



ELEMENTS OF MATRIMONY

A ONE-SHOT ADVENTURE FOR THROUGH THE BREACH

By: DAVID [TANJA] IVEY

Neither the oppressive hand of the Guild nor the threat of Resurrectionist zombies can stop people from falling in love. Just as on Earth, planning a wedding in Malifaux is a complicated endeavor, and many wealthy couples hire someone to help them manage the minutiae of planning such affairs of the heart. Less wealthy couples usually just foist those responsibilities onto their friends and family.

The Fated are just such unlucky individuals. After her previous wedding planner is arrested by the Guild for consorting with Arcanists, a friend of the Fated calls on them to help save her wedding. The ceremony takes place in five days, so the Fated only have a short amount of time to complete their tasks and ensure that their friend gets the wedding she deserves.

PROLOGUE

The adventure begins with the Fated meeting Nika Savvin at her home in lower Downtown. Miss Savvin will have contacted the Fated earlier in the day with a request that they speak with her about an urgent matter. She should be a close enough friend - or perhaps a sister or cousin, with a name change - that the idea of performing a few "small favors" for her would not be unreasonable. Fated familiar with Nika should be aware of her upcoming marriage and have most likely been invited to the wedding.

BRIDEZILLA

This adventure assumes that Nika Savvin is an understandably stressed out but generally positive person. If the Fatemaster wants to add a bit more of a threatening tone to the adventure, however, she can be presented as an utter monster of a bride-to-be, demanding that everything be perfect and not accepting anything less. This will change the tone of the adventure, and as the Fated help her, Nika's behavior should grow increasingly less tolerable, even as they hear rumors that she was responsible for the arrest and execution of her previous wedding planner. Of course, the Fated could always sabotage her wedding and subject the diva bride to some much needed humility...



Red the following text:

When you arrive at her modest home in lower Downtown, Nika Savvin welcomes you into her parlor and serves some tea and tiny sandwiches. After a brief exchange of pleasantries, the blonde woman's face turns serious.

"Do you ever feel like the world is out to ruin your plans, sometimes?" Nika's face scrunches up in annoyance. "Apparently, Julia Simmons, the woman I hired to handle the details of my wedding, has been arrested. The Guild is saying she was an Arcanist, if you can believe it! It's thrown everything into disarray. Some of the people she hired are now refusing to work with me, just because she was the middleman! Even the down payment on my dress was returned!"

Nika's voice grows progressively louder as her frustration becomes evident. "I know this is short notice and not your area of expertise, but I need someone to help me get things sorted out. The wedding is next week, and all of our family and friends are already on their way... we just can't cancel it."

Nika can't pay the Fated for their help - both she and her fiancé have already poured most of their money into the wedding - so they're hoping that friendship (and perhaps family ties) will be enough to leverage them into assisting. The couple has a total of ten scrip they can give the Fated to cover expenses, however. This sum is the entirety of their wedding fund and is intended to pay for her wedding dress, his tuxedo, the rent, the venue, and all other wedding expenses. If there is anything left over once it is all said and done, the Fated can keep it as their payment.

Nika's fiance is a friendly and reasonably handsome man named Allister Bayle. He's currently away, attempting to salvage different aspects of the wedding (dealing with the holds placed on the wedding guests' travel papers, mostly), and won't play much of a part in this adventure (at least until his wedding at the end).

The couple is expecting around thirty wedding guests, most of them from Earth.

SCENE 1: WEDDING LOGISTICS

Once the Fated have agreed to help Nika, she thanks them and explains what all needs to be done. She and her fiancé are handling some other matters, so fortunately, the Fated don't have to do it all themselves. The issues they need help with are as follows:

