (if it is suffering from one or more Critical Effects). Otherwise, the corpse is raised with half of its Wounds remaining.

Alternatively, this Magia may be used to take control of an uncontrolled and non-sentient undead creature.

At the end of the Spell, the undead becomes uncontrolled (and usually violent).

CARE AND FEEDING

While it might seem easy to raise up an army of undead minions to conquer the world, the actual logistics of doing so make it difficult to manage multiple undead at once. First and foremost is the matter of decomposition: unless a corpse is specially preserved (such as with embalming fluid), it generally continues to rot away, albeit at a much slower rate.

For the most part, this doesn't really affect the functionality of one's undead minions, but it does make them quite unpleasant to be around, especially in the hot summer months. The stench of one rotting body can be overpowering in a closed room, and once you get dozens of rotting zombies all in the same place...well, it just isn't very pleasant, especially once they start to attract clouds of flies.

The one exception to this is Stitched characters, who - perhaps because of the more powerful magics required to animate a corpse with full sentience - generally don't seem to decay very much (though body odor can still sometimes be an issue).

VARIANT: ROTTING ZOMBIES

This variant is useful if you'd like to represent undead that have gone completely ripe and are rotting away. It's particularly useful if the Fated encounter undead that have been out in the hot sun for some time or if the Fated leave their undead subordinates in a hot, enclosed room for hours at a time.

Obviously, this variant only makes sense if the undead in question has a body, which makes it inappropriate for undead with the Incorporeal Talent.

Rotting Undead have their Wounds Aspect reduced by -1 but gain the following Talent:

Rotting Stench: Living characters that end their turn within (X)3 of this character must pass a TN 10 Toughness Challenge or gain the Dazed Condition until the end of their next turn.

BUILDING A ZOMBIE

It may come as no surprise that not everybody that crosses a Resurrectionist's path is the same. Some people are stronger, faster, or more physically fit than others, and in the absence of higher brain functions, this means that the muscled bodies of the working class are generally favored over those of scrawny academics.

If a Resurrectionist wishes, she can stitch the parts of multiple corpses together to create a stronger composite undead from the parts. For the most part, the rules here are intended to be used when only a few body parts are being swapped out to improve a corpse; if the character is intending to build an undead from the grave up, so to speak, it may be more appropriate to use the similar but more extensive Flesh Construct rules found on page 204 instead.

When stitching together a corpse, the character may exchange one or more of the corpse's body parts with body parts she has collected from unlucky donors, up to a maximum number of body parts equal to the character's ranks in the Stitching Skill. Each body part allows the creator to replace one of the corpse's Physical Aspects with a Physical Aspect from the donor (legs from a Speed 3 donor, arms from a Might 4 donor, and so on). This change to the undead's Physical Aspects will adjust its Derived Aspects normally. The stitching process takes 1 hour per body part replaced in this manner.

These body parts do not need to come from a human, but the donor must at least be humanoid in appearance (i.e., arms, legs, head, etc.) and have the Living Characteristic; the body parts of Undead creatures are too decayed to be of use. The donor must have the same Height as the corpse.

REPAIRING CORPSES

The Stitching Skill can also be used to repair damaged corpses, which is handy for both preparing a corpse for animation and for repairing the damage suffered by the character's undead minions.

Corpses are generally considered to have half their normal Wounds remaining (rounding up), though the Fatemaster might decide otherwise if the corpse met with a particularly brutal end (such as falling into a wood chipper). The fact that a corpse possesses Wounds might seem somewhat strange, but it is just an abstraction to represent the damaged nature of most corpses.

A damaged corpse or undead creature may be repaired fairly easily, and each hour of work heals an amount of damage equal to the repairing character's Stitching Skill. If a repaired corpse is later animated with the Raise Undead Magic, it is raised with the appropriate number of Wounds remaining.

The Stitching Skill can also be used to repair Critical Effects on an undead creature or corpse that are only restored when the body is healed. Each Critical Effect repaired in this way requires 1 hour divided by the repairing character's Stitching Skill. A character with Stitching 4, therefore, would require 15 minutes to repair a Critical Effect on one of her undead servants.



ZOMBIE STATS

Sometimes, the creation of zombies can bring the game to a halt as the players convert the stats of their newly raised character into those of an undead zombie. The situation is exacerbated if the Fatemaster didn't have a stat block prepared for the person being turned into an undead, or if the Resurrectionist is just grabbing a random body from the graveyard.

These stat blocks are intended to make the Raise Undead Magic easier to use by giving players and Fatemasters alike a number of prepared templates detailing some of the more common people of Malifaux (after they've been raised from the dead, of course).

Each zombie has been provided with both a weapon it is likely to have had access to in life and a Pugilism attack (the damage of which depends upon the undead's ranks in the Pugilism Skill, as normal).

LABORER ZOMBIES

Laborers make up a large bulk of those raised from the dead by the Resurrectionists, both because they are plentiful and because they are well-suited for physical labor. Even in death, these zombies are skilled at performing menial tasks for their master, and their natural strength makes them decent in combat, too.

The most common laborers in Malifaux are porters and miners, though the latter are often raised as the more competent Crooked Men when possible (*Into the Steam*, pg. 227). Railworkers, factory workers, and carpenters also fall under the general category of laborer, as does anyone else who makes their living through physical labor.

LABORER ZOMBIE

Peon (4), Undead

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

Skills: Athletics 1, Heavy Melee 1, Labor 2, Toughness 1

Raised Undead: When this character becomes an undead creature, it is raised with half its Wounds remaining (rounded up).

(1) Sledge Hammer (Heavy Melee)

AV: 3 (7) ===== Rg: /// 2 ===== Resist: Df
Target suffers 2/3/4 damage.

(1) Blue-Collar Biting (Pugilism)

AV: 2 (6) ===== Rg: /// 1 ===== Resist: Df
Target suffers 0/1/2 damage.



SOCIALITE ZOMBIES

Socialite zombies tend to handle the transition into undeath a bit better than most, and some of them could almost still be considered attractive in the right lighting. That's usually where their advantages end, however.

The social connections the socialite spent her life forming do not do her much good after her death, even if she had the mental faculties to draw upon them. At best, the Resurrectionist might get lucky and find a wallet or handbag on the corpse that allows for a bit of extra scrip.

Socialite zombies represent politicians, lawyers, entertainers, prostitutes, and just about everyone that makes their living through social interactions and personal charisma.

SOCIALITE ZOMBIE

Peon (4), Undead

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

Skills: Evade 1, Pugilism 1

Raised Undead: When this character becomes an undead creature, it is raised with half its Wounds remaining (rounded up).

(1) Grimy Parasol (Melee)

AV: 0 (4) ===== Rg: ♣ 1 ===== Resist: Df
Target suffers 1/3/4 damage.

(1) Delicate Nibble (Pugilism)

AV: 1 (5) ===== Rg: ♣ 1 ===== Resist: Df
Target suffers 1/2/3 damage.

SOLDIER ZOMBIES

There are a lot of advantages to raising soldier zombies. They tend to be in excellent physical condition, most come equipped with their own weapons and armor, and many have been so well-trained that their skills linger into undeath.

The most common soldier zombies in Malifaux belong to the Guild Guard, many of whom shuffle into combat still wearing their former uniforms. The Guild are not the only ones who train soldiers, however, and this group could just as easily include Union legbreakers, gang members, and frontiersmen.

SOLDIER ZOMBIE

Minion (5), Undead

Might 1	Grace 2	Speed 0	Resilience 0
Charm -5	Intellect -5	Cunning -5	Tenacity 3
Defense 3 (8)	Walk 4	Height 2	Initiative 0 (5)
Willpower 5 (10)	Charge 4	Wounds 5	

Skills: Athletics 1, Evade 1, Melee 2, Pistol 1, Toughness 1

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

Raised Undead: When this character becomes an undead creature, it is raised with half its Wounds remaining (rounded up).

(1) Refurbished Infantry Sword (Melee)

AV: 3 (8) ===== Rg: ♣ 1 ===== Resist: Df
Target suffers 1/3/4 damage.

(1) Awkward Biting (Pugilism)

AV: 1 (6) ===== Rg: ♣ 1 ===== Resist: Df
Target suffers 0/1/2 damage.



THINGS THAT GO BUMP

This section contains a variety of people and creatures that are native to either the Quarantine Zone, sewers, and other subterranean areas of Malifaux or have a distinctly Resurrectionist mindset. These characters are presented in a way that allows the Fatemaster to easily use them as combat adversaries, antagonists, allies, or even animated minions.

Of course, not all creatures are alike, so Fatemasters are encouraged to make adjustments to these creatures as they see fit. This might be as simple as swapping out one weapon for another or just increasing or decreasing a character's Rank Value to make it more or less threatening. Alternatively, if you have *Into the Steam*, you could give a creature one (or more) of the Triggers listed in the Skill Triggers section (pg. 128 of that book). This is a good way to make a creature feel unique without increasing its power by too much.

For instance, you might be running an adventure that involves the Fated having to deal with the Brotherhood of the Rat, the loose association of Rat Catchers within Malifaux City. Most of the members might be the typical Rat Catchers found on page 179, but their leader Warwick might be a Henchman Rat Catcher with a shotgun taken from the *Fated Almanac*. Imagine the surprise of the Fated when they learn that they're not the only ones with Manifested Powers!

Use this section as you see fit, and don't be afraid to play around with things to suit your campaign and story. If the Fated are wandering around in the canyons north of Malifaux, for instance, they might encounter a large, flightless vulture that the Guild refers to as "Axebeak." It's a fearsome creature that has been known to attack any travelers it comes across, only to drag their corpses down into its subterranean lair...

FROM THE DIARY OF EMELINE BELLEROSE:

I have always felt that there are certain transitions in life that require recognition and a changing of customs. In my homeland, for instance, a young woman will take a long bath on the day of her wedding to wash away any thoughts of her previous life (or previous lovers). In the same vein, I'm told that some men will purchase a new suit prior to beginning their first day of employment with a new company, believing that it's best to start fresh on every front.

It is in this tradition that I have started this second journal. My previous journal yet has room in its pages, but I intend to send it onward to my employers for reasons I will not discuss here. The words contained within were the final days of my prior life, and I wish to begin this record of my new life free from such entanglements.

Amusingly, my first concern about my current state is one of terminology. Is it truly a new "life" if my heart no longer beats in my chest or if I no longer feel compelled to breathe? The alternatives are far more depressing: the word "existence" feels hollow and empty, while "unlife" and "undead" only define me in contrast to what I no longer possess.

But, I digress from the point, do I not?

It is unfortunately true that I am now a member of the undead. I did not meet my death at the end of a zombie's claws or through some method of dark necromancy, but rather on the side of a frozen mountain. In my inability to find my way back down the trail before nightfall, I passed from the world of living... and then returned as I am now.

Spontaneous animations are not unheard of, of course; there are hundreds of files regarding such things in the file cabinets of the Death Marshals. Perhaps I unknowingly expired next to a vein of Soulstones, and their latent magic brought me back from death.

Perhaps it was little more than random chance.

Whatever the reason, I seem to have returned with my faculties more or less intact. My physical body is also more or less intact, though I shall spare you the less pleasant details and merely note that my skin appears to have become much paler than it was in life.

Perhaps more importantly in the short term, the cold has become less of a bother, though keeping the ink warm enough to write with has proven difficult with no body heat. I managed to create a small fire in a sheltered location, and now I am merely awaiting the rising of the sun to assist me in finding the path and returning to the village at the mountain's foot.

With any luck, I'll be able to acquire some makeup and get a bit more color into my cheeks before I make my public debut. - E.B.



NIGHT TERROR

Minion (5), Spirit, Beast

Might 0	Grace 4	Speed 3	Resilience 0
Charm -4	Intellect -2	Cunning 3	Tenacity 1
Defense 5 (10)	Walk 6	Height 1	Initiative 5 (10)
Willpower 3 (8)	Charge 7	Wounds 4	

Skills: Martial Arts 2, Notice 2, Track 2, Wilderness 1.

Attracted to Noise: After another character resolves an Action that caused a significant amount of noise (such as an attack with a firearm, shouted commands, or similar, as determined by the Fatemaster), this character may push 2 yards towards that character.

Cloaked in Darkness: The area within 6 of this character is considered to be Ht 3 Soft Cover.

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

Nightstalker: At sunrise, this character is removed from reality. At sunset, this character returns to reality in the same location as if no time had passed.

(1) Clawed Wings (Martial Arts)

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

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

(0) Flock Together

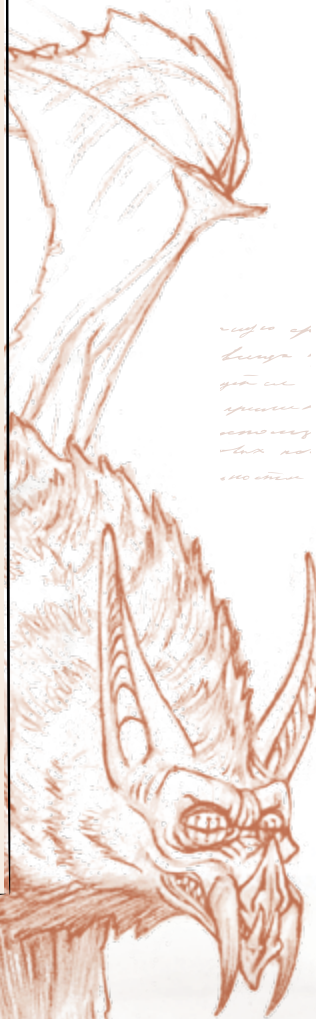
All friendly Night Terrors within 6 may push up to 6 yards towards this character.

The trip back to town took most of the day, which proved a blessing, as the shadows of the evening allowed me to make some purchases in the general store without raising any suspicion. The shopkeeper was sympathetic upon learning of the deaths of my companions, and I purposefully drew the conversation out to see if he might come to suspect that I was no longer one of the living.

My appearance was evidently pleasant enough to pass as living in dim lighting, though he did make a few comments about how pale I looked; I suspect that he believed it to be a lingering effect of the mountain's cold. The shopkeeper offered to walk me back to my rented room, claiming that there were Night Terrors in the area and that he did not wish to see me troubled by any further bad luck.

I was unfamiliar with the beast in question, which he described as something akin to a very large humanoid bat. Unlike the bats of Earth, these winged creatures have two pairs of wings and evidently feed on the souls of their prey, rather than their flesh. Most interestingly, they seem incapable of existing during the day; as soon as the sun rises, they fade away like ghosts.

The shopkeeper claimed that these Night Terrors often live and hunt in packs and that they favor particularly large and old knotwood trees for their nests. I made a quick sketch of one from the description he gave, and the shopkeeper seemed impressed with my skill, particularly in the low light. - E.B



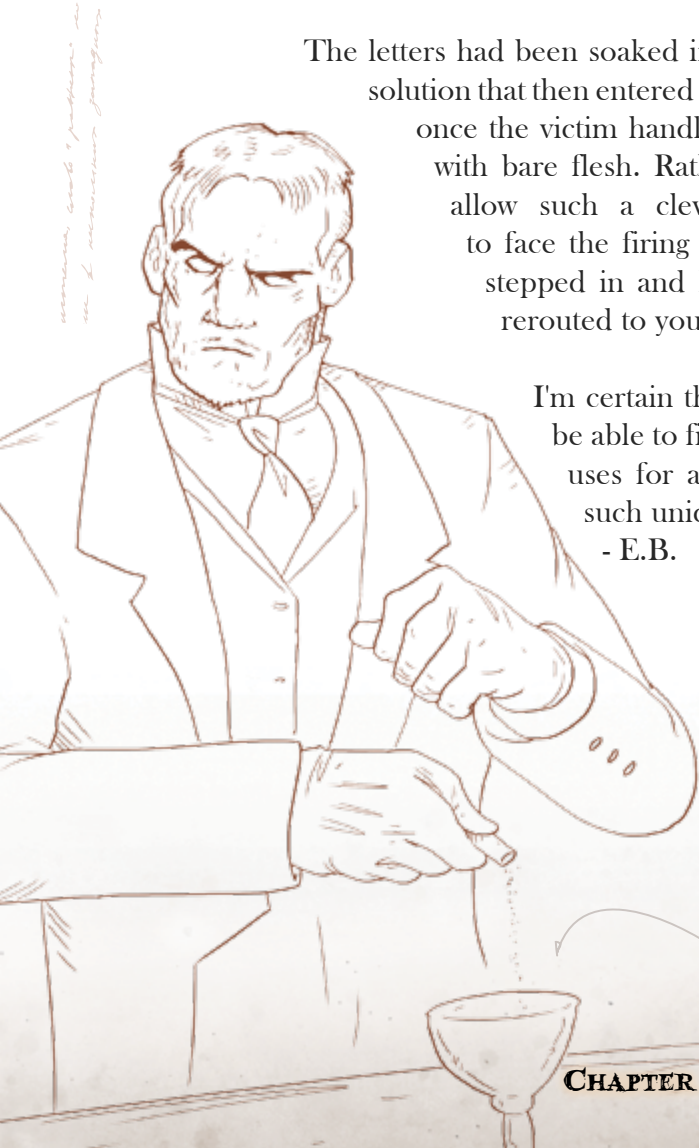
My train arrived in Ridley this morning, and I am happy to report that the makeup I purchased is doing a wonderful job of disguising my condition. A second shopping trip in Center City resulted in long gloves and a few dresses that - despite being English in design - will allow me to travel without needing to apply makeup to my hands or neck.

When I had returned to the station, however, I found that my train back to Malifaux City had been delayed by a Guild inspection. I joined the crowd and watched as the guard hauled away a middle-aged man dressed in a suit that was just starting to cross the line between "well-loved" and "shabby."

I was curious as to what the prisoner might have done and approached one of the watching guards, who was more than happy to discuss the situation with me. The man in question had apparently been sending poisoned letters to his business rivals and had attempted to flee by train once the Guild discovered his crimes.

The letters had been soaked in a toxic solution that then entered the body once the victim handled them with bare flesh. Rather than allow such a clever man to face the firing squad, I stepped in and had him rerouted to your office.

I'm certain that you'll be able to find a few uses for a man of such unique skill.
- E.B.



REMORSELESS POISONER

Minion (5), Living

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

Skills: Alchemy 3, Bewitch 3, Carouse 1, Convince 3, Deceive 3, Melee 2, Lockpicking 2, Notice 2, Pick Pocket 3, Stealth 4.