- **Wedding Dress:** At the top of Nika's list is her wedding dress. She was originally fitted for a dress at Muller Tailoring, in the upper portion of Downtown. Obtaining the dress is the focus of Scene 2: The Art of the Dress (pg. 46).
- **Wedding Hall:** The wedding hall that Nika booked for her ceremony and reception had initially agreed to honor her reservation despite the wedding planner's arrest, but just this morning, Nika received a letter telling her that her reservation had been canceled. No explanation was given. If the venue changes, the guests will need to be notified when they arrive in Malifaux. Obtaining the wedding hall is the focus of Scene 3: Wedding Hall Blues (pg. 47).
- **All contact with the band that was supposed to play at the wedding and reception was lost when the wedding planner was arrested; Nika doesn't even remember their name. The Fated will have to find a new band to play at the event. Finding a band is the focus of Scene 4: Band Aid (pg. 48).**
- **On a more personal note, Nika would like the Fated to politely convince one of her friends, Rachel Corbet, to skip the wedding. Rachel was properly invited, but she and Nika both had their eyes on Allister, and with the complications to the wedding, Nika is concerned about her fiancé's loyalty (though she hates herself for admitting it). Talking with Rachel is the focus of Scene 5: Awkward Friendships (pg. 49).**
- **Nika also needs to obtain a marriage license from the Guild. This requires a trip to the Guild Enclave, which shouldn't be too much of a hassle, provided that the Fated aren't wanted criminals. Obtaining the marriage license is the focus of Scene 6: Marriage License (pg. 50).**
- **The previous caterers made it clear that they would not be working for any weddings or events that the previous wedding planner had a hand in, which has left Nika with a food-free reception. The Fated will have to find new caterers to ensure that Nika's guests have food to eat. This is the focus of Scene 7: Formal Foods (pg. 51).**



If the Fated have any questions for Nika, she answers them to the best of her ability, though she admits that she had assumed that the wedding planner would handle much of the work and thus does not have much information to go on.

If the Fated are known for handling their problems with fists and bullets, Nika will politely ask them not to “cause a fuss.” She doesn’t want anyone to get hurt, and she certainly doesn’t want anyone killed.

Any sort of investigation into Julia Simmons, the previous wedding planner, leads to a dead end: her apartment has already been cleaned out and rented to someone else, her office has been closed and vandalized, and all of her paperwork has been seized by the Guild. The investigation wastes an entire day without turning up anything of value. If the Fated have Arcanist contacts, they can confirm that she had some dealings with them, but Simmons was far from being a member of the organization.

OUT OF TIME

The Fated only have five days before the wedding, which isn’t a whole lot of time, given everything they need to accomplish. Generally speaking, between travel times, making appointments, and trying to find people, each of this adventure’s scenes takes at half a day to complete. At best, that means that the Fated have just enough time to address every one of Nika’s concerns, provided that they do not have any complications.

If the Fated split up into groups, then each group can work independently from the other. This is a good way to make the most of the time the Fated have, though with fewer people available to tackle complications, it’s the riskier approach...

WEDDING POINTS

The overall success or failure of Nika’s wedding is represented by Wedding Points. As the Fated complete the tasks before them, they will earn Wedding Points. At the end of the adventure, the number of Wedding Points earned by the Fated will be tallied up to determine how the wedding and its following reception are received.

SCENE 2: THE ART OF THE DRESS

Nika was previously fitted for a dress at Muller Tailoring, a dress shop in upper Downtown that sees plenty of Guild business. As soon as the owner received word that Julia Simmons had been arrested by the Guild, she cut all contact with her clients and returned their deposits. Luckily for the Fated, the dress wasn’t completely scrapped, just put aside to be salvaged later. Unfortunately, it wasn’t finished, and Mrs. Muller has no interest in having anything to do with one of Simmons’ weddings.

Finding Muller Tailoring is easy enough; it’s kept open during the day, and the owner, Mrs. Amanda Muller, works in the back while her son works the front desk and tends to any prospective customers. Mrs. Muller can usually be heard working on one dress or another, usually swearing or singing in German, depending on whether her current project is working with or against her efforts. When the Fated arrive at Muller Tailoring, read the following text:

The small shop’s name is carved into a wooden sign that hangs above its door. Through the windows, you can see a half dozen dresses being displayed on stationary mannequins. Upon opening the door, you are immediately welcomed by the cheerful voice of a young boy.

“Welcome to Muller’s Tailoring, home of the finest dresses you can buy on a miner’s budget,” the young boy says, his German accent noticeable despite his otherwise precise English. “How can I help you?”

The boy is Gregory Muller, Amanda’s son. He’s cheerful and energetic and will engage the Fated in conversation the moment they enter. If the Fated try to commission a dress, he informs them that the store is not accepting any requests at the moment, though they can leave their names and a means of contact on a waiting list.

If the Fated ask to speak with Amanda or an adult, after a moment of hesitation, Gregory runs into the back to fetch his mother. After some audible grumbling, Mrs. Muller comes to the front to speak with the Fated personally.



THE DRESSMAKER

In contrast to her foul mouth when she can't be seen, Amanda Muller is very professional when she deals with customers. If the Fated mention that they could hear her swearing in the back, she apologized and blames it upon having to work with a difficult material.

If the Fated mention that they're involved with Nika Savin or Julia Simmons, then Amanda apologizes and explains that she can't risk her work being associated with any sort of illegal activity. She's worried that she may have been making a dress for an Arcanist and is worried about the Guild learning of the association and shutting her down (or worse).

Mrs. Muller confirms that the dress is unfinished, but she has yet to take the dress apart. If the Fated are interested, a TN 10 Barter Challenge will persuade her to sell them the unfinished dress for 2 scrip.

Alternatively, the Fated can attempt to pressure Muller into finishing the dress herself, despite her misgivings. Doing so requires a TN 10 Convince, Deceive, or Intimidate Challenge. On a success, Muller accepts the job but demands 5 scrip up front and another 5 afterward (for a total of 10 scrip). It takes her four days to finish sewing the dress.

Regardless of which method the Fated choose, every Margin of Success on the appropriate duel lowers the cost of the dress by 1 scrip (to a minimum of 0 scrip, effectively making it free).

If the Fated decide to have another dressmaker work on the dress, it costs them a total of 5 scrip for the dress, plus an additional scrip for every day that has passed since they agreed to help Nika (as they have to pay for rush service). If the Fated have Muller's unfinished dress, the initial cost of the dress drops from 5 scrip to 1 scrip.

FIRST-HAND SEWING

Another option is for the Fated to finish the dress themselves. Doing so will require either the unfinished dress and 1 scrip in supplies or 5 scrip, if they are starting from scratch. The character sewing the dress may then make a TN 8 Stitching Challenge. On a success, they will finish the dress in four days of uninterrupted work. Each Margin of Success can be used to either make the dress higher quality or to reduce the crafting time by one day (to a minimum of one day).

If the Fated fail to create a wedding dress in time, Nika will be forced to either wear casual clothing or an ill-fitting, off-the-rack dress. Needless to say, Nika will be quite upset if this is the case, and the Fated will lose 1 Wedding Point as a result.

WEDDING POINTS

The Fated gain 1 Wedding Point if they obtain a dress, +1 Wedding Point for every Margin of Success spent to increase its quality. If Muller finishes the dress, she counts as having generated a single Margin of Success (and thus provides 2 Wedding Points).

SCENE 3: WEDDING HALL BLUES

The owners of the wedding hall that Nika had intended to hold the ceremony and reception don't particularly care about who might or might not be an Arcanist. They were perfectly willing to honor their agreement to let the couple use their building, but then fate decided to intervene: a fight between a Resurrectionist and the Death Marshals broke out in lower Downtown, and the quarrel spilled over into (and came to a bloody conclusion at) the venue. The hall itself is mostly unharmed, nothing some new furniture and a few touch-ups can't handle. The problem is all the blood and viscera left over...

The Fated can find the wedding hall in the lower part of the Downtown district. It's a quaint building off the main streets but still within the relative safety of the Guild's patrols. The door is locked, but if the Fated visit during business hours, one of the staff - a heavy man wearing an apron and gloves, both of which are splattered with gore - comes out to inform the Fated that the hall is closed for renovations.

If the Fated explain that they're there on behalf of Nika, the man introduces himself as Ezekiel Baldwin, the owner of the hall. He offers his apologies to the Fated and explains the situation: there was a nasty fight and there is still a great deal to clean up. He doesn't want to admit that there were undead and necromancers in his building, but the Fated can get the full story from him with a TN 10 Bewitch, Convince, Deceive, or Intimidate Challenge. Baldwin apologizes again and mentions that he would be happy to host the wedding, but he doesn't expect to have the hall cleaned up for a couple of weeks.



The Fated can attempt to talk Baldwin into honoring Nika's reservation. Doing so requires a TN 10 Convince, Deceive, or Intimidate Challenge. Success indicates that Baldwin will agree to get the hall cleaned as quickly as possible, but in order to do so, he will need to charge an additional fee, as he will need to hire help. The cost of such labor is four scrip, plus one additional scrip for every day that has passed since they agreed to help Nika.

Alternatively, the Fated may offer to help clean up the area themselves, an offer that Baldwin is happy to accept. Cleaning the hall requires a TN 8 Homesteading Challenge. On a success, the hall will be clean and presentable in four days of uninterrupted work. Each Margin of Success can be used to reduce the cleaning time by one day (to a minimum of one day) or to further decorate the venue.