Convenient Excuse: During Narrative Time, if this character is accused of a crime or other action, she may force the accuser to succeed at TN 12 Scrutiny Challenge or withdraw their accusation on the belief that this character is not responsible (regardless of any evidence to the contrary). On a success, the accuser is immune to this Talent for 24 hours.

Flick of the Wrist: This character may use Grace in place of Might when making a Close Combat attack with a one-handed weapon.

Just A Few Drops: Other characters do not notice this character taking the Poison Vial Action unless they are within 2 yards and succeed on a TN 14 Notice Challenge after the Action has been resolved.

(1) Poisoned Hairpin/Cufflink (Melee)

AV: 4 (9) ===== Rg: ∞ 1 ===== Resist: Df
Target suffers 1/2/3 damage and gains the **Poison +2** Condition.

(1) Poison Vial

Target food or drink within 1 yard gains the following Condition: **Poisoned!**: Any creature eating or imbibing this food or drink gains the **Poison +4** Condition after ten minutes."

It feels like a lifetime since I was last on this train with my associates, despite it only having been a few months. Mr. Wright and Mr. McEwan are gone now, but the canyons north of the city are still as desolate and unchanging as ever.

Despite this horrid appearance, the bird appeared to be quite strong for its size, for it was carrying what I took to be a large stone in its talons. It was only when it dropped its burden to the ground that I realized it was not a rock the vulture was carrying but rather a human skull.

VULTURE

Peon (4), Living, Beast

Might -2	Grace 3	Speed 2	Resilience -1
Charm -5	Intellect -4	Cunning 1	Tenacity -1
Defense 5 (9)	Walk 5	Height 1	Initiative 2 (6)
Willpower 3 (7)	Charge 6	Wounds 4	

Skills: Centering 1, Evade 3, Martial Arts 2, Stealth 1, Wilderness 1.

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

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

(1) Sharp Talons (Martial Arts)

AV: 5 (9) ===== Rg: /// 1 ===== Resist: Df
Target suffers 1/2/4 damage.

(0) Carrion Away

This character may target a **Ht 1** or **Ht 2** corpse within 1 yard. Until the end of its turn, this character may not make Close Combat attacks but may place the corpse adjacent to it after it finishes a Walk Action.

As I was looking out the window and thinking back to them, I caught sight of a large vulture dragging something across the parched ground. The bird was nothing like one of the majestic raptors which I favor, instead being a hunched and ugly creature that seemed designed to inspire revulsion. Its feathers were partially molted, but its pinkish head and neck were bald, without so much as a single feather.

When the conductor came around to take my ticket, I mentioned the vulture and its grisly trophy to her. She claimed that the birds were relatively common in the Footprints (as the canyons north of Malifaux City are called) and that it is not uncommon to see them in the sky as they circle a recently deceased meal.

I pointed out that the vulture was little more than a grotesque mockery of the other birds of prey, and the conductor readily agreed with my assessment. She is clearly a woman of good taste and fine breeding. - E.B.



Having returned to Malifaux City, I first visited my room to learn whether the course of action I suggested in my previous journal had been approved or if there would be a Death Marshal waiting for me. Fortunately, my suggestion seemed to have some merit, and I now have the funding and cover story I require to continue forward. As you read this, allow me to thank you for your trust.

Now that I had access to the resources I required, I admit to having been at somewhat of a loss as to how to best make contact with a Resurrectionist; they are as fractious as the Arcanists are organized, and Ms. Justice is notoriously difficult to work with when it comes to the finer arts of espionage. With no other reliable leads to follow, I took to haunting the graveyards at night, hoping for a chance encounter.

It took only three nights before I finally encountered a creature such as myself. The cooling weather had brought in a bank of thick fog, and from that fog emerged two small children, each moving with preternatural silence.

They were clad in tattered rags, and it was clear that they were no longer among the living. The children were curious but wary, so I produced my sketch book and started drawing, which piqued their curiosity enough to lure them closer. They were fascinated by their likenesses, and after I had finished, they took me by the hand and led me into the fog. Evidently I had earned their trust.
- E.B.



CROOLIGAN

Minion (5), Undead, Horror, Lost

Might 0	Grace 4	Speed 2	Resilience 0
Charm -2	Intellect 0	Cunning 2	Tenacity 3
Defense 6 (11)	Walk 5	Height 1	Initiative 4 (9)
Willpower 5 (10)	Charge 6	Wounds 4	

Skills: Acrobatics 1, Athletics 1, Enchanting 3✘, Evade 4, Lockpicking 1, Melee 3, Notice 2, Pick Pocket 2, Stealth 4

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.

(1) Infected Dagger (Melee)

AV: 3✘ (8✘) === Rg: /// 1 ===== Resist: **Df**
Target suffers 1/2/3 damage.

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

(1) Return to Sender

This character teleports to a space within 1 yard of another character fully within an area of soft cover and within 12 yards or to within 1 yard of its controller regardless of the distance.

(0) The Mist (Enchanting/Cunning)

AV: 5✘ (10✘) == TN: 10✘

Until the start of this character's next turn (or the start of its controller's next turn, if this character is a subordinate), the area within $\text{Ⓢ}4$ of this character is considered to be **Ht** 3 soft cover.

MANIACAL NECROMANCER

Enforcer (8), Living

Might 1	Grace 2	Speed 1	Resilience 1
Charm -1	Intellect 2	Cunning 3	Tenacity 2
Defense 5 (13)	Walk 5	Height 2	Initiative 2 (10)
Willpower 4 (12)	Charge 5	Wounds 7	

Skills: Deceive 2, Evade 3, Intimidate 2, Leadership 1, Necromancy 3✕, Notice 1, Pistol 3, Scrutiny 2, Stealth 2, Stitching 2, Toughness 2.

Expendable Minions: This character does not flip a card for friendly Mindless Zombies when shooting into an engagement. When this character is struck by a damaging attack, it may kill a friendly Mindless Zombie within 1 yard to reduce the damage to 0.

Restless Dead: Mindless Zombies are immune to the **Slow** Condition and gain +4 Pugilism while within 6 of this character.

Zombie Apocalypse: This character is accompanied by and may control a number of Mindless Zombies (*Fatemaster's Almanac*, page 193) equal to its Rank Value and does not have to take the (1) Order Action to issue commands to Mindless Zombies.

(1) Collier Navy (Pistol)

AV: 5 (13) ===== Rg: 12 ===== Resist: Df
Target suffers 2/3/4 damage.

✕ *Blood Scent:* After damaging, a friendly Mindless Zombie within 1 yard of the target may make a (1) Close Combat attack against the target.

(1) Decaying Touch (Necromancy/Tenacity)

AV: 6✕ (14✕) == Rg: 1 ===== Resist: Df
Target suffers 2/3/4 damage. A friendly Undead that suffers damage from this attack instead heals 2 damage.

It is with a heavy heart that I report that it is quite impossible for an undead lady to become drunk, no matter how many glasses of wine she imbibes. This is a great tragedy, as I believe that great quantities of alcohol are the way that anyone could endure the company of Salomon Karlsson for any significant amount of time.

The undead children brought me to Karlsson as he was in the process of exhuming one of the cemetery graves. Rather than do the work himself, he had enlisted the help of several shuffling zombies, most of whom were unable to tell the right end of the shovel from the other.

Karlsson was desperately attempting to present himself as a dark and mysterious necromancer, though his thick Swedish accent was doing him few favors. I'm willing to give most men a great deal of leeway when it comes to their personal taste in fashion, but when eyeshadow enters the picture, something has gone horribly wrong.

When I informed him that I was seeking a Resurrectionist to instruct me in the ways of necromancy, Karlsson became quite excited by the prospect of having a student to share his secrets.

He actually started monologuing. *Quel con.* - E.B.





CANINE REMAINS

Minion (5), Undead, Beast, Hound

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

Skills: Evade 3, Notice 2, Pugilism 3✕, Track 3.

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

Hunting Dogs: Enemy characters receive -1 Df while within \odot 1 of this character.

Scent of Death: This character may take the (2) Charge Action as a (1) Action when targeting a character with the **Poison** Condition.

(1) Teeth and Claws (Pugilism)

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

✕✕ *Rabid Bite:* After succeeding, the target gains the **Rabies +1** Condition (pg. 151).

Even if Karlsson's skill at commanding human zombies is somewhat questionable, he does seem to have a talent for animating simpler animals. His undead dog - which he insisted that I call a "Canine Remains" for some reason - is quite obedient and seems to have retained a fair amount of its canine instincts.

When I asked why the dog was not helping the other zombies dig up the grave, Karlsson informed me that it had a habit of chewing on the bony legs of the other zombies. The admission brought a smile to my lips, and as I write this, I am scratching the appreciative beast behind its tattered ears.

Many of the dog's instincts seem to have survived death. I observed it sniffing the air for interesting scents, wagging its tail, and nudging my hand when it wished for attention. How precious! - E.B.

GUARD DOG

Peon (4), Living, Beast, Hound

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

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

Hunting Dogs: Enemy characters receive -1 Df while within \odot 1 of this character.

Unimpeded: This character ignores penalties for terrain while taking Movement Actions.

(1) Snapping Jaws (Pugilism)

AV: 4 (8) ===== Rg: /// 1 ===== Resist: Df
Target suffers 1/3/4 damage. This attack gains +2 AV when taken as part of a disengaging strike.

GRAVE GOO

Minion (5)

Might 3	Grace -2	Speed 0	Resilience 3
Charm -5	Intellect -5	Cunning -5	Tenacity -5
Defense 2 (7)	Walk 4	Height 2	Initiative 1 (6)
Willpower 2 (7)	Charge 4	Wounds 9	

Skills: Notice 1, Pugilism 2♥, Toughness 3.

Consume Corpse: When this character kills a Living or Undead character, the target's corpse is completely destroyed, and this character gains **Regeneration +1** until the next sunrise or sunset.

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

Rotten Contents: After suffering damage, this character may discard a card. If it does, all Living characters within 2 yards suffer 2 damage.

(1) Engulfing Mass (Pugilism)

AV: 5♥ (10♥) == Rg: // 2 ===== Resist: Df
Target suffers 1/3/4 damage. This attack gains + to damage flips against Undead.

♥ *Engulf:* After damaging, place this character adjacent to the target and take this Attack again against the same target. This Attack may not declare Triggers.

☉ *Creamy Nougat Filling:* When damaging, this attack deals +1 damage and ignores Armor.

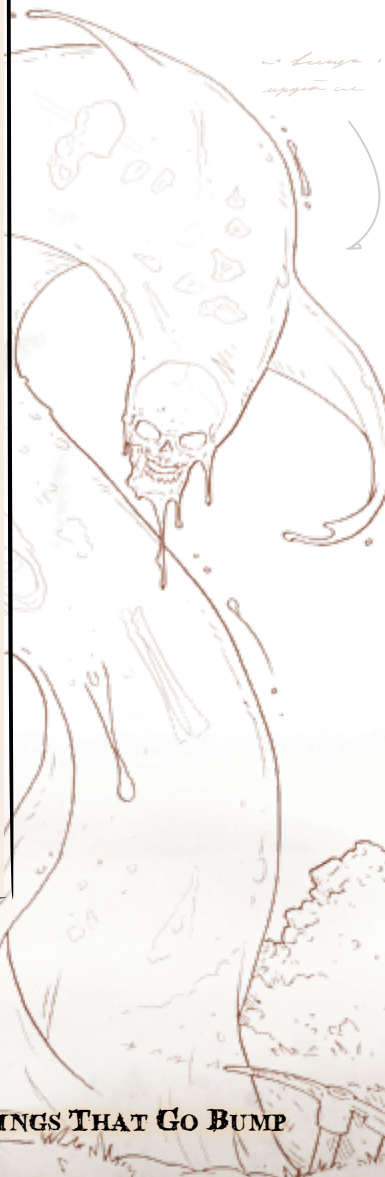
(0) Absorption

This character may destroy a target corpse within 2 yards to gain the following Condition until the next sunrise or sunset: **Regeneration +1:** This character heals 1 damage at the start of its turn during Dramatic Time."

It took a few hours - long hours, during which Karlsson continued to monologue about his necromantic skills - for the zombies to finish exhuming the grave. I had long since lapsed into boredom, and even the undead dog had curled up and pretended to fall asleep.

Just as I feared that the boredom would kill me a second time, a purple-black mass of slime and rotting organic matter exploded out of the grave like one of those wind-up toys with the clown in the box. Two of Karlsson's zombies fell instantly as it struck them with pseudopods and absorbed them into its mass.

I stumbled backwards from my seat and uttered a very unladylike curse, while Karlsson just shrieked in a surprisingly high voice and ducked behind a nearby tombstone. There was only a faint sliver of sentience to the "grave goo," but it was enough to allow me to turn it against itself with my talents as Karlsson emptied his pistol into its translucent mass.



As the last of Karlsson's bullets struck home, the creature's form collapsed into a mass of rancid meat and disgusting purple goo. Further inspection revealed that it had apparently been lurking in the grave's coffin, where it had been dissolving the corpse within. I suspect that it was some sort of scavenger and that it reacted violently to being disturbed.

- E.B.

After helping Karlsson destroy the grave goo, he agreed to introduce me to his Resurrectionist associates, but there was a catch. I needed to prove that I had some talent with Necromancy, which meant animating a corpse and parading it in front of everyone to earn their approval.

I suppose we must all make sacrifices in the name of the mission, must we not? I spent the next day requesting an appropriate Grimoire from the Death Marshals and requisitioning a corpse from the Coroner's office. Most curiously, although the Grimoire took stacks of paperwork and the approval of my superior, the corpse was delivered by a short man who didn't so much as glance at my paperwork.

The corpse in question proved to be that of a man who had been executed via electrocution. This apparently proved to be an important detail not mentioned in the animation ritual, for I had no sooner spoken the words to the spell when the corpse snapped up into the air, and a spectral electrical chair appeared beneath him!

I must admit, my first zombie is much more "floaty" than I would have imagined. I can only assume that the trauma of the man's execution has lingered with him past death, and that the electrical chair is a manifestation of this trauma. Were the man not a convicted murderer, I would almost feel sorry for him. It does not appear to be a pleasant way to spend one's afterlife.
- E.B.

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in a unmarked jagged*

THE GUILTY

Minion (6), Undead, Tormented

Might 2	Grace 2	Speed 0	Resilience 1
Charm -4	Intellect 1	Cunning 3	Tenacity 2
Defense 5 (11)	Walk 4	Height 2	Initiative 2 (8)
Willpower 4 (10)	Charge 4	Wounds 7	

Skills: Enchanting 3✗, Evade 3, Intimidate 2, Melee 3✗, Notice 2, Scrutiny 1, Toughness 2.

Float: This character floats 1 yard above the ground at all times and may ignore any terrain or similar objects below that height. This character may not take the Drop Prone Action for any reason.

Df (✗) Accusation: After a Tormented character deals damage to this character, the Tormented character suffers 1 damage.

(1) Murder Weapons (Melee)

AV: 5 ✗ (11✗) = Rg: 1 ===== Resist: **Df**
Target suffers 2/3/5 damage.

✗ *Recrimination:* After damaging, the target gains the following Condition until the start of this character's next turn: "**Secret Guilt:** When this character declares a Tormented character as the target of an Action, it must discard a Twist Card or the Action immediately fails."

(0) Share Guilt (Enchanting/Cunning)

AV: 6✗ (12✗) == Rg: 12 ===== Resist: **Wp**
Target gains the Tormented Characteristic until the next sunrise or sunset.

✗✗ *Lethal Regrets:* After succeeding, the target gains the following Condition: "**Lethal Regrets:** The next time this character kills a character that shares one of this character's Characteristics, this character suffers 2/4/5 damage and this Condition ends."

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We had our meeting with the other Resurrectionists today. I was somewhat relieved to see the looks of surprise on their faces when I arrived with my creation in tow; somehow, it was reassuring to know that even experienced necromancers found a floating, screaming zombie in a ghostly, sparking electrical chair to be disconcerting.

There were three of them, all men, dressed in common clothing that only served to make Karlsson's dramatic garb all the more laughable in comparison. There were also a few zombies shuffling around, and while I tried not to react, I recognized one of them as having once been a member of the Guild guard who was often assigned to the barricades of the Quarantine Zone. He had evidently run into some bad luck since the last time I had seen him.

GUILD AUTOPSY

Minion (5), Undead, Horror

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

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

Embalmed: When this character would suffer damage due to the **Poison** Condition, it instead heals 1 damage. At the start of Dramatic Time, this character gains **Poison +5**.

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

(1) Corrupted Sword (Melee)

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

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

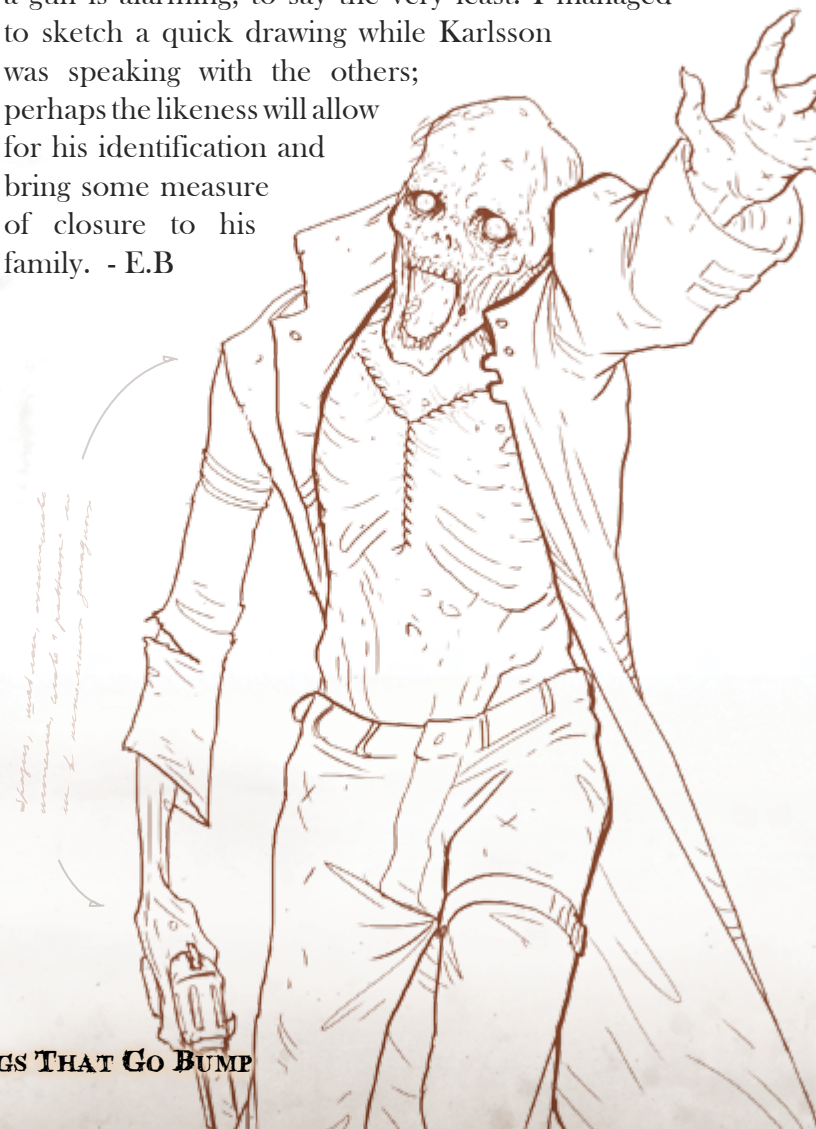
(1) Corrupted Pistol (Pistol)

AV: 4 (9) ===== Rg: r 12 ===== Resist: **Df**
Target suffers 1/3/4 damage.