If the Fated rush the cleaning job, they can still make the wedding hall presentable, but at some point during the ceremony, one of the guests is attacked by a rotting, still-animated hand.

A DIFFERENT VENUE

The Fated might instead decide to simply search for a different venue. Obtaining a new venue in a respectable area in such a short period of time is very difficult and requires a full day of scouting potential venues, followed by a Barter, Bewitch, or Convince Challenge with a TN of 10 +2 per day that has passed since the Fated agreed to help Nika.

Fated who attempt Intimidate Challenges in order to secure a venue meet with initial success, but the venue's owner quickly informs the Guild Guard of the intimidation attempt. On the day of the event, the arriving guests find a full patrol of Guild guardsmen waiting at the venue. The guardsmen turn aside groom, bride, and guests, forcing the ceremony to take place in the street as the guardsmen watch.

Another option is to simply claim a large, empty building in one of the slum districts; beyond the carefully patrolled streets of Downtown, there is a surplus of housing. These buildings are often damaged and dirty, however, and they require some decorating and cleaning in order to be presentable. This is a TN 8 Homesteading Challenge that requires

two days of uninterrupted work. Each Margin of Success can be used to reduce the cleaning time by one day (to a minimum of one day) or to further decorate the venue.

In the event of a venue change, the Fated must take explicit care to ensure that the guests are aware of the new address (such as handing out maps to the guests when they step off the train or escorting them from their hotel rooms) or risk some of the guests getting lost and not making it to the ceremony. If the venue moved to the slums, around half of these lost guests are attacked and robbed of their fine clothing and other valuables.

WEDDING POINTS

The Fated gain 1 Wedding Point if they obtain a venue, +1 if it is the original venue, +1 Wedding Point for every Margin of Success spent on decorating. If an undead hand attacks one of the guests or the wedding takes place on the street, the Fated lose 2 Wedding Points.

If the venue changed and the Fated did not ensure that the guests were made aware of the changed address, they lose 1 Wedding Point, or 2 Wedding Points if the new venue is in a slum district.

SCENE 4: BAND AID

All contact with the band was lost when Julia Simmons was arrested; Nika wasn't involved in hiring them and doesn't even know their name. As a result, the Fated will have to find a new band to play at the wedding.

Fortunately, finding a band isn't particularly difficult. Finding a band that is appropriate to a wedding, decently priced, and available on such short notice, however...

Chasing down an available band requires a TN 9 Bewitch or Music Challenge. On a success, the Fated get in touch with Jorge Ramirez (pg. 49). If they achieve a Margin of Success on a Music Challenge, they manage to contact Faith Lloyd (pg. 49), but if the Fated performed a Bewitch Challenge, they require two Margins of Success to contact her.



JORGE RAMIREZ

Jorge is an older gentleman with a winning smile, a fabulous suit, and a charming personality. He is the manager and lead singer of a Mariachi band, “*Los Tres Amigos*,” and assures the Fated that he has played at many weddings. *Mexican* weddings, granted, but they were highly praised for their music at each one. Jorge charges 4 scrip to cover the wedding and reception, but a TN 10 Barter Challenge can talk him down to 3 scrip and free drinks.

FAITH LLOYD

Faith Lloyd is a young singer who has only recently started to perform in the city. Her voice and repertoire are perfect for a wedding, and she’s new enough that her rates are affordable and her schedule is open. She will need to hire some backup musicians to accompany her, which brings her rates up to an acceptable 3 scrip. The Fated can talk her down to 2 scrip with a TN 10 Barter Challenge, but she’s not happy about it.

KARAOKE WEDDING

Alternatively, the Fated could choose to handle all of the wedding’s music themselves. Doing so requires a TN 10 Music Challenge on the day of the wedding, which includes performing at both the ceremony and the reception.

WEDDING POINTS

The Fated gain 1 Wedding Point if they hire Jorge Ramirez and 2 Wedding Points if they hire Faith Lloyd. If they choose to perform themselves, they gain 1 Wedding Point if they succeeded on their Music Challenge, plus 1 additional Wedding Point for each Margin of Success.

If there is no musical accompaniment at all, the reception ends up being quite boring and disappointing; the Fated lose 1 Wedding Point.

SCENE 5: AWKWARD FRIENDSHIPS

Nika is concerned that her friend, Rachel Corbet, might become a disruptive presence at her wedding. She doesn’t wish the other woman any ill will; she just doesn’t want Rachel to attend her wedding.

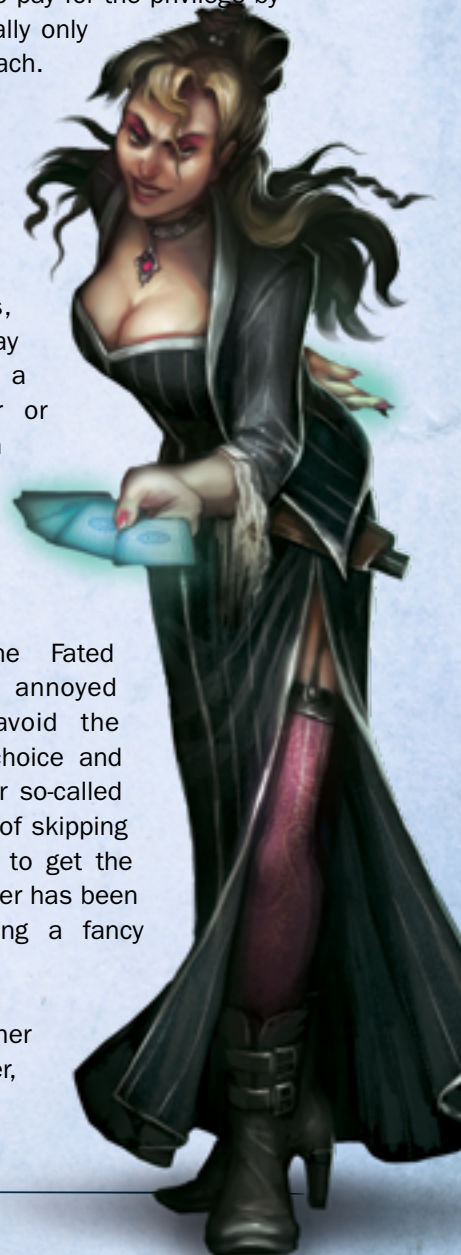
According to Nika’s information, Rachel works days at the Honeypot Casino. Finding her is fairly simple, but getting to talk to her without distraction is another matter entirely. The Honeypot is located in the Little Kingdom and is a massive, three-story building that dominates the smaller buildings around it. Bright Geissler tubes on the building’s façade proclaim its name in electric shades of purple and blue, and the interior boasts more poker tables, roulette wheels, and slot machines than most people have seen in their entire lives.

If the Fated attempt to speak to Rachel while she is at work, they have their work cut out for them. She spends most of her shift moving between tables, serving drinks, and flirting with customers in exchange for tips. Anyone wanting to speak with her more or less has to pay for the privilege by ordering drinks, which typically only cost about .20 scrip or so each.

Alternatively, the Fated could try to catch Rachel at her home, a somewhat run-down apartment in the Southern Slums. Nika doesn’t know her address, so it takes the Fated a day of asking questions and a successful TN 10 Barter or Bewitch Challenge to learn where she lives, or they can just follow her home from work with a TN 9 Stealth or Track Challenge.

Regardless of where the Fated encounter Rachel, she’s annoyed about being asked to avoid the wedding. She has a few choice and unflattering words about her so-called friend and has no intention of skipping it; she “went through hell” to get the day off work, and her daughter has been looking forward to attending a fancy wedding.

Getting Rachel to change her mind requires a TN 11 Barter,





Convince, or Intimidate Challenge, depending upon how the Fated decide to go about it. Success will make Rachel agree to skip the wedding, but unless the Fated achieve a Margin of Success, she insists that her daughter still gets to go. If the Fated choose to make an Intimidate Challenge, regardless of success or failure, the attempt ruins any chance of friendship between Rachel and Nika.

If the Fated generate a Margin of Failure on this Challenge, Rachel pretends to accept, but when the wedding day comes, she shows up to make a scene. When the pastor asks if anyone objects to the union, Rachel does so (loudly) on the basis that the groom, Allister Bayle, is still in love with her... and has been sleeping with her for weeks! This isn't actually true, but the accusation alone is enough to throw the wedding into chaos and ruin Nika's big day.

WEDDING POINTS

The Fated gain 1 Wedding Point if Rachel does not attend the wedding (it does not matter if her daughter attends or not). If Rachel causes a scene at the wedding, the Fated lose 2 Wedding Points.