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

Most curiously, it appeared as if someone had performed some sort of autopsy upon his corpse, likely prior to his animation. Perhaps his body had been snatched from the morgue? He was still wearing his Guild uniform, and I admit, it was difficult to pretend that he was not there and that I did not recognize him.

The poor man still clutched his revolver in one hand, though I can only assume that his corpse merely uses it like a club; the idea of a seemingly mindless undead creature being able to aim and operate a gun is alarming, to say the very least. I managed to sketch a quick drawing while Karlsson was speaking with the others; perhaps the likeness will allow for his identification and bring some measure of closure to his family. - E.B



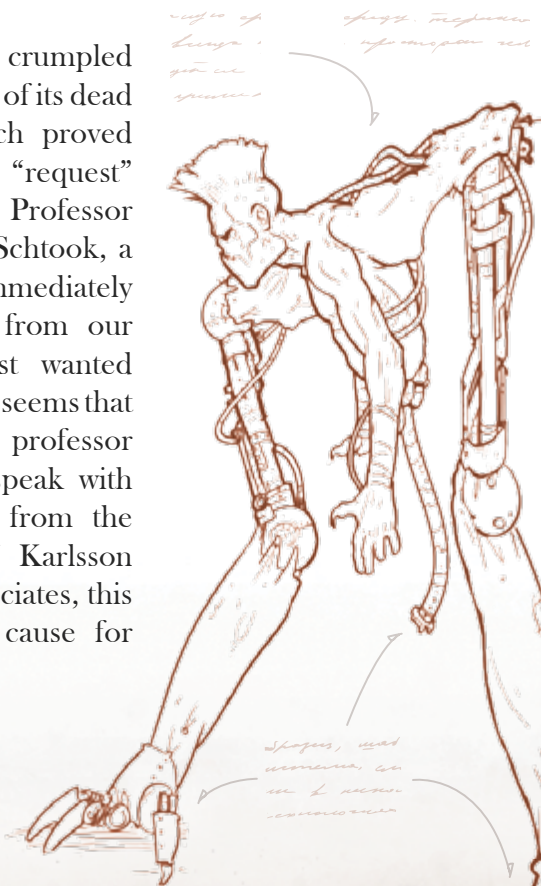
My electrical revenant sufficiently impressed the other Resurrectionists, and they have accepted me into their number. I remain curious as to just how much my undead state assisted my application, but these men are not particularly fond of answering questions in a helpful manner.

In fact, they seem surprisingly disorganized. As far as I could gather, the Resurrectionists have no leader, no command structure, no superiors, no subordinates... they don't even seem to have regular meetings. The most powerful of their number appear to communicate with their lessers via notes and messages, which are often delivered by quick undead creations they refer to as Necropunks.

I had the chance to see one of these Necropunks as our meeting drew to a close. It leapt down from the roof of a nearby building, landing near us in a hiss of pneumatic steam. Unlike the mindless undead brought by my new companions, its body had been augmented with pneumatic technology to an alarming degree, making it more of a hybrid of technology and necromancy than merely a zombie with a pneumatic limb.

It carried a crumpled letter in one of its dead hands, which proved to be a "request" by one Professor Albus von Schtook, a name I immediately recognized from our list of most wanted criminals. It seems that the good professor wished to speak with us, though from the reaction of Karlsson and his associates, this was not a cause for celebration.

- E.B.



NECROPUNK

Minion (5), Undead, Construct

Might -1	Grace 2	Speed 3	Resilience 0
Charm -5	Intellect -2	Cunning -1	Tenacity 1
Defense 4 (9)	Walk 6	Height 1	Initiative 5 (10)
Willpower 3 (8)	Charge 7	Wounds 4	

Skills: Athletics 2, Evade 3, Labor 1, Martial Arts 2, Notice 2, Stealth 3, Track 2, Wilderness 1.

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

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

(1) Filthy Claws (Martial Arts)

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

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

(2) Flurry

This character may discard a Twist Card to take three 1 AP Close Combat attacks against a single target.

(0) Leap (Athletics)

This character immediately moves up to its Charge Aspect, ignoring intervening terrain and characters during the move.

(0) Scrounge for Parts

This character heals 2 damage and gains the following Condition until the start of its next turn:
"Fragile +1: Damage flips against this character gain \blacktriangle ."



MALIFAU RAT

Peon (4), Living, Vermin

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

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

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

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

(1) Yellow Teeth (Martial Arts)

AV: 4✕ (8✕) === Rg: 1/1 ===== Resist: Df

Target suffers 1/1/2 damage and gains the following Condition: "**Blighted +1:** At the end of each day, increase the value of this character's **Blighted** Condition by exactly 1."

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

The sewers are terrible. Just... terrible. I have no words to accurately describe the smell, the texture of the... unpleasantness... under one's foot, the sensation of being watched in the damp darkness...

I will not dwell any longer on the subject, as my companions are growing impatient and I do not wish to try their patience for much longer. I had informed them that I wished to draw a quick sketch of one of the sewer rats, but truthfully, I am merely stalling in an attempt to delay the undesirable experience of wading through a particularly solid-looking patch of sewer water.

Karlsson informed me that I am more than welcome to remove my dress before wading across in order to keep it from getting dirty, a suggestion that was followed by guffaws and laughter from the others. I have no intention of giving them the pleasure, and now I am seriously considering setting my electrical revenant upon them simply for the satisfaction of the resulting mass electrocution.

Ah, but the sewer rats. They appear to grow to roughly the size of a large cat or a small dog, with pronounced incisors that are thicker than those of their Earth cousins, even when taking their increased size into account. Many of them also seem to be suffering the symptoms of some sort of sickness, though I do not possess the skills to identify the disease any further.

They tend to drool quite a bit, though I am not certain whether this is a natural tendency of their species or merely a symptom of this unknown disease. Were I still alive, I would no doubt be concerned about contracting the plague, as the Piper's Plague that struck Malifaux City a few years ago is said to have been spread by the vermin of the sewers.

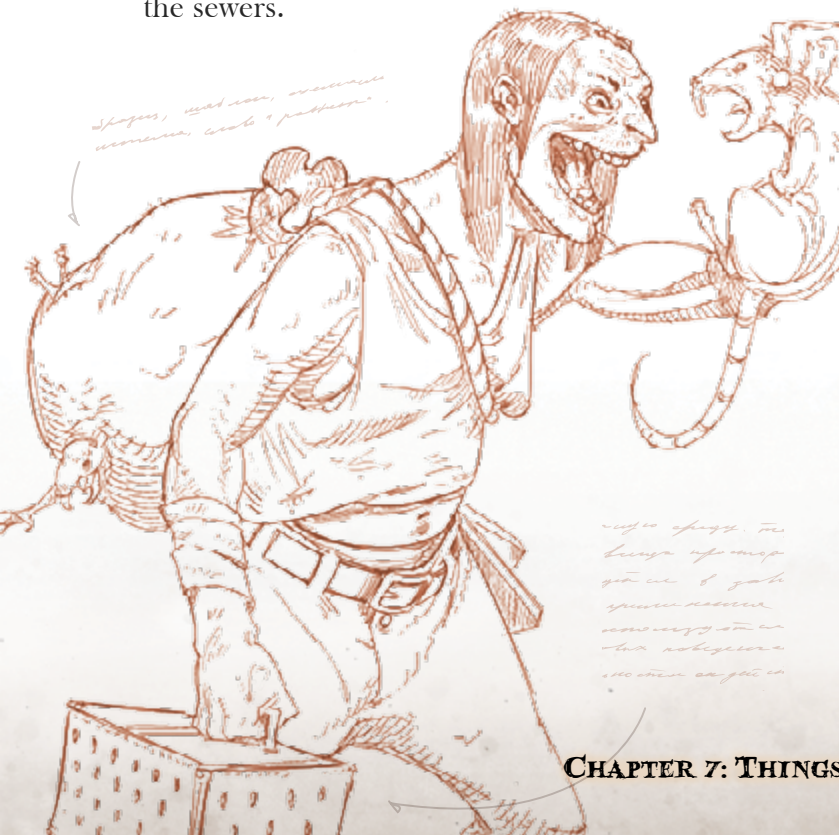
And now it is time for the unpleasant task of wading through the sewers to reach Von Schtook's lair. I am told that it is located in the depths of the sewers and that this is but the first of many patches of sewer water that must be traversed to reach it. Be strong, Emeline! - E.B.

The current of the sewer water proved far stronger than I had anticipated. I felt myself being pulled away from the others, who - rather than help a lady who was clearly in distress - chose instead to stand on the other side of the crossing and make bawdy jokes at my expense. It was quite infuriating, and in the heat of the moment, I regret that I became cross and ordered my floating zombie to attack them.

The effect of an electrical zombie upon men who had just crossed through sewage water was immediate and, I dare say, quite satisfying. Unfortunately, the current was relentless, and I soon found myself being washed away. I lost sight of my floating zombie as my head went under, and while I was in no danger of drowning, it was very, very unpleasant.

I was eventually rescued by an unlikely savior, a rat catcher named Danson. He was surprised to learn that I was an undead creature - my makeup was effectively ruined at this point - but took it in stride once he learned that I had no intention of devouring his brains (or whatever parts of the living the undead are said to eat).

While he is certainly not a handsome man, Danson is nevertheless something of a kind soul. He offered to share his evening meal (roasted rat on a spit) with me and even helped cut the ruined parts of my dress away into something more appropriate for travel in the sewers.



As with many rat catchers, Danson makes his living off of the Guild's meager bounty on dead rats. He seems to have developed a certain knack for getting the rats to obey his commands, a far lesser and underdeveloped counterpart to my own talents. I took my leave after he fell asleep, but as thanks for the rescue (not to mention a bit of human decency), I left a few dozen scrip near his bedroll. - E.B.

RAT CATCHER

Minion (5), Living, Nihilist

Might 2	Grace 0	Speed 2	Resilience 3
Charm -3	Intellect -1	Cunning 3	Tenacity 3
Defense 5 (10)	Walk 5	Height 2	Initiative 5 (10)
Willpower 5 (10)	Charge 6	Wounds 8	

Skills: Athletics 1, Barter 1, Evade 3, Husbandry 3, Lockpicking 3, Melee 3✕, Navigation 2, Notice 3, Pick Pocket 2, Toughness 2, Track 3, Wilderness 1.

Moldy Cheese: This character can control a maximum number of Malifaux Rats equal to its Rank Value. This character does not need to use a (1) Order Action to command these rats.

Voracious Rats: When a Living non-Vermin character is killed within 6 of this character, summon a Malifaux Rat within 1 yard of the killed character and under the control of this character.

(1) Rusty Trap (Melee)

AV: 5✕ (10✕) == Rg: 1 ===== Resist: Df

Target suffers 1/2/3 damage.

✕ *Rusted Shut:* After damaging, the target gains the **Slow** Condition.

✕ *Catch and Release:* After damaging, summon a Malifaux Rat within 1 yard of the target and under this character's control. This Trigger can only be declared once per Dramatic Time.

I have to get out of these sewers. I fear that I am going mad.

I was following one of the larger passages, kicking away the more curious rats as I sought to find a way to return to the surface. My meeting with the

RAT KING

Minion (6), Living, Vermin

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

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

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

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

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

(1) Swarm of Yellow Teeth (Martial Arts)

AV: 5✕ (11✕) == Rg: 1 ===== Resist: Df
Target suffers 1/1/2 damage and gains the following Condition: "**Blighted +1:** At the end of each day, increase the value of this character's **Blighted** Condition by exactly 1." If this character has half or more of its Wounds remaining, it gains a **♣** to the attack flip.

Overwhelm: After damaging, take this Action again against the same target. This attack has -1 AV for each other time this Trigger has been declared this turn.

mysterious Albus had definitively been cancelled following the murder of Karlsson and his cronies, and I was beginning to regret compromising the mission for a brief moment of revenge. As I am sure you are aware, such behavior is quite unlike my typical self, and as a result, I was (and still am) concerned that my undead nature may have affected my personality in ways that I do not yet realize.

I was drawn out of my thoughts when something moved in the shadows up ahead. At first, it appeared human... but only in profile. As it drew closer, I realized that it was actually a swarm of rats that had crawled into a voluminous cloak and were lurching forward in a crude approximation of a human's walking gait.

I gasped in surprise, and it turned its head to face me. *It turned its head.* How many rats had to shift to accomplish that effect, while others remained still? How could they even communicate such a thing, let alone exercise that much control over their collective form? And to what purpose?

I fled, and the swarm lurched after me. I only glanced back once to find it right on my heels, its body lurching from side to side in a manner that almost resembled a strange, jerking dance.
- E.B.

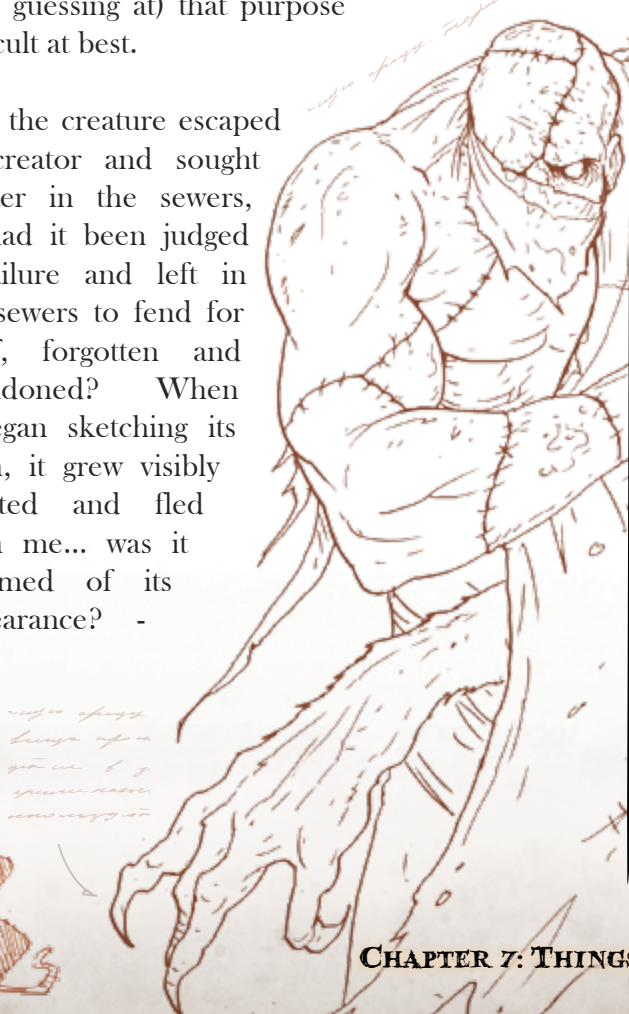


The rat swarm was gaining on me, and I had the horrifying realization that I was about to be devoured by vermin. I turned down a side passage, only to find a hulking form blocking my path. It reached out with a twisted, misshapen arm... and shoved me aside as the rat swarm skittered around the corner, its cloak-wrapped body nearly toppling over from inertia.

With a great bellow, the larger creature began beating the swarm with its limbs, dashing rats against the walls by the dozens until the swarm dispersed. When the creature turned back to me, I was prepared to defend myself, but instead it made an unintelligible sound and some awkward hand gestures. It was clear that the creature was trying to communicate with me, but unfortunately, I was unable to make much sense of what it was trying to convey.

My savior's undead body was riddled with stitches, and as I alluded to earlier, it was quite a bit taller than myself. It had obviously been constructed for some purpose, but many of its limbs had been replaced with non-human parts, which made identifying (or even guessing at) that purpose difficult at best.

Had the creature escaped its creator and sought shelter in the sewers, or had it been judged a failure and left in the sewers to fend for itself, forgotten and abandoned? When I began sketching its form, it grew visibly agitated and fled from me... was it ashamed of its appearance? - E.B.



DISCARDED AMALGAM

Enforcer (7), Undead, Horror

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

Skills: Evade 3, Labor 2, Notice 2, Pugilism 3✕, Stealth 2, Thrown Weapons 4, Toughness 3.

Extra Limbs: This character gains **+** to attack and damage flips it makes when it has half or more of its Wounds remaining.

Impossible to Wound +1: Damage flips against this character suffer **□**. Damage flips against this character cannot be cheated.

Terrifying (Living) 11: Enemy Living characters must pass a TN 11 Horror Duel when they end a Walk Action within this character's engagement range or target this character with an Action.

(1) Monstrous Claws (Pugilism)

AV: 7✕ (14✕) == Rg: **///** 2 ===== Resist: **Df**

Target suffers 3/5/6 damage.

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

(1) Vomit Acid (Thrown Weapons)

AV: 3 (10) ===== Rg: **↖** 6 ===== Resist: **Df**

Target suffers 3/3[☠]/4[☠] damage and this character suffers 1 damage.

✕ **Melted Away:** After damaging, destroy one piece of armor equipment (this character's choice) worn by each character who suffered Moderate or Severe damage from this attack.

(0) Toss Aside (Pugilism)

Target character within 2 yards suffers 1 damage and is pushed 2 yards away from this character.

PLAGUE PICKER

Minion (6), Construct

<i>Might</i> 2	<i>Grace</i> -2	<i>Speed</i> -2	<i>Resilience</i> 1
<i>Charm</i> -5	<i>Intellect</i> -5	<i>Cunning</i> -5	<i>Tenacity</i> -5
<i>Defense</i> 3 (9)	<i>Walk</i> 3	<i>Height</i> 3	<i>Initiative</i> -1 (5)
<i>Willpower</i> 2 (8)	<i>Charge</i> 3	<i>Wounds</i> 7	

Skills: Evade 2, Labor 1, Notice 1, Pneumatic 3, Toughness 2.

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

Corpse Spikes: This character may have any number of corpses or characters impaled upon its spikes so long as the total combined Height of these bodies does not exceed Height 4. For every 2 Height worth of bodies impaled in this way (rounded down), this character gains **Armor +1**.

(1) Pneumatic Claw (Pneumatic)

AV: 5 (11) ----- Rg: $\frac{1}{4}$ 2 ----- Resist: Df
Target suffers 1/3/4 damage.

✦ **Mistake for Corpse:** After damaging, the target must succeed on a TN 10 Evade duel or suffer 2 damage and gain the following Condition until this character is killed: **"Impaled on Back:** This character cannot move or declare Actions and is carried along when the character that applied this Condition moves. At the end of each round, this character suffers 1 damage and may attempt a TN 12 Athletics duel to end this Condition."

(0) Impale Corpse

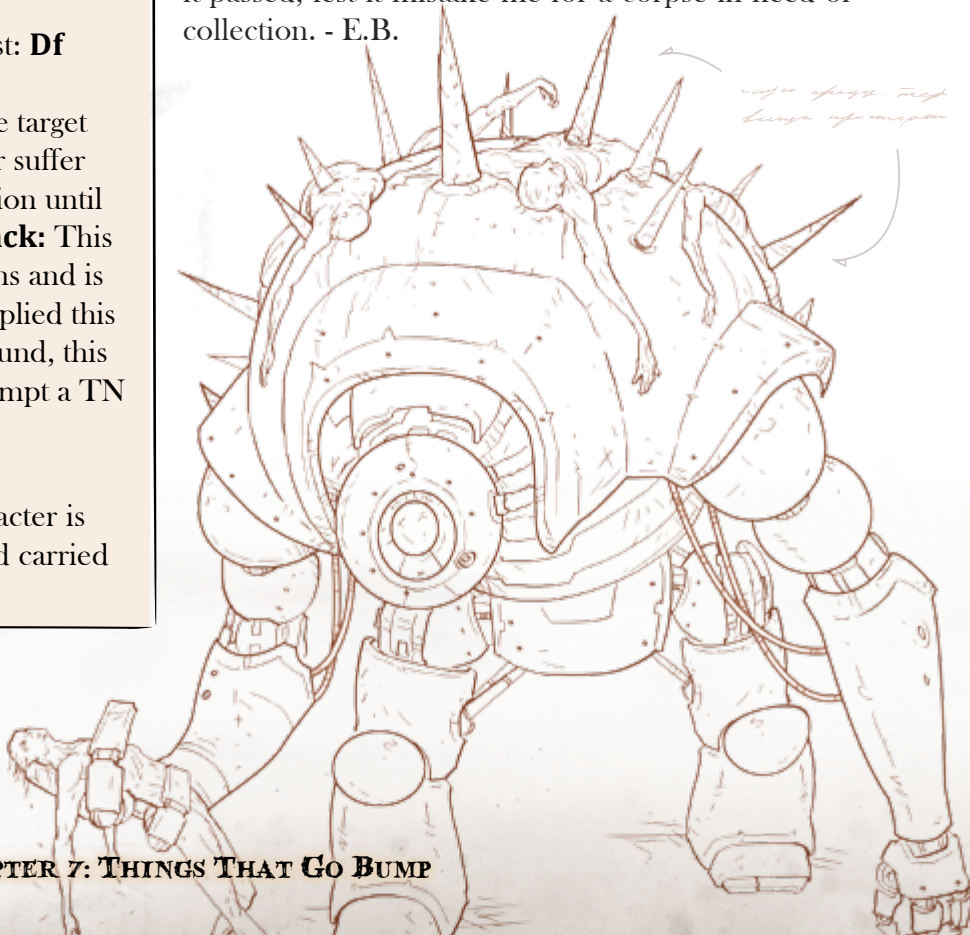
Target corpse within 1 yard of this character is impaled upon this character's spikes and carried along when this character moves.

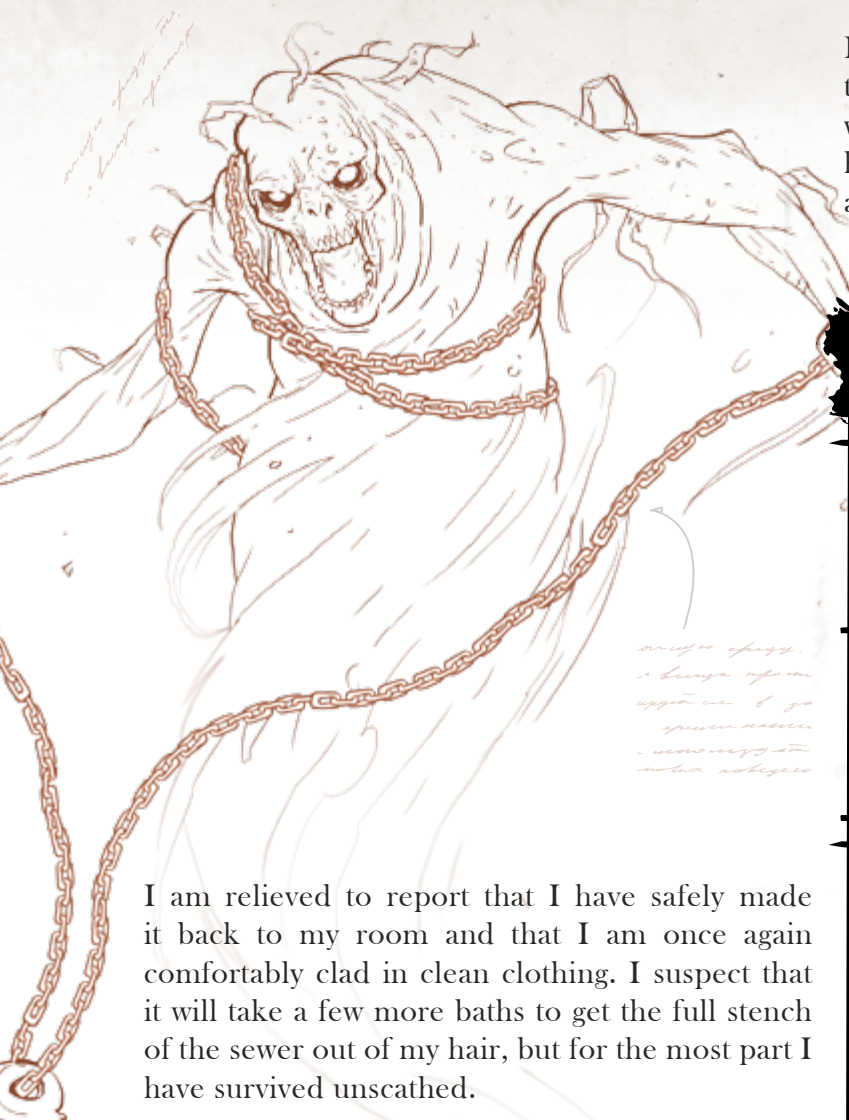
Following the departure of my mysterious benefactor, I resolved to leave the sewer as soon as possible. It did not take long to find a ladder leading up to the surface, but this unfortunately left me in the middle of the Quarantine Zone. With no way to orient myself, I simply picked a direction and set out, hoping to find a way to enter the city proper.

After a few minutes of wandering, I eventually came to notice the unmistakable clomping of iron feet. Reasoning that a functioning construct no doubt meant a human operator, I followed the sound to find a spiked construct adorned with rotting corpses!

The hunched machine was easily three times my own size, and as I watched, it found a discarded body in some rubble, pulled it free with a grasping claw, and then impaled it upon the steel spikes that jutted out from its back. More interestingly, there was a Ram insignia stamped onto its side, and it bore the signs of mass production, rather than something that had been built in a tinker's workshop.

Was this machine something our dear Mr. Hoffman created to safely collect and dispose of the corpses of plague victims? It seemed far too brutish for one of his designs, and I quietly stepped into an alley as it passed, lest it mistake me for a corpse in need of collection. - E.B.





Having sent more than a few people to the bottom of the river myself, I can only assume that not everyone who dies in this manner returns as a Drowned, as I have never had one turn up on my doorstep. Then again, I do travel a lot... - E.B.

THE DROWNED

Minion (5), Undead, Horror, Spirit, Tormented

Might 3	Grace 2	Speed -2	Resilience 2
Charm -4	Intellect 0	Cunning 1	Tenacity 4
Defense 4 (9)	Walk 3	Height 2	Initiative 0 (5)
Willpower 6 (11)	Charge 3	Wounds 8	

I am relieved to report that I have safely made it back to my room and that I am once again comfortably clad in clean clothing. I suspect that it will take a few more baths to get the full stench of the sewer out of my hair, but for the most part I have survived unscathed.

I ended up having to take the river back to the civilized part of the city, but do not think that a woman of my standing found a convenient boat with a handsome captain to take her home! Instead, I was forced to throw myself into the river and float downstream. It was during this unpleasant aquatic adventure that I made the acquaintance of one of the city's Drowned. He was a rather poor company, all in all, but I imagine that being trapped at the bottom of the river doesn't lend itself to many interesting conversation partners.

I have heard that these wretched creatures are spontaneous animations resulting from the last moments of desperation welling up within someone who has been tossed into the river immediately following (or preceding) their death. Once returned, they can think of nothing other than seeking revenge upon their murderer or murderers, after which they become relatively docile.

Skills: Evade 3, Heavy Melee 2, Notice 2, Thrown Weapons 3, Toughness 3, Track 2.

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

Bloated Stench: Enemy characters which deal damage to this character with \lll attacks suffer 1 damage after resolving the current Action.

Float: This character floats 1 yard above the ground at all times and may ignore any terrain or similar objects below that height. This character may not take the Drop Prone Action for any reason.

(1) Heavy Weights (Heavy Melee)

AV: 5 (10) ----- Rg: \lll 2 ----- Resist: Df
Target suffers 2/3/5 damage.

✖ *Suffocate:* After damaging, the target gains the **Suffocating +1** Condition until this character is killed.

(1) Heave Bile (Thrown Weapons)

AV: 5 (10) ----- Rg: \lll 8 ----- Resist: Df
Target suffers 1/2 \lll /3 \lll damage.

✖ *Fluid in the Lungs:* After damaging, all characters damaged by this attack gain the **Suffocating +1** Condition until this character is killed.

STUDENT OF SINEW

Minion (6), Construct, Undead, Horror, Academic

Might 3	Grace -2	Speed 0	Resilience 3
Charm -4	Intellect 2	Cunning 3	Tenacity 2
Defense 4 (10)	Walk 4	Height 2	Initiative 2 (8)
Willpower 4 (10)	Charge 4	Wounds 8	

Skills: Evade 3, Labor 2, Mathematics 2, Melee 3✘, Necromancy 3✘, Notice 2, Stitching 3, Teach 1, Toughness 2.

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

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

Terrifying (Undead) 12: Enemy Undead characters must pass a TN 12 Horror Duel when they end a Walk Action within this character's engagement range or target this character with an Action.

(1) Filthy Dissectors (Melee)

AV: 6✘ (12✘) == Rg: $\text{///} 2$ ===== Resist: **Df**
Target suffers 2/3/5 damage that ignores Hard to Wound.

✘✘ *Sinew Studies:* The damage flip gains $\blacktriangle \blacktriangle$ against Undead.

(2) Flurry

This character may discard a Twist Card to take three 1 AP Close Combat attacks against a single target.

(0) Detention Slip (Necromancy/Tenacity)

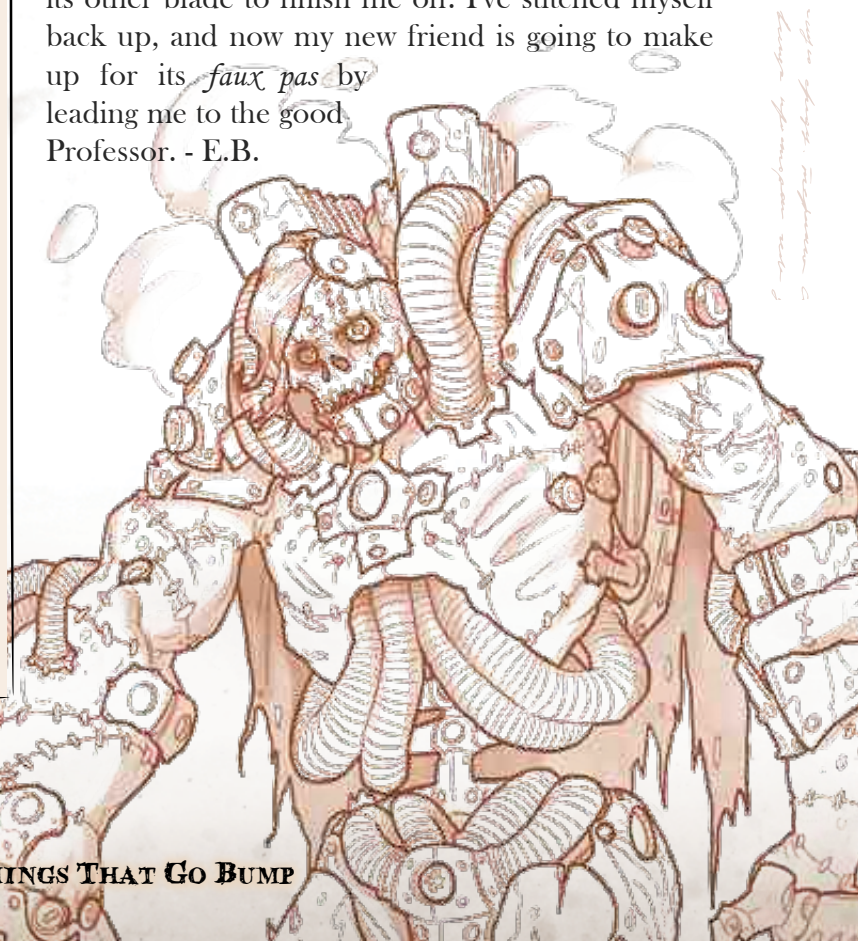
AV: 5✘ (11✘) == Rg: 5 ===== Resist: **Wp**
Target is removed from reality. It returns to reality at the end of the round, in a spot within 1 yard of this character. The character senses that an hour has passed in her absence, despite having only been gone for a few seconds.

It has been a very busy week! I spent much of it liaising with the Death Marshals (by letter, of course) in order to obtain more information on Professor Von Schtook. He seems to be a Resurrectionist of some renown among their group, and if he keeps such close tabs upon his fellow Resurrectionists as to know where they are meeting and when, then he may very well prove to be the key to locating their members and rooting them out once and for all.

Once I was clad in more appropriate (if less flattering) attire, I traveled to the slums the Death Marshals believed to be above the Professor's lair and descended into the sewer. As they had warned me, it did not take long for one of his so-called "students" to find me.

It was a hulking abomination, a mixing of flesh and steel. I had no sooner laid eyes upon its misshapen form than I felt a terrible fear well up inside me, delaying me just long enough for the creature to shove one of its wrist-mounted blades right through my chest!

Fortunately, my heart is no longer quite necessary to my survival, and I managed to ensnare the monstrosity's mind with my magic before it could lift its other blade to finish me off. I've stitched myself back up, and now my new friend is going to make up for its *faux pas* by leading me to the good Professor. - E.B.



*Stapes, middle ear, malleus
incus, and "padding" in
the 2 malleus ganglion*

I have made a terrible mistake.

The mechanical zombie led me down into the depths of the sewers where Professor Von Schtook has made his lair. I have met with the man, and though he is clearly a man of academia and letters, he is also quite mad.

I do not feel that I can emphasize this point enough.

Albus Von Schtook is absolutely insane.

His “students” shuffled about their alarmingly expansive “University of Transmortis,” as he calls it. In reality, it is little more than an abattoir of horrors, where salvaged machines and kidnapped victims are combined into grotesque mockeries of sentient life.

The Professor introduced me to one of his favorite pupils, which was named “Student 247.” The name was alarming with its implications of quantity, and even as I write this, the idea of hundreds of these creatures moving around beneath our feet makes me uncomfortable. After its “enrollment,” the “student” was grafted with a steam engine, brain pan, and some sort of mechanical spine, and both its hands were replaced with oversized blades.

The student had gotten its hands - or rather, its blades - on a small mobile toolkit, and as I watched, it tore the machine apart into its component parts and used them to augment a screaming woman in a most unpleasant manner. The entire process took only a few minutes, and despite being undead, I had to fight back the urge to vomit.

The smug smile never left the Professor's face.
- E.B.



STUDENT OF STEEL

Minion (6), Construct, Undead, Horror, Academic

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

Skills: Artefacting 3, Blacksmithing 3, Engineering 4, Evade 3, Labor 2, Mathematics 2, Melee 3✘, Notice 2, Teach 1, Toughness 2.

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

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

Terrifying (Construct) 12: Enemy Construct characters must pass a TN 12 Horror Duel when they end a Walk Action within this character's engagement range or target this character with an Action.

(1) Rusty Dissectors (Melee)

AV: 6✘ (12✘) == Rg: /// 2 ===== Resist: Df
Target suffers 2/3/5 damage that ignores Armor.
✘ /// *Steel Studies:* The damage flip gains ++ against Constructs.

(2) Flurry

This character may discard a Twist Card to take three 1 AP Close Combat attacks against a single target.

(0) Mechanical Experimentation

Target other friendly Construct character within 1 yard gains the **Reactivate** Condition and suffers an amount of damage that will reduce it to 1 Wound. This damage may not be reduced, prevented, or ignored. This Action may not target Constructs with 1 or fewer Wounds.

STUDENT OF VISCERA

Minion (6), Construct, Undead, Horror, Academic

<i>Might</i> 3	<i>Grace</i> -2	<i>Speed</i> 2	<i>Resilience</i> 3
<i>Charm</i> -4	<i>Intellect</i> 2	<i>Cunning</i> 3	<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> 8	

Skills: Athletics 3, Doctor 4, Evade 3, Labor 2, Mathematics 2, Melee 3✘, Notice 2, Stealth 3, Teach 1, Toughness 2.