SCENE 6: MARRIAGE LICENSE

Getting an appointment at the Guild Enclave is easy enough (assuming that the Fated are not Gremlins, undead, sentient constructs, or wanted criminals), but the appointment has to be made at least one day in advance, no exceptions.

In the event that the Fated are wanted criminals, they stand a good chance of being recognized unless they are careful. They could attempt to don disguises (requiring TN 12 Deceive Challenges) or try to forge a realistic-looking marriage license (requiring a blank marriage license form and a TN 12 Forgery Challenge).

THE APPOINTMENT

When the Fated arrive for their appointment, they are lead to the office of Cotton Marbury, an older Guild official with a balding head, thick glasses, and a pencil mustache. Cotton is a fairly friendly bureaucrat, and he takes his job serious enough to perform it well but not so much as to become draconian in his duties.


He's not without a sense of humor, and if more than two people show up asking for a marriage license, he jokes that he will need to "check with the lawyers pertaining to the Guild's stance on polygamy."

Unfortunately, the licensing documentation for Nika Savin and Alister Bayle was confiscated by the Witch Hunters due to Julia Simmons' involvement. Cotton doesn't expect for the license to be released anytime soon and adds that it would likely be faster for the couple to resubmit a license application themselves.

The Fated are free to fill out the information themselves (provided that they know the couple closely) or take it back to Nika for her to complete. Submitting the application requires another appointment (and another day's wait for that appointment), but the processing time takes four to six weeks.

Cotton can rush the processing by filling out the paperwork himself, but he's not inclined to do so on his own. A TN 8 Scrutiny Challenge allows characters to realize that he is soliciting a bribe of at least 2 scrip, and if the Fated pay him, he says that they can pick up the approved license on the following day. A successful TN 10 Barter Challenge allows a character to reduce the bribe down to 1 scrip without any hurt feelings.

In addition to the bribe, the marriage license costs 1 scrip (which cannot be avoided in any event).

Alternatively, a TN 12 Bureaucracy Challenge allows a character to request "Expedited License Replacement Form 3-R4," which forces Cotton to reproduce the original marriage license at no additional charge to the applicants. Cotton isn't aware of this particular form and has to check the regulation book to learn its details. He isn't pleased by being one-upped by the Fated, but he nevertheless abides by the Guild's rules and has the marriage license ready for them the following day. If the Fated are members of the Guild, they gain  to this Challenge.

WEDDING POINTS

The Fated gain 2 Wedding Points if they obtain the marriage license (even a forged one) in time for the wedding. If they are able to complete the paperwork but don't pick the license up before the day of the wedding, they only gain 1 Wedding Point.



If the Fated were unable to obtain a marriage license, the couple panics over the fact that the wedding isn't recognized in the eyes of the Guild, though it ultimately doesn't lead to any troubles for the couple, other than some minor hassles in the future.

SCENE 7: FORMAL FOODS

The previous caterers, Devlin Catering, made it clear that they would not be working for any weddings or events that involved Julia Simmons. In any event, they've already been booked for another event (the retirement party of a Guild guardsman), so the Fated will have to find an entirely new catering service to cover the reception.

Finding a caterer requires a full day of traveling through the city and interviewing prospective clients (many of whom simply cannot commit to such a close date). With a successful Bewitch or Culinary Challenge (TN 10 + 1 per day that has passed since the Fated agreed to help Nika), however, they find a caterer willing to take the job: Matias' Traditional Cooking and Catering (pg. 51). If the Fated achieve a Margins of Success on a Culinary Challenge, they instead find Hendrik's Dream Catering (pg. 51), who offer more traditional fare. It takes two Margins of Success to find Hendrik's Dream Catering on a Bewitch Challenge.

Alternatively, the Fated could try to provide all the catering themselves...

MATIAS' TRADITIONAL COOKING AND CATERING

Matias' catering service is reasonably priced, and thanks to a cancellation (a birthday celebration for a Neverborn Hunter who was torn apart by Nephilim), their schedule is currently open for the day of the wedding. Matias is an older Hispanic man who, along with his wife and adult children, run a very professional restaurant and catering business.

The only downside is that the food is distinctly Mexican (albeit traditional Mexican), which isn't usually the sort of fair that one expects to find at a (non-Mexican) wedding.