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

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

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

Terrifying (Living) 12: Enemy Living characters must pass a TN 12 Horror Duel when they end a Walk Action within this character's engagement range or target this character with an Action.

(1) Sharp Dissectors (Melee)

AV: 6✘ (12✘) == Rg: /// 2 ===== Resist: Df
Target suffers 2/3/5 damage.

✘ \heartsuit *Viscera Studies:* The damage flip gains \blacktriangle \blacktriangle against Living characters.

(2) Flurry

This character may discard a Twist Card to take three 1 AP Close Combat attacks against a single target.

(0) Vivisection Lab

This character may discard a Twist Card to gain the following Condition until the start of its next turn: **"Vivisection Homework:** Living characters damaged by this character's Close Combat attacks gain the **Bleeding Out** Condition."

Please forgive my poor penmanship from this point onwards, as I am writing with my left hand. In my haste to escape the University of Transmortis - the Professor was convinced that I was interested in "enrolling" in his twisted freak show - one of his enforcers slashed at me with its knife-fingers and severed my right hand.

The creature - a twisted nightmare of bundled cables and sharp edges - slithered after me like a snake as Von Schtook's screams echoed behind us. I had thought that a face splashed with whatever acid the Professor had left laying out in the open would have prevented him from ordering his minions after me, but they attacked instantly, as if they were possessed of their own intelligence and were not merely puppets on his strings.

That is not a comforting thought.

I only managed to escape the snake-zombie by leaping at a ladder and scrambling upwards to a higher level as it slashed at me from below. It was difficult with only the one hand, but at least the mechanical horror found itself unable to get a good grasp upon my booted feet. Had I been wearing a dress and not pants, I suspect that I would now be nothing more than another glass-eyed recruit for Von Schtook's twisted University. - E.B.

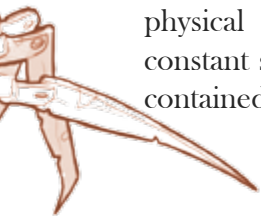


For the second time in a week, I found myself lost in the sewers beneath Malifaux. I was better prepared this time, however, as I had requisitioned a map from the Guild archives. Unfortunately, my rapid retreat from the University left me a bit turned around, and yet somehow, there was enough light to make out the cramped writing in the sewer's gloom.

Imagine my surprise when I found that the light was not that of the sun but rather was emanating from within two emaciated people who were huddled near the side of the tunnel. I was initially wary of being attacked - so many things in the sewers seemed to possess a predilection towards violence - but even after they noticed me, the men seemed disinterested in my presence.

Curiosity has gotten the best of me, and now that I have confirmed my location on the map, I am taking the opportunity to make a quick sketch with my remaining hand. Please excuse the lack of quality!

As I mentioned, the men are both disturbingly gaunt, to the point where their tattered clothing seems oversized in comparison. Their skin is quite interesting, as it is translucent in places, but those places seemed to shift and move across their bodies, as if their physical forms are in a constant state of barely-contained change.



By far their most peculiar quality is the heat and light that they emanate. While not blinding, the light is bright enough to write by (as I am doing now), and the heat is unpleasant in immediate proximity. I suspect that these are both the results of the unknown change taking place in their bodies, though I cannot hazard a guess as to what has happened to them. - E.B.

THE DEPLETED

Minion (5), Living, Darkened

<i>Might</i> 2	<i>Grace</i> 0	<i>Speed</i> 1	<i>Resilience</i> 3
<i>Charm</i> -3	<i>Intellect</i> -3	<i>Cunning</i> -3	<i>Tenacity</i> -3
<i>Defense</i> 3 (8)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 2 (7)
<i>Willpower</i> 4 (9)	<i>Charge</i> 5	<i>Wounds</i> 8	

Skills: Centering 2, Melee 2, Notice 1, Toughness 2.

Depleted: This character is immune to the **Brilliance** Condition.

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

Reduced to Cinders: When this character is killed, all characters in (X)2 suffer 2 damage and gain the following Condition: **"Brilliance +1:** Each day, this character must succeed on a TN 10 Centering Challenge or be compelled to seek out a source of Brilliance."

(1) Smoldering Grasp (Pugilism)

AV: 4 (9) ===== Rg: /// 1 ===== Resist: **Df**

Target suffers 1/2/3 damage and gains the **Burning +1** Condition.

X Just a Touch: After damaging, the target gains the **Brilliance +1** Condition.

(0) Drawn to the Light

This character may move up to its Walk Aspect towards a character with the Brilliance Condition and must end this movement as close to the target as possible.

BECKONER

Minion (6), Living, Darkened, Mimic

Might -1	Grace 2	Speed 2	Resilience 2
Charm 4	Intellect 0	Cunning 2	Tenacity 1
Defense 4 (10)	Walk 5	Height 2	Initiative 4 (10)
Willpower 6 (12)	Charge 6	Wounds 7	

Skills: Bewitch 3, Carouse 3, Centering 4, Convince 2, Deceive 3, Gambling 1, Martial Arts 2, Music 1, Notice 2, Scrutiny 2, Toughness 2.

Brilliant: This character has the following Condition: "**Brilliance +6:** Each day, this character must succeed on a TN 11 Centering Challenge or be compelled to seek out a source of Brilliance."

Don't Bite the Hand: Characters with the **Brilliance** Condition suffer a \square on all attacks made against this character.

Regeneration +1: This character heals 1 damage at the beginning of her turn during Dramatic Time

The Sweetest Fare: When a character with the **Brilliance** Condition is killed within 8 of this character, she may harvest its soul to heal 1/2/3 damage and gain the **Fast** and **Brilliance +1** Conditions.

(1) Gentle Caress (Martial Arts)

AV: 4 (10) ----- Rg: ∞ 1 ----- Resist: **Df**
The target gains the **Brilliance +1** Condition.

(1) Seductive Lure (Bewitch)

AV: 7 (13) ----- Rg: 18 ----- Resist: **Wp**
Target must move its full Walk Aspect directly towards this character. This action gains \blacklozenge against targets with the **Brilliance** Condition.

(0) A Word in Your Ear (Bewitch)

AV: 7 (13) ----- Rg: 10 ----- Resist: **Wp**
Target other character with the **Brilliance** Condition performs a (1) Action controlled by this character.

Our glowing friends had a visitor! I had no sooner tucked away my journal and begun rolling up the map when I heard the tell-tale sound of heels clacking against stone. At first I thought them to be claws, but when the lovely woman owning them turned the corner... well, it was almost enough to restart my dead heart.

She was just as surprised to see me as I was to see her, but she recovered quickly and introduced herself as Sunshine. Her manner of dress was just as unsuited for travel in the sewers as it was pleasing to the eye, and when I pointed this out, she explained that she was only on a brief "errand" that obviously involved the emaciated men in some manner.

Sunshine gathered them to her side with a simple flick of her hand, and as she led me out of the sewers, they followed on her heels like eager dogs expecting a treat. We struck up a conversation, though in retrospect, I realize that I was doing much of the talking. It is quite likely that she possesses some natural "talent" for manipulating others, no doubt similar to me own.



The only thing that Sunshine volunteered was that she worked at the Honeypot Casino, most likely as a whore of some fashion. I must admit, were I still alive (and possessed of both hands), I would likely have taken her up on her frequent suggestions to visit her there. I really cannot emphasize enough how captivating this woman was.
- E.B.

*...spokes, mad men, womanlike
...woman, such "pudor" as
...of a woman's garments*

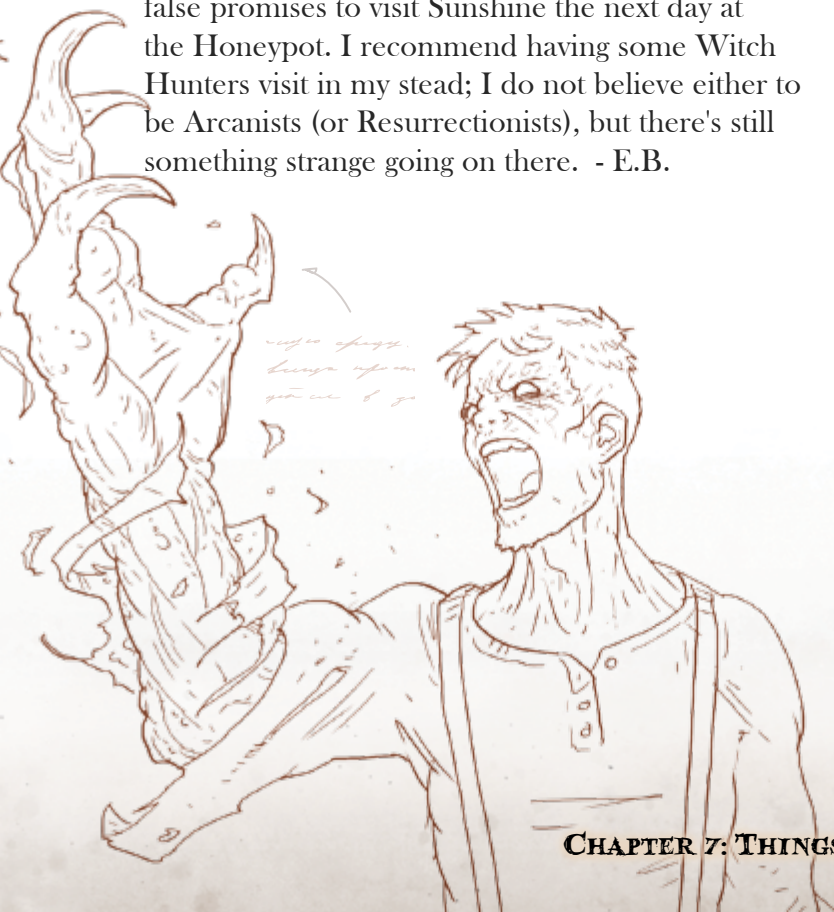
*...of a...
...of a...
...of a...*

Sunshine knew her way around the sewers and did an admirable job of navigating us down passages that were less unpleasant than I had seen (and waded through) elsewhere. She was meeting with one of her associates, Jacque, who she assured me was "just a friend." Oddly, the reassurance was quite calming; I did not even realize that I was jealous until she dispelled the notion.

Jacque was initially suspicious of my motives, and when I first met him, I could have sworn that his left hand was some sort of twisted blue claw. Upon catching sight of Sunshine, however, he stepped forward in a friendly manner, and his hands were perfectly normal (though his eyes glowed with a faint blue light that I pretended not to notice).

As we spoke, Jacque assured me that I'd love the Honeypot, and that it was his favorite casino in the whole world. By the way that Sunshine was subtly trying to change the topic, I suspect that he had already said more than she wished, but he just continued to extol the praises of the casino. It was somewhat disconcerting, and I suspect that - other issues aside - he might be a compulsive gambler.

Rather than become embroiled in some new mystery, I took my leave of them while offering false promises to visit Sunshine the next day at the Honeypot. I recommend having some Witch Hunters visit in my stead; I do not believe either to be Arcanists (or Resurrectionists), but there's still something strange going on there. - E.B.



THE ILLUMINATED

Minion (6), Living, Darkened

Might 3	Grace 2	Speed 2	Resilience 3
Charm -3	Intellect 0	Cunning 1	Tenacity 2
Defense 4 (10)	Walk 5	Height 2	Initiative 4 (10)
Willpower 6 (12)	Charge 6	Wounds 7	

Skills: Athletics 3, Centering 4, Carouse 2, Deceive 1, Gambling 1, Intimidate 3, Evade 3, Melee 3, Notice 2, Thrown Weapons 3, Toughness 1, Track 1.

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

Brilliance +10: This character has the following Condition: "**Brilliance +10:** Each day, this character must succeed on a TN 12 Centering Challenge or be compelled to seek out a source of Brilliance."

Regeneration +1: This character heals 1 damage at the start of its turn during Dramatic Time.

Terrifying (Living) 10: Enemy Living characters must pass a TN 10 Horror Duel when they end a Walk Action within this character's engagement range or target this character with an Action.

(1) Hardened Brilliance (Melee)

AV: 6 (12) ===== Rg: ∞ 2 ===== Resist: Df
Target suffers 2/4/5 damage.

(1) Scintillating Cloud (Thrown Weapons)

AV: 5 (11) ===== Rg: ∞ 9 ===== Resist: Df
Target suffers 2/4/5 damage and gains the **Brilliance +1** Condition.

☛ Spreading Cloud: After damaging, all characters within (X)2 of the target gain the **Brilliance +1** Condition.

(0) Brillshaper

This character may discard a card to heal 2 damage.

PATCHWORK NEPHILIM

Minion (6), Undead, Nephilim

Might 3	Grace 2	Speed 2	Resilience 2
Charm -5	Intellect -2	Cunning 0	Tenacity 3
Defense 5 (11)	Walk 5	Height 2	Initiative 4 (10)
Willpower 5 (11)	Charge 6	Wounds 7	

Skills: Evade 3, Navigation 2, Notice 2, Pugilism 3✘, Toughness 2, Track 2, Wilderness 2.

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

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

Black Blood: All characters without Black Blood within 1 yard suffer 1 damage when this character suffers damage.

(1) Filthy Talons (Pugilism)

AV: 6✘ (12✘) == Rg: /// 1 ===== Resist: Df
Target suffers 2/3/5 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.

☞ *Frenzied Clawing:* After damaging, take this Action again against the same target.

(2) Feast (Pugilism)

AV: 6✘ (12✘) == Rg: /// 1 ===== Resist: Df
Target suffers 3/6/7 damage. If the target is killed, heal all damage on this character.

(0) Weak Stitching

This character suffers 1 damage (which triggers its Black Blood Talent).

We are fortunate to live in a time when the prevalence of pneumatic technology allows for the timely replacement of lost limbs. My recent brush with the students of Transmortis left me unwilling to weld any sort of machinery to my undead flesh, so rather than go through Guild channels, I decided to visit a surgeon on the Death Marshals' watch list.

The surgeon - an older gentleman by the name of Dr. Everett Scott - was suspicious of my intentions until I revealed my undead nature, at which point he became much more helpful. It took him only a day to locate a properly feminine hand to replace the one I had lost, and as he attached it to my wrist, we chatted about the corpse on the slab beside me.

It was a (fortunately) inanimate amalgamation of cobbled body parts, but in a rare moment of brilliance, the Dr. Scott had chosen to construct his creation entirely from corpses of slain Nephilim. He was quite excited about his work, particularly his success in keeping its wings fully functional.

Once my new hand was attached and animated, I thanked him and signaled to the waiting Death Marshals, who quickly moved in and took the good doctor into custody. - E.B.



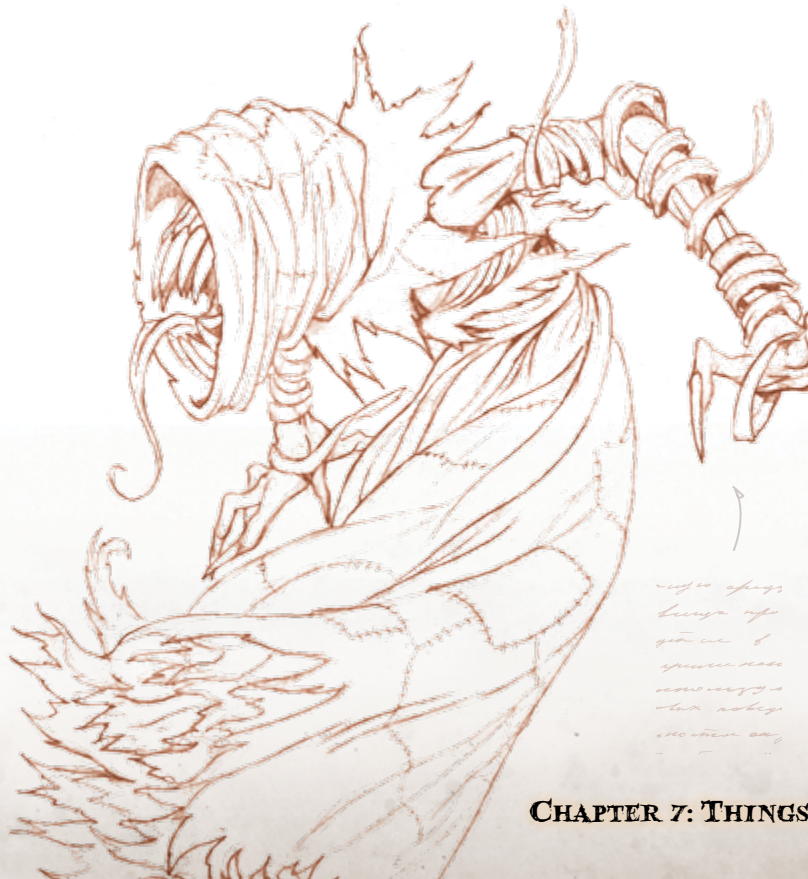
*Wings, undead, mechanical
mechanical with "padding" in
the & mechanical garbages*

A review of Dr. Scott's patient records revealed an unusually high number of visits with a certain Kaori Shizuka, a young Three Kingdoms woman who was being treated for "vapours." Given that this is the same symptom written on my own chart, I suspected that it might be his code for a fellow Resurrectionist.

The hunt for Ms. Kaori took me to the Little Kingdom, though few of the slum's residents were willing to speak with me. It was clear that trust was not something that was earned easily in this neighborhood, so I took steps to infiltrate her life. It was this operation that is now being called the "Double Seven Massacre."

I eventually located Ms. Kaori and requisitioned a strike force with the express intention of "rescuing" her from the Guard as they raided the restaurant where she worked. As I am sure you have read in my official report, rather than fleeing like the wilting flower I had assumed her to be, Ms. Kaori stepped forward and somehow conjured three spirits into existence.

They were little more than grasping hands and gaping maws, and they threw themselves at the surprised guards with unbridled hunger. They were not solid of form, and indeed, I saw one stretch its jaws wide enough to completely consume a fallen guardsman in two quick bites.



From their behavior during the battle, I can only assume that these spirits prefer to hunt in packs, as they swarmed a single target before moving to the next, often with one spirit remaining behind to gorge itself upon the remains of the fallen. - E.B.

GAKI

Minion (5), Spirit

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

Skills: Intimidate 1, Notice 1, Pugilism 3✕, Track 2.

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

Dismember: When one of this character's attacks causes a Severe Critical Effect, it may discard a card to immediately change the Critical Effect to Amputated. This does not change the location of the Critical Effect.

Eat Your Fill: After killing a Living creature with a Close Combat attack, this character may immediately end its turn to heal all damage it has suffered by gorging itself on the creature's flesh.

(1) Gorge (Pugilism)

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

✕♥ *Bloody Frenzy:* After damaging, another friendly Gaki engaged with the same target may immediately make a (1) Gorge attack against the target.

(1) Devour (Pugilism)

AV: 4✕ (9✕) --- Rg: 1/1/1 Resist: Df

This attack may only target a **Paralyzed** or otherwise helpless Living character. If successful, the target suffers a Severe Critical Effect.

ONRYO

Minion (6), Spirit

Might 1	Grace -1	Speed 2	Resilience 1
Charm -4	Intellect -1	Cunning 1	Tenacity 3
Defense 4 (10)	Walk 5	Height 2	Initiative 4 (10)
Willpower 5 (11)	Charge 6	Wounds 5	

Skills: Intimidate 2, Necromancy 2✕, Notice 2, Pugilism 3✕.

Haunt: When this character is killed, the character that killed it gains the following Condition:

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

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

Vengeance: When this character suffers damage from an enemy character's attack, the enemy suffers 1 damage after resolving the current Action (even if the Action killed this character).

(1) Clawed Hands (Pugilism)

AV: 4✕ (10✕) == Rg: 2 ===== Resist: Df
Target suffers 2/3/5 damage that ignores Armor.
✕ **Cut to Ribbons:** When damaging, gain + to the damage flip.

(1) Vengeful Shriek (Necromancy/Tenacity)

AV: 5✕ (11✕) == Rg: 12 ===== Resist: Df
Target suffers 1/2/3 damage.
✕ **Infect:** After succeeding, the target gains the **Poison +1** Condition a number of times equal to the number of ✕ in the final duel total.

In an attempt to salvage my failing operation, I stumbled into the room and used my talents to force one of the guardsmen fighting off the hunger ghosts to turn his gun upon me. The bullet pierced my chest, ruining my dress but drawing the attention of Ms. Kaori.

Being shot in the middle of a gunfight has a way of putting one's allegiances into stark contrast, and my lack of blood or pain made it immediately clear to Ms. Kaori that I was one of the undead. She bid me to take cover behind her, then pulled a wholly new spirit from the aether.

Unlike the savage hunger ghosts, this one still retained some aspect of humanity, though its face was hidden behind a sinister porcelain mask. Ms. Kaori called out some sort of command in her native tongue, and the spirit responded with a terrible scream that forced the guardsmen to cover their ears... giving the hunger ghosts just enough time to move in for the kill.

Ms. Kaori motioned for me to follow her as she left the spirits behind and made her escape, and I



Ms. Kaori led me through a maze of lantern-lit streets and shadowy back alleys to what I can only assume was a Resurrectionist safe house near the fish market. Our communication was partially hampered by Ms. Kaori's incomplete understanding of the English language, but we still managed to stumble through a conversation about the spirits she had summoned.

I was curious as to the appearance of the spirits, for the masked spirits she had conjured into being were clothed in the manner of the Three Kingdoms. Was this merely a product of us having been in the Little Kingdom, where such immigrants (and, presumably, their ghosts) were common, or was it an aspect of her own Eastern heritage?

Ms. Kaori seemed surprised by the question and had few satisfactory answers. The Gaki and Onryo, as she called them, were easy spirits to entice into combat, due to their hunger and anger making them eager for bloodshed, but there were other spirits, such as Goryo, that even she feared to bring into the living world.

These lost souls are apparently the spectral remnants of strong-willed warriors or lords who martyred themselves to save others. Her description of one such spirit suggests a composite entity formed from multiple spirits, all of them enslaved to the will of the original spectre and possessed of a terrible hatred for the living. -E.B.



If there is even a grain of truth to what Ms. Kaori has told me, the inflated budget of Ms. Justice's exorcists may actually be entirely justified. - E.B.

GORYO

Enforcer (8), Spirit

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

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

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

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

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

(1) Spectral Blade (Melee)

AV: 6 (14) ===== Rg: // 2 ===== Resist: **Df**
Target suffers 2/4/6 damage that ignores Armor.
☞ *Mutilate:* After damaging, the target receives the **Slow** Condition.

(0) Sunder the Soul (Necromancy/Tenacity)

AV: 5✕ (13✕) == Rg: 6 ===== Resist: **Wp**
A Living target suffers 1/3/4 damage that ignores Armor. If the target is at negative Wounds, this attack deals +2 damage.

✕✕ *Condemnation:* After damaging, the target gains the following Condition until the end of the turn:
“**Adversary:** Spirits gain ♠ to Attacks targeting this character.”

I have spent three days alongside Ms. Kaori, and I am relieved to report that I have finally met a sane Resurrectionist. Thus far I had met with outcasts of society (Karlsson and his cronies) and madmen (Von Schtook), but she seems to occupy a strange position in the Little Kingdom.

While it is not widely known, her ability to call upon the spirits of the nether realm appears to be something of an open secret among the people here. I have seen them treat her with equal measures of respect, fear, and derision, but rather than set herself up as a leader or ruler, she instead works in a restaurant for very little pay. When I asked why she did not command a higher position among her people, she replied by telling me a story.

WANYUDO

Enforcer (7), Construct, Spirit, Tormented

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

Skills: Evade 3, Heavy Melee 3📖, Notice 1, Toughness 2, Track 2.

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

Saracenar's Plight: Reduce the damage this character suffers from the **Burning** Condition to 0.

Trample: This character can move through **Ht** 1 and **Ht** 2 characters. At the end of this character's turn, every character that was moved through in this manner must pass a TN 12 Evade Challenge or suffer 2 damage and gain the **Burning +1** Condition.

Unimpeded: This character ignores penalties for terrain while taking Movement Actions.

(1) Burning Wheel (Heavy Melee)

AV: 6📖 (13📖) == Rg: 🌀 1 ===== Resist: **Df**
Target suffers 2/3/4 damage.

📖 *Flaming Wheel:* After succeeding, the target gains **Burning +1** for each 📖 in the final duel total.

(2) Roll Over

This character moves up to 4 yards in any direction, then performs a (1) Close Combat attack. After resolving the attack and any Triggers, this character moves up to 3 yards in any direction.

In her story, a wicked daimyo tormented his people with heavy taxes. When they could not produce the outrageous sums he asked of them, he would beat them and take their wives and daughters in payment, many of whom would later be found floating dead in the lake surrounding his castle. When the daimyo finally died, he returned as a Wanyudo.

As it was described to me, a Wanyudo is the severed head of a wicked person that has been mounted upon an oversized wheel that burns with the flames of punishment. This "burning wheel" terrorized the daimyo's lands for many years, chasing his former servants down in the night and rolling over them.

The story apparently resonated strongly with Ms. Kaori, and I can only assume that her demure behavior was a result of not wanting to become such a creature in death. As silly as it might sound, I can understand her concern; as someone who enslaves the spirits of the wretched and damned, she has little room to doubt the existence of the afterlife. - E.B.



Ms. Kaori introduced me to some of her Resurrectionist associates, all of whom seemed surprisingly subdued when compared to Karlsson and his crew. Unfortunately, it is considered standard practice to wear masks to these meetings, which will make their future identification difficult.

Ms. Kaori's associates were apparently searching for a mystical tome that had been stolen by the Arcanists a few months prior. Two of the tomes were recovered by a skilled and charming Guild agent, but the third passed into the hands of the December Cultists. You can imagine my surprise upon learning that the tome which had slipped through my fingers had once again intruded upon my life in such an unexpected manner.

In any case, the leader of the group wishes to recover the tome, as it apparently contains a ritual that can be used to summon a disturbingly powerful undead creature. With the help of this creature, they intend to topple the Guild from power and then set themselves up as the "just and fair" rulers of Malifaux. Obviously, it was now more important than ever to retrieve the tome before it could fall into Resurrectionist hands.

I should note that the leader had a strange companion, as it may assist with future identification. It was a construct, but not one that resembled anything I had ever seen before. It was neither insectile or humanoid, but rather possessed aspects of both. I sketched its form as the conversation shifted back into Japanese, but none of those present seemed to mind.

The syringes on the machine's arms contained some sort of unidentifiable substance, likely a toxin of some sort. It seemed an odd choice for a primary weapon, but then, I am not an engineer. - E.B.

NECROTIC MACHINE

Minion (5), Construct, 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> -5
<i>Defense</i> 3 (8)	<i>Walk</i> 4	<i>Height</i> 2	<i>Initiative</i> -1 (4)
<i>Willpower</i> 2 (7)	<i>Charge</i> 4	<i>Wounds</i> 5	

Skills: Evade 1, Pneumatics 3✕, Stealth 1.

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

Macabre Infusions: Undead characters treat this character with disinterest (instead of hostility) unless it is directly attacking them.

(1) Necrotic Injection (Pneumatics)

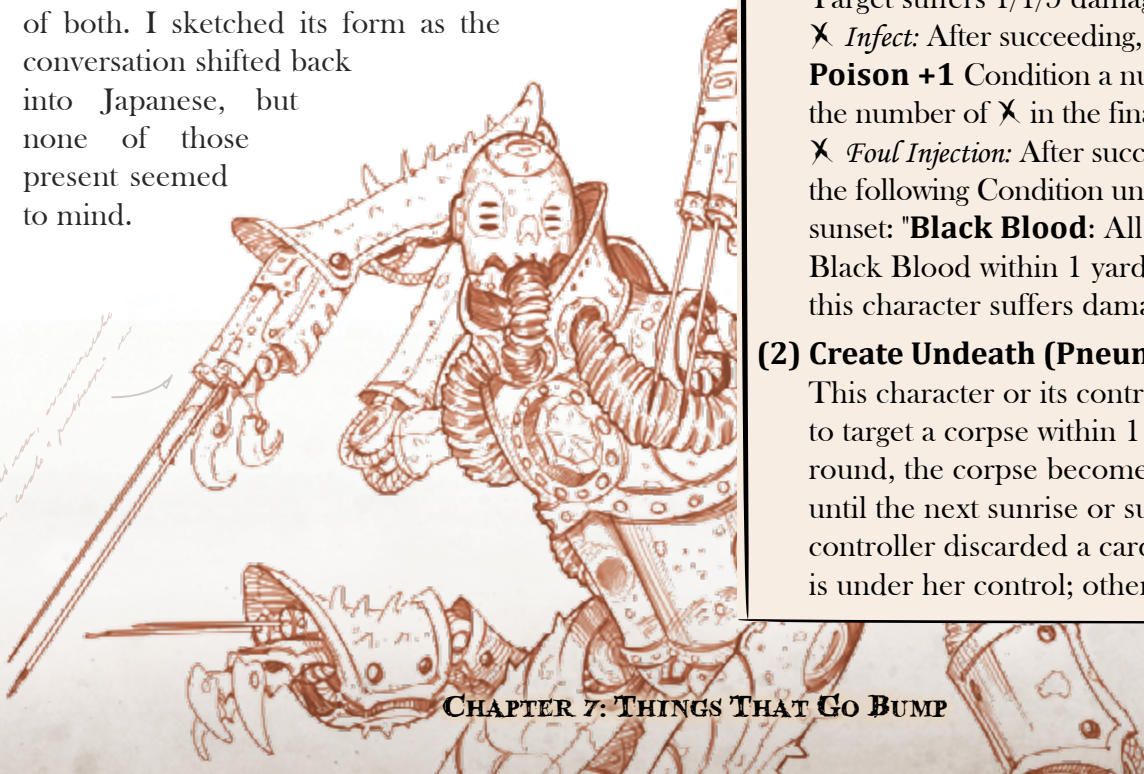
AV: 5✕ (10 ✕) = Rg: /// 1 ===== Resist: **Df**
Target suffers 1/1/5 damage.

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

✕ *Foul Injection:* After succeeding, the target gains the following Condition until the next sunrise or sunset: **Black Blood:** All characters without Black Blood within 1 yard suffer 1 damage when this character suffers damage."

(2) Create Undeath (Pneumatics)

This character or its controller may discard a card to target a corpse within 1 yard. At the end of the round, the corpse becomes a Mindless Zombie until the next sunrise or sunset. If this character's controller discarded a card, the Mindless Zombie is under her control; otherwise, it is uncontrolled.



THE HANGED

Enforcer (8), Undead, Spirit, Tormented

Might 3	Grace 3	Speed 2	Resilience 2
Charm -4	Intellect 0	Cunning 1	Tenacity 4
Defense 4 (12)	Walk 5	Height 2	Initiative 4 (12)
Willpower 7 (15)	Charge 6	Wounds 7	

Skills: Centering 5, Flexible 3✗, Intimidate 4, Notice 2, Toughness 2, Track 2.

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

Terrifying (All) 13: Enemy characters must pass a TN 13 Horror Duel when they end a Walk Action within this character's engagement range or target this character with an Action.

Maddening Whispers: Any character that ends its turn within 3 of this character gains the following Condition: "**Crazy +1:** This character suffers -1 to the final duel total of any duel involving a Mental Aspect. She may hear voices or see things that are not actually there, at the Fatemaster's discretion."

(1) Noose (Flexible)

AV: 6✗ (14✗) == Rg: 2 ===== Resist: Df
Target suffers 2/3/4 damage.

✗ *Revelation:* After damaging, the target must pass a TN 13 Horror Duel.

(1) Toss the Noose (Flexible)

AV: 6✗ (14✗) == Rg: 10 ===== Resist: Df
Target suffers 1/4/7 damage.

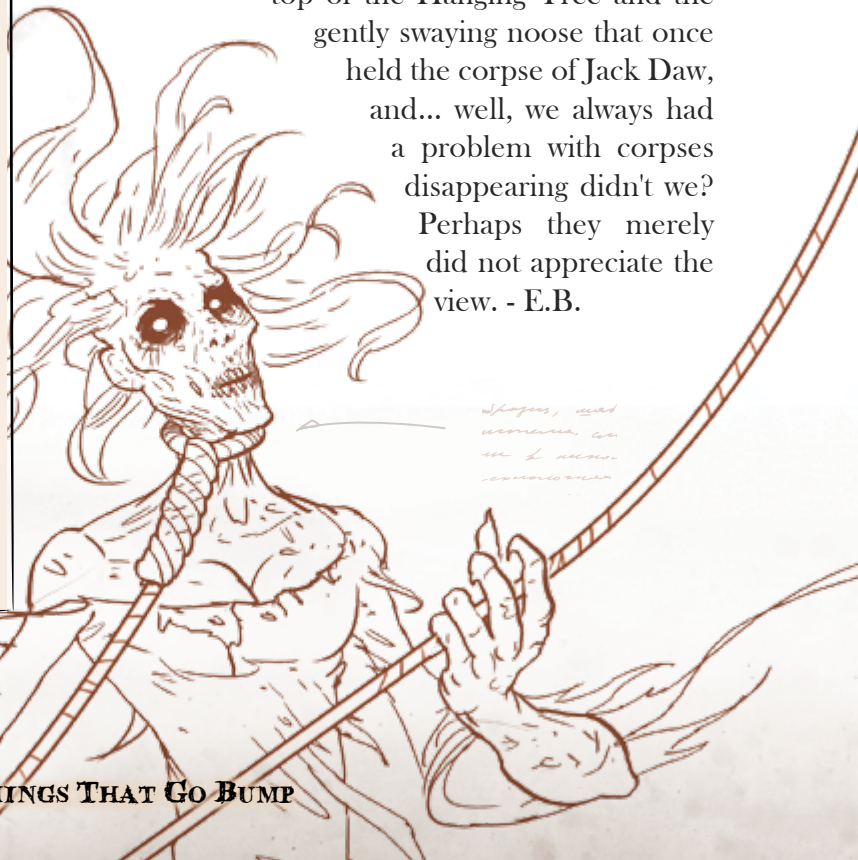
✗ *Pull 'em Tight:* After succeeding, push the target towards this character a number of yards equal to this character's Might Aspect (minimum 1 yard).

I am now seated on the same train which carried me north a lifetime ago, though my current (and now unmasked) companions are much less talkative than Mr. Wright and Mr. McEwan had been. The only subject that seemed to pique their interest was a hanging that was taking place on the twisted tree outside the station. When I asked Ms. Kaori whether they knew the woman being hanged, she replied that their interest was more professional than personal.

She explained that the spirits of the recently hanged were something of a rarity in Resurrectionist circles. Not any hanged spirit will do, for those who were hanged elsewhere in Malifaux are but pale shadows when compared to those meet their end on a branch of the Hanging Tree. The latter return from beyond the veil of death with terrible knowledge not meant for mortal minds.

As they float about, these spirits constantly whisper terrible truths about the world, and Ms. Kaori apparently knew of at least one Resurrectionist who had been driven insane by the whispers of his own Hanged spirit. I was not surprised to learn that, like the electrocuted man I raised from the dead, these spirits return with spectral ropes, which they can wield as deftly as any part of their own body.

I peeked out the window toward the top of the Hanging Tree and the gently swaying noose that once held the corpse of Jack Daw, and... well, we always had a problem with corpses disappearing didn't we? Perhaps they merely did not appreciate the view. - E.B.





It has been three days since we reached Ridley. For the most part, that time has been spent waiting for the scout sent out by Ms. Kaori's associates to return to us. Perhaps it is a sign that I still have not acclimated to the strange behaviors of my companions, but when they spoke of reconnaissance, I assumed that a human would be involved.

Instead, their leader performed a curious ritual upon our first night in Ridley, and when he finished, a winged woman descended from the night sky and swooped through the open window. Ms. Kaori subsequently informed me that she was a Shikome, one of the predators that stalk the borders of the spirit world, preying upon those touched by the grave.

As one who had been quite thoroughly acquainted with the grave, I chose to remain well back from the creature as it was given its instructions, lest it take umbrage at my presence. I have included a quick sketch, but as you can see, she was a mockery of both human and avian forms, and as she listened impatiently for her orders, she clawed at the floor with her talons, scratching deep grooves in the wood.

Ms. Kaori assures me that Shikome are faultless trackers, and that once one has your scent, there can be no escape. That would explain the scrap of fabric her companions offered up to it and the excited way it launched itself into the air, as if thrilled to be given over to the hunt. - E.B.