Hiring Matias' Traditional Cooking and Catering costs 4 scrip, and all of it must be paid up front, due to the short notice. The Fated can attempt to lower the price to 3 scrip with a successful TN 10 Barter Challenge, but as a result, the food served at the reception consists of far more beans and rice than meat dishes.

HENDRIK'S DREAM CATERING

Despite a distinct lack of anyone named Hendrik on their payroll, Hendrik's Dream Catering is a professional catering service with a track record of excellence. They would normally be far outside of Nika's price range, but one of their owners is secretly an Arcanist sympathizer and is willing to take a loss to help someone she believes might be involved in the movement.

Hendrik's Dream Catering can be hired for 6 scrip, but as with Matias' catering service, the Fated must pay in advance. A TN 10 Barter Challenge can reduce the price down to a mere 5 scrip.

SELF-MADE CATERERS

If the Fated choose to cater the wedding themselves, they will have to spend the entirety of the day before (and much of the morning of) the wedding cooking. The character must succeed at a TN 10 Culinary Challenge in order to create enough food of passable quality to cover the wedding guests, if just barely. Every Margin of Success increases the quality and quantity of the produced food.

If the Fated fail this Challenge, the food is still prepared, though it tastes terrible. A Margin of Failure results in a mass outbreak of food poisoning among the guests (and, unfortunately, a very disappointing wedding night for the sick bride and groom).

WEDDING POINTS

The Fated gain 1 Wedding Point if they hire Matias' Traditional Cooking and Catering and 2 Wedding Points if they hire Hendrik's Dream Catering. If they make the food themselves, they gain 1 Wedding Point if they succeeded on their Culinary Challenge, plus 1 additional Wedding Point for each Margin of Success.

If there is no food at the reception, or if the Fated failed their Culinary Challenge, everyone at the wedding reception ends up quite hungry and disappointed; the Fated lose 1 Wedding Point. If the



Fated poison the happy couple and their guests, this loss is increased to 2 Wedding Points. In any event, raw materials for the meal cost 1 scrip.

CONCLUSION

At the end of the five days, it is time for the wedding! Unless the Fated actively try to ruin the wedding, the ceremony and reception still happen, though depending upon the choices the Fated made, it might end up being quite a sad little event.

The actual success of the wedding and the happiness of the attendees depend upon how many Wedding Points the Fated accumulated during the adventure. Will the bride and the guests be happy with the ceremony and reception, or will it be an utter disaster that haunts the couple's marriage for years to come?

THEMED WEDDING

Through their actions, the Fated may unintentionally (or intentionally) give Nika a Mexican-themed wedding by hiring both *Los Tres Amigos* and Matias' Traditional Cooking and Catering. If they do so, they gain 1 additional Wedding Point (and a number of surprised comments about the unconventional choice).

WEDDING RESULTS

- 10+ Wedding Points: The wedding is a spectacular success! The guests are happy, the bride and groom are happy, and any minor complications are forgiven and forgotten. When Nika thanks the Fated at the reception, the guests chip in to help reimburse them for their costs, resulting in a total of 3 scrip per Fated. A few of the guests even request that the Fated help plan their Malifaux weddings!

- 7-9 Wedding Points: The wedding goes well. For the most part, the guests are pleased, and the happy couple is too preoccupied to care about anything but the most major of complications. The Fated are given thanks and some praise when Nika thanks them at the reception.
- 4-6 Wedding Points: The wedding is mediocre and ultimately forgettable. Some of the guests are noticeably upset, but they feign happiness in order to reassure the bride that things went well. The Fated receive some polite applause after Nika thanks them at the reception, but the reception ends up being somewhat lackluster and few of the guests only remain long enough to be polite.
- 1-3 Wedding Points: The wedding goes poorly. There are enough complications that people are genuinely unhappy over how it went, and after the Fated are thanked by Nika at the reception, they receive "a good talking to" from some of the guests, most notably the parents of the bride, who blame them for "ruining" their daughter's big day. Nika is more forgiving - she knows that things were bad from the start - but she spends most of the reception crying into her hands while her new husband awkwardly tries to console her.
- 0 or fewer Wedding Points: The wedding is a complete disaster. Practically everything that could go wrong does, and things are significantly worse for the Fated's involvement. Nika starts drinking immediately after the wedding and starts drunkenly blaming the Fated for the wedding's failure. Things go so badly that the marriage falls apart within the year.