SHIKOME

Enforcer (8), Undead, Spirit, Beast

Might 2	Grace 4	Speed 3	Resilience 2
Charm -2	Intellect 0	Cunning 3	Tenacity 3
Defense 5 (13)	Walk 6	Height 2	Initiative 7 (15)
Willpower 5 (13)	Charge 7	Wounds 8	

Skills: Acrobatics 2, Athletics 3, Centering 3, Intimidate 3, Martial Arts 3✕, Melee 1, Notice 4, Stealth 3, Toughness 3, Track 4, Wilderness 2.

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

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

Long Memory: This character gains +4 to Track duels made to locate a target that damaged or was damaged by this character in combat.

(1) Vengeful Talons (Martial Arts)

AV: 6✕ (14✕) == Rg: ∞ 1 ===== Resist: **Df**
Target suffers 3/4/5 damage that ignores Armor.
✕ \oplus *Tear to Shreds:* When damaging, gain $\oplus \oplus$ to the damage flip.

(2) Grab and Drop (Melee)

AV: 3 (11) ===== Rg: 8 ===== Resist: **Ht**
The target is lifted up and falls a number of yards equal to the amount by which this character's final duel total exceeds the target's total. The target suffers falling damage as normal.

(0) Shrieking Challenge (Intimidate)

AV: 6 (14) ===== Rg: 8 ===== Resist: **Wp**
Target gains the following Condition until the end of its next turn: "**Challenged:** This character suffers a \square (plus one \square per Margin of Success) against any attack that does not include the character that applied this Condition as a target."

LAMPAD

Enforcer (7), Undead

Might -1	Grace 1	Speed 3	Resilience 1
Charm -5	Intellect 1	Cunning 2	Tenacity 2
Defense 5 (12)	Walk 6	Height 2	Initiative 5 (12)
Willpower 4 (11)	Charge 7	Wounds 7	

Skills: Grappling 3, Notice 2, Sorcery 3, Toughness 2.

Fuel for the Fire: When a Living or Undead character within 10 is killed by the **Burning** Condition, this character may discard a card to transform the corpse into a new Lampad, which may act normally on the next round of combat.

Immolating Aura: Other characters ending their turns within 3 of this character gain **Burning +1**.

Saracenar's Plight: Reduce the damage this character suffers from the **Burning** Condition to 0.

(1) Burn With Me (Grappling)

AV: 6 (13) = Rg: 2 ----- Resist: Df

Target suffers 1/2/3 damage and gains the **Burning +1** condition. If this attack deals Severe damage, the target is **Paralyzed** until this character takes another Action.

Stoke the Flames: After succeeding, the target gains an additional **Burning +1** for each in the final duel total.

(1) Exhale Flame (Sorcery)

AV: 4 (11) ----- Rg: 8 ----- Resist: Df

Target suffers 2/3/4 damage. All characters damaged by this attack gain **Burning +1**.

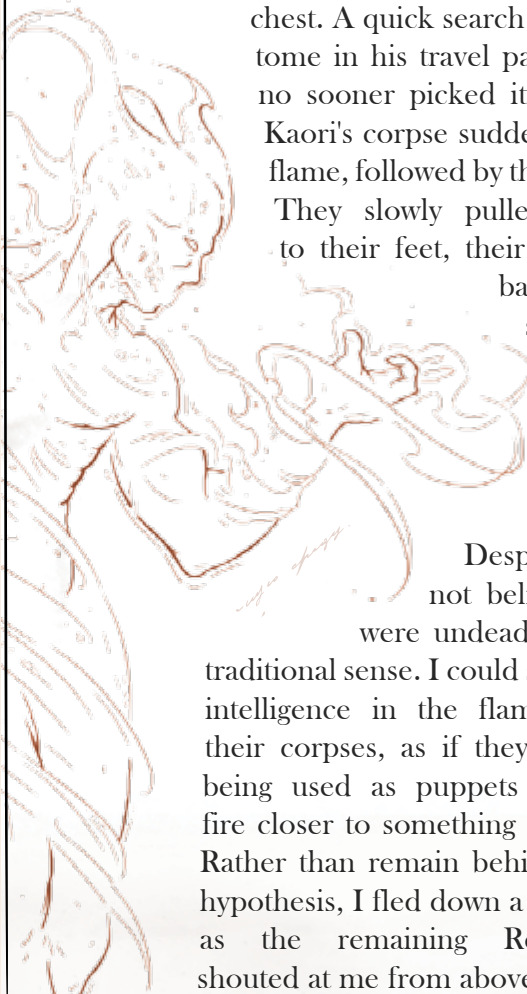
(1) Fire Whirl (Sorcery)

All characters in 5 must pass a TN 11 Evade Challenge or gain the **Burning +1** Condition.

The Shikome eventually returned with a bloodied piece of its quarry, and after using their magic to question it, we learned that the thief had been killed just outside Prosper. This town, as you may be aware, was a mining settlement in the days of the first Breach. A struggle between the settlers set the coal (and Soulstone) deposits beneath the town on fire, and they have been burning since.

Ms. Kaori located the thief's corpse near the edge of a smoking sinkhole and crept forward to retrieve his travel pack. The edge crumbled beneath her weight, however, sending her and the thief tumbling down in the smoky darkness below. Since I had no need to breathe, the others lowered me down into the hole to check on Ms. Kaori and to search for our prize.

At the bottom I found the corpses of Ms. Kaori and our thief, whose heart had been torn from his chest. A quick search turned up the tome in his travel pack, but I had no sooner picked it up than Ms. Kaori's corpse suddenly burst into flame, followed by that of the thief. They slowly pulled themselves to their feet, their flesh peeling back from their skulls as they stumbled toward me with arms outstretched.



Despite this, I do not believe that they were undead, at least in a traditional sense. I could sense a malign intelligence in the flames animating their corpses, as if they were merely being used as puppets to bring the fire closer to something it could burn. Rather than remain behind to test my hypothesis, I fled down a nearby tunnel as the remaining Resurrectionists shouted at me from above. - E.B.

*Stokes, matron, unarmored
armored, with "padding" in
the & unarmored garments*

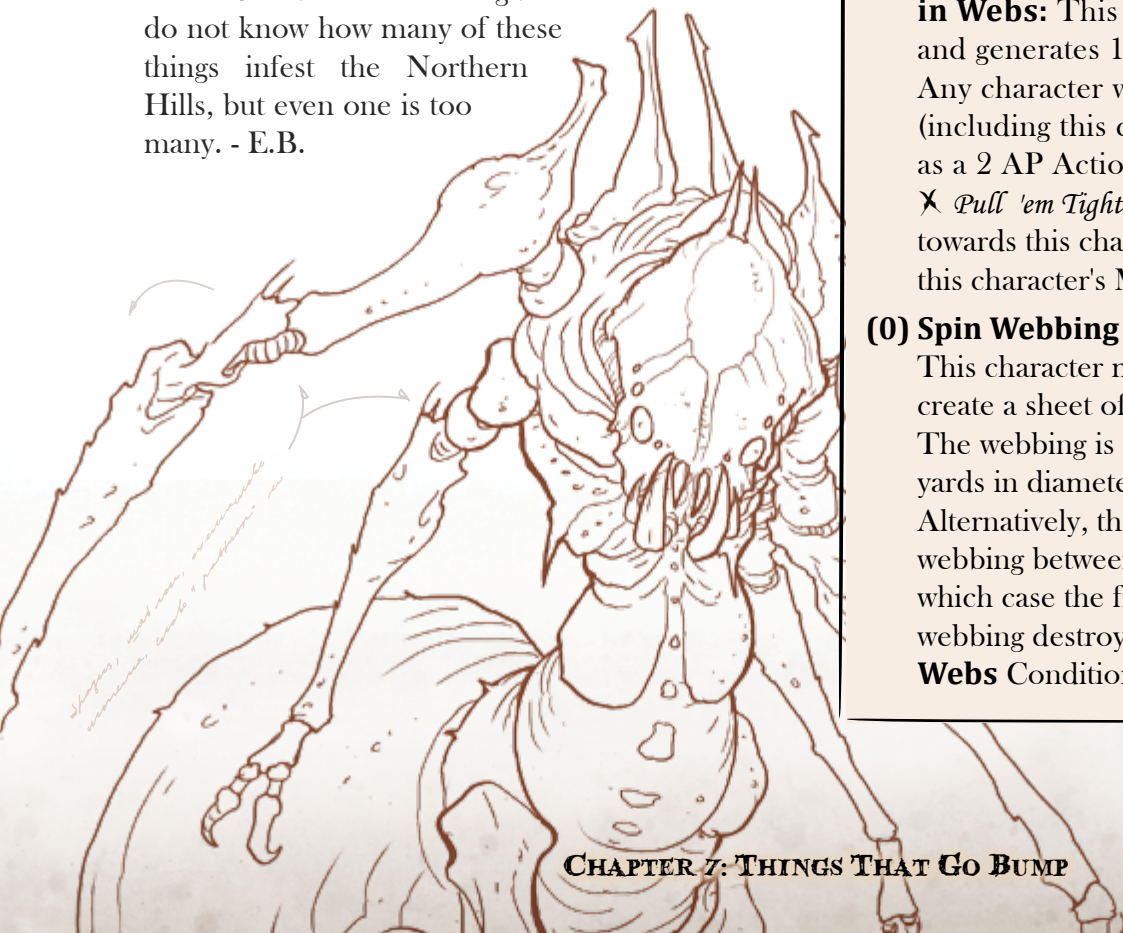
*edge of page, top edge
longer information set
get in & get in*

The tunnel grew cooler as I left the smoldering remains of Prosper behind me, but eventually I stumbled upon a cavern containing a wide lake, above which were suspended sheets of thick, sticky webbing. I had no desire to climb into a huge web, but the moonlight streaming in from a round opening near the cavern's ceiling promised freedom.

I made it perhaps two-thirds of the way up before the web's owner made its appearance, melting out of the shadows only a few feet from my current position. I am not ashamed to admit that I shrieked in surprise and horror, for it was far more terrible than I could have imagined.

It was as if the worst parts of human and spider had been combined into a single creature, and I was forced to roll away from it as it slashed at me with its four arms. This left me tangled in the webbing that I had been carefully navigating up to that point, and had I not reached out and taken control of the thing's mind, it surely would have chewed me to pieces with its misshapen jaws.

With its mind enslaved, the Nightsilk Creeper (as I have dubbed it) carefully disentangled me from its webbing and then carried me the rest of the way to freedom before skittering back into the cavern. I do not know how many of these things infest the Northern Hills, but even one is too many. - E.B.



NIGHTSILK CREEPER

Minion (6), Living, Beast, Defiant

Might 2	Grace 4	Speed 2	Resilience 1
Charm -5	Intellect -3	Cunning 2	Tenacity 3
Defense 4 (10)	Walk 5	Height 2	Initiative 3 (9)
Willpower 5 (11)	Charge 6	Wounds 7	

Skills: Acrobatics 2, Flexible 3, Notice 1, Pugilism 3, Stealth 3, Toughness 2, Wilderness 2.

Unimpeded: This character ignores penalties for terrain while taking Movement Actions.

(1) Venomous Fangs (Pugilism)

AV: 5 (11) == Rg: $\frac{1}{11}$ 2 ===== Resist: **Df**
Target suffers 2/3/6 damage and gains **Poison +2**.

(1) Web Strand (Flexible)

AV: 7 (13) ===== Rg: $\frac{1}{13}$ 8 ===== Resist: **Df**
Target gains the following Condition: "**Wrapped in Webs:** 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."

✖ *Pull 'em Tight:* After succeeding, push the target towards this character a number of yards equal to this character's Might Aspect (minimum 1 yard).

(0) Spin Webbing

This character may discard a Twist Card to create a sheet of sticky webbing within 1 yard. The webbing is one inch thick, up to four yards in diameter, and counts as severe terrain. Alternatively, this character may anchor the webbing between two points within 2 yards, in which case the first character to pass through the webbing destroys it and gains the **Wrapped in Webs** Condition.

KILLJOY

Henchman (11), Nephilim, Undead

<i>Might</i> 5	<i>Grace</i> 2	<i>Speed</i> 2	<i>Resilience</i> 5
<i>Charm</i> -5	<i>Intellect</i> 1	<i>Cunning</i> 3	<i>Tenacity</i> 4
<i>Defense</i> 4 (15)	<i>Walk</i> 5	<i>Height</i> 3	<i>Initiative</i> 5 (16)
<i>Willpower</i> 6 (17)	<i>Charge</i> 6	<i>Wounds</i> 12	

Skills: Athletics 4, Barter 3, Centering 3, Flexible 3, Heavy Melee 3, Intimidate 5, Labor 3, Notice 3, Prestidigitation 4, Toughness 5, Track 2.

Black Blood: All characters without Black Blood within 1 yard suffer 1 damage when this character suffers damage.

Blood-Crazed: This character may take the (2) Charge Action as a (1) Action.

Eat the Fallen: When this character kills a target with its Close Combat attack, this character heals 3 damage and the target's remains are devoured (rendering them unable to be raised as an Undead or harvested for parts).

Terrifying (All) 13: Enemy characters must pass a TN 13 Horror Duel when they end a Walk Action within this character's engagement range or target this character with an Action.

(1) Giant Cleaver (Heavy Melee)

AV: 8 (19) == Rg: // 2 ===== Resist: Df
Target suffers 4/5/7 damage.

☞☞ *Onslaught:* After damaging, immediately take another attack with this weapon against the same target. This attack may not declare Triggers.

(1) Hooked Chain (Flexible)

AV: 5 (16) == Rg: -8 ===== Resist: Df
Target suffers 2/3/4 damage.

☞ *Pull and Drag:* After damaging, push the target towards this character a number of yards equal to this character's Might Aspect (minimum 1 yard).

(0) Gorge

This character may destroy a corpse within 1 yard to heal 3 damage.

I am writing this entry from my private car on the train traveling to Malifaux City. I intend to have it delivered to your office along with the recovered tome, as I did with the previous two that were recovered prior to my death.

I should note that I have read through the tome, and I believe that the Resurrectionists were correct in their assumptions. There is indeed a ritual contained within these pages, and it does seem to be capable of summoning an undead creature of terrible power.

This creature - the tome refers to it as "Killjoy" - is far too dangerous to call upon in even the most dire of circumstances. The summoning spell seems powerful enough to conjure it, but I doubt that even the strongest of magics could bind such an abomination for very long. Even the Neverborn seemed unable to defeat it, and the tome suggests that it was them who cursed it with undeath and that doing so was the worst punishment they could levy against it.

I have copied an illustration from the tome into my journal, both for the sake of being thorough and because I am suggesting that the tome be destroyed before anyone can use it. We gain nothing by calling upon such an uncontrollable killing machine, but I can think of many desperate people who would gladly risk their lives to summon this Killjoy in the heart of the Enclave or in the center of Downtown. Please heed my recommendation in this matter.

Regardless of your choice, I do not believe that I will be returning to the Guild. My usefulness as an agent has been compromised by my unfortunate death, and I have no desire to continue my attempts to infiltrate the Resurrectionists. The Arcanists are power-hungry and dangerous, but they are at least sane, with goals that I can understand.

I have taken the rest of my funding with me as severance pay, and I urge you to accept my resignation without incident. I know where too many of the bodies are buried, and while I have no wish to interfere with the rightful rulership of the Guild, I will do what I must if my hand is forced.

Bon courage, monsieur Mattheson. - E.B.

BLOOD SACRIFICE

(Prestidigitation Magia)

ASPECT	AP	TN	RESIST	RANGE
Intellect	2	14♣	-	3 yards

The caster sheds blood and calls out to the sky, beckoning Killjoy to appear and devour her enemies.

Effect: When casting this spell, the character can choose to inflict any amount of damage upon herself and any number of helpless or willing characters within 1 yard. No character may be taken below 0 Wounds in this manner, and if the caster falls unconscious or dies during this process, the Spell fails. At the end of the round, the caster flips a Fate Card that cannot be cheated and consults its value; if the value of the flipped card is equal to or lower than the amount of damage the caster inflicted, Killjoy is summoned within range.

While Killjoy is not under the direct control of the caster, it generally obeys the caster's commands...up to a point. Each turn, Killjoy attempts to kill at least one enemy character. If it cannot, then it attempts to slay one the caster's allies (or even the caster herself, depending upon who is closest).

Killjoy remains for a number of rounds equal to the amount of damage inflicted in order to summon it. At the end of this duration, flip a card; on a Ram, Killjoy remains in the area and may act as it wishes (which generally means killing things). On any other suit, Killjoy vanishes back to wherever it came from.

Note that there is only one Killjoy in the world, and thus, characters cannot summon Killjoy to fight Killjoy (though casting this Spell will at least align Killjoy to the caster's side, forcing it to choose the opponent's allies as the targets of its attack before her own).

EMELINE BELLEROSE

Enforcer (9), Undead, Belle

<i>Might</i> -1	<i>Grace</i> 2	<i>Speed</i> 1	<i>Resilience</i> 1
<i>Charm</i> 3	<i>Intellect</i> 2	<i>Cunning</i> 2	<i>Tenacity</i> 2
<i>Defense</i> 3 (12)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 5 (16)
<i>Willpower</i> 5 (16)	<i>Charge</i> 5	<i>Wounds</i> 7	

Skills: Art 3, Barter 2, Bewitch 4, Bureaucracy 2, Carouse 2, Centering 3, Convince 3, Counter-Spelling 2, Deceive 4, Enchanting 2, Forgery 3, History 1, Leadership 2, Literacy 2, Music 1, Necromancy 3☞, Notice 4, Prestidigitation 2, Scrutiny 4, Toughness 2.

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

Governor's Gift (Women): This character gains ☞ on any Bewitch or Scrutiny duels made against women.

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

(1) Persuasion (Necromancy/Charm)

AV: 6☞ (15☞) == Rg: 10 ===== Resist: **Wp**

Target takes a 1 AP Action controlled by this character. This cannot force the target to sacrifice itself but can cause it to act contrary to its goals.

☞ *Confusing Feelings:* After succeeding, the target gains the following Condition until the end of the turn: "**Confusing Feelings:** This character suffers a ☐ on all duels for which it is the defender."

(1) Self Harm (Necromancy/Charm)

AV: 6☞ (15☞) == Rg: 10 ===== Resist: **Wp**

Choose one of the target's readied weapons and apply its damage to the target. The damage flip's Fate Modifiers are determined by the results of this duel.

(0) Keen Eye (Art)

Target enemy character 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."



Special Addendum: Any action taken against Ms. Bellerose must receive special dispensation from the office of the Governor's Secretary.

Name: Emeline Bellerose
Department: Elite Division (rogue)
Nationality: France
Birthplace: Perpignan, France (unconfirmed)
Date of Birth: 4/17/1877 (unconfirmed)

Status: Rogue Agent. Employment terminated on 8/21/1906. Any legal matters involving Ms. Bellerose are to be directed through the office of the Governor's Secretary.

Background: Ms. Emeline Bellerose was acquired in the summer of 1902, when her talent for manipulation came to the attention of our agents in Paris. Further investigation revealed that she had set herself up as a noblewoman and had acquired a comfortable income that relied entirely upon the charity of her friends.

The agent who recruited Ms. Bellerose evidently succumbed to her manipulations before they had reached Malifaux Station, ensuring that when Ms. Bellerose met with Mr. M-----, she was already aware of the offer we intended to present her. The agent has since been reprimanded, but surveillance has revealed that she and Ms. Bellerose continue to socialize on a regular basis.

Ms. Bellerose's file is heavily censored, making it difficult to ascertain the full extent of her service to the Guild. She has received significant training in subterfuge and undercover operations, and thus it can be assumed that many of her assignments involve covert assets and restricted information. Any inquiries as to specific details are to be forwarded to the office of the Governor's Secretary.

Personal History: The French government has deliberately dragged its heels with regards to our inquiries about Ms. Bellerose's past. We suspect that she has allies among the Parliament, but as of yet, we have been unable to identify them by name.

It is believed that Ms. Bellerose grew up in poverty in the southern region of France. We have statements from her friends at the time - each of them wealthy and married to powerful men - that would seem to confirm our suspicions that she manipulated them into gifting her with the dresses and other accretions she would later use to present herself as a noblewoman in Paris.

Of note is the statement of one Mrs. Remi Albert, formerly Remi Labelle, whose parents paid Ms. Bellerose's way into a Lycée of high standing. According to Mrs. Albert, it was upon her own request, as she could not stand to be separated from Ms. Bellerose for any length of time. Given the high profile of Mrs. Albert's husband, this report makes no assumptions as to the relationship between Mrs. Albert and Ms. Bellerose during this period of time.

Once her education was completed, Ms. Bellerose made her debut in Paris, where she attempted to set herself up as an artist. Within the year, she had abandoned her art career in favor of becoming a socialite, an endeavor to which she was remarkably well suited.

Witch Hunter Addendum: Emeline Bellerose has been identified as a Class 3 mage. Her persuasive talents have been augmented to the degree that she is capable of convincing her enemies to reveal sensitive information or even to turn their own weapons back upon themselves.

In the event that Ms. Bellerose goes rogue, we recommend the use of snipers at a long distance to resolve the matter. She is well aware of our undercover operation protocol, and under NO CIRCUMSTANCES should any attempt be made to speak with her should her removal prove necessary.

Death Marshal Addendum: Emeline Bellerose is confirmed to be undead. Her termination has been approved by Lady Justice.

FLESH CONSTRUCTS

Flesh Constructs are undead that have been assembled using parts from multiple creatures. These walking nightmares are an amalgamated mess of limbs from multiple victims, each chosen for its particular qualities (resilience, speed, brute strength, etc).

The stat block presented below provides a template for a basic Flesh Construct, without any additional modifications on the part of its creator.

When creating a Flesh Construct, its creator may exchange one or more of its body parts with a body part she has collected from an unlucky donor, up to a maximum number of body parts equal to the creator's ranks in the Stitching Skill. Each body part allows the creator to replace one of the Flesh Construct's Physical Aspects with a Physical Aspect of the donor (legs from a Speed 3 donor, arms from a Might 4 donor, and so on). This change to the Flesh Construct's Physical Aspects will adjust its Derived Aspects normally.

These body parts do not need to come from a human, but the donor must at least be humanoid in appearance (i.e., arms, legs, head, etc.) and have the Living Characteristic; the body parts of Undead are too decayed to be of use. The donor must have the same Height as the Flesh Construct.

Alternatively, the creator may choose to use a body part to give the Flesh Construct one of the donor's Talents. The Talent must be physical in nature, and the Fatemaster has the final word on whether or not the body part will be able to transfer the Talent to the Flesh Construct. Some workable examples might include the spine of a character with Hard to Kill, the heart of a character with Shrug Off, or the wings of a character with Flight.

Once the Flesh Construct has been assembled (a process requiring two hours, plus an additional hour per body part that has been replaced and 5 scrip worth of resources), it may be brought to life with the Raise Undead Magic. The Flesh Construct does not undergo the usual alterations (i.e., its Traits and Skills are not adjusted). It is raised with full Wounds, and it does not become uncontrolled at the end of the spell's duration.

FLESH CONSTRUCT

Minion (6), Construct, Undead

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

Skills: Pugilism 2X, Toughness 5.

Embalmed: When this character would suffer damage due to the **Poison** Condition, it instead heals 1 damage. At the start of Dramatic Time, this character gains **Poison +5**.

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

Too Dumb to Care: This character is immune to Horror Duels and the Manipulative Ability.

(1) Meaty Fist (Pugilism)

AV: 0X (6X) === Rg: \mathcal{M} 2 ===== Resist: Df
Target suffers 2/3/5 damage.

X \mathcal{P} *Rend Flesh:* When damaging, gain \blacktriangle to the damage flip.

(1) Devour (Pugilism)

AV: 0X (6X) === Rg: \mathcal{M} 1 ===== Resist: Df

This attack may only target a **Paralyzed** or otherwise helpless Living character. If successful, the target suffers a Severe Critical Effect.

MONSTER

PURSUIT

Monster Pursuits are special Advanced Pursuits that can only be taken by Fatemaster NPCs. They are designed with the intention of providing options to the Fatemaster who wants to customize her creatures a bit more or create creatures with a similar theme.

Using a Monster Pursuit is fairly simple: just choose an appropriate creature and give it as many steps as you feel is necessary in order to get it to where you want it to be. This is by necessity a fairly fast and loose process; adding machine guns to a mechanical scorpion will certainly make it more of a threat, but doing the same to a mechanical jackalope elevates it from a minor nuisance to a significant threat.

In general, however, a good rule of thumb is to limit the number of steps a creature has along a Monster Pursuit to the number of Destiny steps that the majority of your players have completed. If the creature is particularly innocuous - such as a horse or a raptor - then you can probably get away with an additional step along the Monster Pursuit.

These are, however, just broad guidelines; if adding more steps to a creature gets the effect that you're looking for, then go for it! Particularly dangerous groups of Fated can handle quite a bit of punishment (and deal out even more), so don't be afraid to challenge your players in the name of creating a memorable encounter.

Don't forget that characters can have encounters that don't end in combat. If the Fated come across a group of diseased horses in a meadow, the adventure might be less about trying to fight the horses (who are feeling terrible and really aren't interested in combat on the best of days) and more about finding out how they became diseased and preventing the plague from spreading any further than it already has. Maybe an unscrupulous horse merchant is cleaning up the horses and giving them doses of Sharp (pg. 147) to make them appear healthy so that she can sell them to unsuspecting clients for a quick buck.



*with a large, round
lump of metal*

*with a large, round
lump of metal
in the center of the
forehead, a smaller
one on the chest, and
various tubes and
wires connected to
the body.*

DISEASED

The Diseased Monster Pursuit represents creatures that have contracted the plague and are now carriers for the deadly contagion. These wretched creatures are often surrounded by Malifaux Rats, either because the rats are drawn to sources of plague or because the rats infected the diseased creature in the first place.

These creatures could be found just about anywhere, from the rolling Northern Hills to the slums of Malifaux City. The creatures that lurk in the sewers of Malifaux City are by far the most likely to become infected, however, as they live shoulder-to-shoulder alongside the blighted rats that scurry through those dark tunnels.

This Monster Pursuit covers just about any sort of Beast that might have contracted the plague. These creatures become threats not just because of their combat abilities, but also because they spread their sickness to anyone around them, be they family or prey.

USING THIS MONSTER PURSUIT

This Monster Pursuit is best used by just giving as many steps as you like to the Beast in question until it is as formidable as you want. Because of how dangerous the plague is to those around it, not many people wish to spend any time around a Diseased creature.

**EW, GROSS! DID THAT PIGEON JUST
COUGH BLOOD ONTO YOU? WHAT A
FILTHY CREATURE!**

**- DANA MURPHEY TO SAUL JACKSON,
TWO DAYS BEFORE HIS DEATH**

REQUIREMENTS

The Diseased Monster Pursuit is available to any Beasts that have contracted the **Blighted** Condition. As the plague eats away at it, the Beast attracts the company of Malifaux Rats, which often begin to eat away at it as well.

If the Fatemaster wishes, she could even apply this template to non-Beast Living creatures such as humans, though care should be taken to ensure that these non-Beasts are used few and far between, as the exception rather than the rule.

ADVANCEMENT

Below is a brief summary of what it means for a creature to be at each of these steps. Since steps are chosen for the creature, it is important to choose the step that is most appropriate for the creature you have in mind.

1. The creature has newly contracted the **Blighted** Condition and is contagious. The creature also attracts the attention of Malifaux Rats, in much the same way as rotting food tends to attract flies.
2. The creature develops a fever and frequently shakes uncontrollably. It becomes significantly more irritable than normal.
3. Weariness and exhaustion overtake the creature, which in turn often becomes lethargic when not directly threatened.
4. Weeping pustules and sores appear on the creature's body, marking it as a bearer of plague. Its skin becomes discolored, often appearing bruised in wide patches.
5. The creature's fever worsens, and it begins vomiting up blood at regular intervals, as well as bleeding from any orifices.

STEP	TALENT
1	Blighted Beast
2	Plague Boon
3	Plague Boon
4	Plague Boon
5	Plague Boon

BLIGHTED BEAST

The creature is infected with the plague and can spread its sickness through physical contact. It gains the Defiant Characteristic, and its successful Close Combat attacks also give the target the following Condition: "**Blighted +1**: At the end of each day, increase the value of this character's **Blighted** Condition by exactly 1."

This creature also attracts rats and will usually be encountered in the presence of a number of Malifaux Rats equal to its Rank Value (or the highest Rank Value of all Diseased creatures in a group). These Malifaux Rats typically do not attack the Diseased creature and exist in a sort of uneasy symbiosis with it.

PLAGUE BOON

Each time the creature gains this Talent, it gains one of the boons below. Unless otherwise specified, a creature may only select a given boon once.

- **Contagious:** Any creature that begins its turn within ⑦3 of this creature must pass a TN 10 Toughness Challenge or gain the **Blighted +1** Condition.
- **Covered in Rats:** The creature's form is constantly covered in rats that bite and gnaw at its flesh. Had the plague not already dulled its nerves, the creature would likely be in a great deal of pain. The creature gains Armor +1 for each Malifaux Rat within 1 yard of itself, to a total of Armor +3.
- **Dead Nerves:** The plague has wracked the creature's body, damaging its nervous system and leaving it incapable of feeling pain... or just about anything else, for that matter. All damage flips against the creature have their severity reduced by one step (from Severe to Moderate, and from Moderate to Weak). Weak damage flips are unaffected.
- **Drawn to Contagion:** Something about the scent of the plague just gets this creature's hackles up. The creature may take the (2) Charge Action as a (1) Action when targeting a character with the **Blighted** Condition.

- **Inevitable Fate:** The creature is in constant pain, and when it finally dies, it's easy to see why: there were rats inside it, eating it from the inside out! When this creature is killed, it summons a number of Malifaux Rats equal to its Height from its corpse, and then every Living non-Vermin character within ⑧3 of its corpse must pass a TN 10 Horror Duel for witnessing the horrible sight. The Malifaux Rats may not act on the round they are summoned.

- **Rat Frenzy:** The rats surrounding the creature have learned to wait for it to attack before darting forward to snap at its prey with their own sharp teeth. The creature gains the following Trigger on its Close Combat attacks:

✕ *Rat Frenzy:* After damaging, a Malifaux Rat within 1 yard of the target may make a (1) Close Combat attack against the target.

- **Rat Meat:** Malifaux Rats just keep showing up around the creature, and it just keeps eating them. The creature gains the following Tactical Action:

(0) Consume Rat: This character may target a Malifaux Rat within 1 yard to kill it and heal 2 damage. The Malifaux Rat does not leave behind a corpse.

- **The Tyrant's Blessing:** Whereas the plague seems to make most creatures weaker, this creature seems to draw strength from the contagion around it. The creature gains the following Trigger on its Close Combat attacks:

☞ *Unhealthy Strength:* After damaging, this character heals 1 damage for each character within ⑧3 with the **Blighted** Condition.

- **Voracious Rats:** Hungry rats linger near this creature, waiting for an opportunistic moment when they can dart out and devour a fallen combatant. When a Living non-Vermin character is killed within ⑦6 of this character, summon a Malifaux Rat within 1 yard of the killed character and under the control of this character.

ROTTING

The Rotting Monster Pursuit represents creatures that have been raised from the dead and transformed into undead versions of their former selves. These shuffling creatures might have been reanimated by a character taking her first steps along the path of the Resurrectionist or an experienced necromancer in search of a corpse with unique capabilities, or perhaps they merely returned on their own for some inscrutable purpose (even sheep can have unfinished business).

This Monster Pursuit covers just about any sort of undead Beast that might find itself shuffling around the dark fields and forests of Malifaux.

USING THIS MONSTER PURSUIT

There are essentially two ways to use this Monster Pursuit. The first is the easiest: just give as many steps in this Monster Pursuit as you wish to the Beast until it is as formidable as you want.

The second option is to allow Fated the opportunity to create Rotting creatures themselves. When the Fated reanimate a Beast with the Raise Undead Magia, just give it one step in this Pursuit in lieu of the standard adjustments in the Magia's description. For each Margin of Success on the spell, the Beast gains another Step in this Monster Pursuit.

Alternatively, if it's appropriate, a Mage or Primal character (both from *Into the Steam*) could attract a Rotting Familiar or Animal Companion. This option makes the most sense for Stitched characters, but such a choice can also be appropriate for some Living characters (especially Resurrectionists).

REQUIREMENTS

The Rotting Monster Pursuit is available to any Beasts that have been returned to life via Necromancy (whether deliberately or accidentally). The transition into undeath will often make these creatures stronger than their living counterparts, though fortunately, such creatures are fairly easy to recognize (and gun down) at a distance.

ADVANCEMENT

Below is a brief summary of what it means for a creature to be at each of these steps. Since steps are chosen for the creature, it is important to choose the step that is most appropriate for the creature you have in mind.

1. These creatures are newly raised from the grave and could even be mistaken for a living version of their species, depending upon how they died and the extent of their injuries.
2. These creatures have generally been animated long enough for the flesh to begin to putrefy and rot. They're often surrounded by a cloud of flies and a rotting odor.
3. Once the softer bits of the creature have turned putrid, the flies infesting the creature depart, leaving behind rotting muscles and tattered skin.
4. Prolonged animation bakes the remaining flesh of the creature into leathery strips akin to rancid jerky, giving it a lean and skeletal appearance.
5. The few creatures that make it to this step have had their remaining skin eaten or peeled away, leaving them as little more than skeletons held together by necromantic energy.

UNDEAD RATTLESNAKES: ONE MORE
REASON TO STAY HOME ON EARTH.

- LUNA WALTERS

STEP	TALENT
1	Rotting
2	Grave Boon
3	Grave Boon
4	Grave Boon
5	Grave Boon

ROTTING

When this character gains this Pursuit, it loses the Living Characteristic and gains the Undead Characteristic. Its Mental Aspects are lowered to -5, and it gains following ability: "**Hard to Wound +1:** Damage flips against this character suffer \square ."

GRAVE BOON

Each time the Beast gains this Talent, it gains one of the boons below. Unless otherwise specified, a creature may only select a given boon once.

- **Cloud of Flies:** The creature is surrounded by a thick cloud of biting flies. The area within \odot 1 of this creature is considered to be soft cover. Any Living creature that ends its turn within this area suffers 1 damage.
- **Crooked:** The creature's body is shattered and bent at unusual angles, making it difficult to hit with ranged weapons. Ranged Combat attacks against this character suffer \square .
- **Embalmed:** The creature has been carefully preserved, giving it a slightly bloated appearance and an odor that is more chemical than rotting. When this character would suffer damage due to the **Poison** Condition, it instead heals 1 damage. At the start of Dramatic Time, this character gains **Poison +5**.
- **Ghostly:** The creature is not a rotting beast of flesh and bone but rather a spectral entity. The creature gains the following ability: "**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." When this character makes a Shooting or Close Combat attack, it may choose for the attack to be resisted by either Defense or Willpower.
- **Horrific Odor:** The creature is surrounded by a terrible odor far surpassing what is typical of a rotting corpse. At the end of this character's turn, it may make all characters within (X) 2 gain **Poison +2**.

• **Patient Zero:** The creature's attacks are capable of passing on a necromantic contagion to its victims, forcing them to rise from the dead as mindless undead. Non-sentient undead will not attack this creature unless specifically commanded to do so. In addition, the creature gains the following Trigger to its Close Combat attacks:

✗ *Zombify:* If this attack kills the target, it rises as a zombie at the beginning of its next turn. Use the most appropriate zombie stat block from those presented on page 164 to represent this mindless zombie.

• **Rotten Contents:** The creature is filled with putrid, rotting meat and rancid stomach acid. After suffering damage, this character may discard a card. If it does, all Living characters within 2 yards suffer 2 damage.

• **Terrifying:** The creature is a conduit for supernatural terror. It gains the following ability: "**Terrifying (Living) 10:** Enemy characters must pass a TN 10 Horror Duel if they end a Walk Action within this character's engagement range or target this character with an Action." If this boon is chosen a second time, the TN of this Horror Duel increases by +2.

• **To the Death:** The necromantic energies animating the creature take a few extra seconds to completely dissipate following its death, allowing it a chance to make one final attack against its killer. When this creature is killed, it may perform a (1) Action before it dies. If this Action would somehow prevent this character's death, it dies regardless.

• **Toxic:** The creature's corpse is infused with virulent poisons and deadly toxins. It adds a ✗ to its Close Combat Skill value and gains the following Trigger to its Close Combat attacks:

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

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