



THE FORGOTTEN

A ONE-SHOT ADVENTURE FOR THROUGH THE BREACH

By: CHIP LIMEBURNER

Though many make the journey through the Breach in search of power, wealth, or adventure, many more come to Malifaux for more mundane reasons. In this adventure, the Fated meet a family of well-off but otherwise mundane people who are troubled by a supernatural presence. It's up to the Fated to sort things out and set things right.

DESTINY STEPS:

CRSC 5X: "After what is dead has died" could easily refer to the antagonist of the adventure and its current ruse.

LLEC 5P: "At last, you will sacrifice her on the altars of desperation" could refer to the Fated dispatching either of the young women in this adventure.

PROLOGUE:

The adventure begins as the Fated are approached by a member of the Anders family household with a proposition from his employer. This hook works best if the Fated have had some minor successes that would bring their names to the forefront of public knowledge, such as an article in a newspaper or rag sheet, rumors about their accomplishments, or so on.

If this is the Fated's first adventure, it is recommended that one of them have some sort of moderately prestigious accomplishment back on Earth that might have drawn the Anders' attention. Alternatively, they might just have friends among the Guild who gave the Anders family the Fated's names.

Read the following text, setting the scene wherever feels appropriate for the Fated:

You're approached by a smartly dressed black man with neatly trimmed hair and dark freckles on his cheeks. He introduces himself as Daniel Hastelin and, after a few pleasantries, cuts right to the chase. "I am employed as a footman by the Anders family. You may have heard of them, but if not, I can assure you, they are quite the proper family. In any event, they have sent me to solicit your assistance in a most troublesome matter."

Daniel pulls a thin business card out of his pocket and hands it to you. An address in one of the better Downtown neighborhoods is carefully written on its surface. "The Anders request your presence at their home tomorrow morning. As I mentioned, they are quite wealthy, and if you are kind enough to render your services – and your discretion – you will be well rewarded for it."



If the Fated have any further questions, Daniel is as helpful as he can be, but he doesn't know for certain what the Anders want to speak with the Fated about. If they push him to speculate, read the following text:

"Well, you see, it really isn't my place to be speculating regarding my employers, but..." He glances around to make certain that nobody is eavesdropping and then lowers his voice to a more confidential tone. "There have been certain... disturbances... in the Anders household. Not domestic disturbances, mind you – those two are as close as a couple can be – but rather, disturbances of a more uncertain nature. There have been sights and sounds, sensations that can't properly be explained. Without intent to alarm, I might go so far as to call it 'supernatural.'"

Beyond that, Daniel is tight-lipped about the strange occurrences and grows increasingly uncomfortable the longer the conversation lingers on the subject. When the Fated are done asking questions, he bids them farewell and leaves.

SCENE 1: THE MEETING

When the Fated arrive the next day at the address provided – a townhouse in the central Downtown area of Malifaux City – they are met at the door by a very worn-down looking Mr. and Mrs. Anders. They are a reasonably young couple in their late 20s; Mr. Anders is tall, with a neatly trimmed chevron mustache and the rounded body of a man who sits at a desk for a living, and his wife is slightly shorter with an unremarkable sort of attractiveness that neither catches or repulses the eye, like the paintings one might find in a hotel.

The couple invites the Fated in and sits them down in the parlor, offering tea and sandwiches, and makes small talk. They seem reluctant to actually discuss why they invited the Fated to their home, but once the topic can no longer be avoided, they begin to speak of their experiences over the past few months. Read the text on the following page.

"It all started about three months ago," Mr. Anders explains. His wife places her hand on his arm as a show of support as he continues. "At first, it was just small things, like not being able to find small objects when you needed them. But then it started to get more pronounced. You'd put something down, turn away for just a second, and then it would be gone. That's not something you can explain away with absent mindedness. Then came the crooked pictures, the slamming of doors, footsteps in empty halls..."

At this point, interrupt the conversation (perhaps even slamming your hand or a book on the table to make the players jump in surprise) and tell the Fated that they hear a surprised scream from the hallway that's cut short by a loud crash.

The Anders rush into the hallway to investigate, and when the Fated join them, they see the simple but horrifying scene: a dead woman lies face up in the entry hall, right beside the stairs leading up to the second floor landing. The bizarre angle of her head suggests a broken neck. The woman is dressed in a maid's uniform, and when the Anders see her, they're horrified and explain that the woman is Ms. Haversham, their nanny.

If the Fated succeed at a TN 16 Notice Challenge, they are able to look up in time to catch a glimpse of "Eliza" Anders, the six year old "daughter" of their prospective clients, crouching on the landing and staring down soberly from between the balusters before she silently creeps away. The nanny had come across the changeling watching the Fated as they entered the house and was scolding her for spying when the changeling grew bored and shoved her off the railing.

Once the initial shock has passed, Mrs. Anders rushes upstairs, calling after her daughter, "Eliza." She returns a few minutes later with the sullen little girl in her arms; the resemblance between her and her parents is obvious, but it also makes her a somewhat unattractive little girl. While she is gone, Mr. Anders fetches a tablecloth and drapes it over the nanny's corpse.



Shocked by this sudden and unexplained death of their nanny, the Anders beg the Fated to begin their investigation of the paranormal activity right away. They offer 10 scrip if the Fated can solve their problem, but a TN 10 Barter Challenge can talk them up to 15 scrip.

EXAMINING THE BODY

If the Fated wish to examine the body, a TN 8 Doctor Challenge reveals that Ms. Haversham's death was indeed caused by a broken neck. A TN 10 Notice Challenge reveals that something is off about the orientation of her body: from the way she landed face up, she must have been facing away from the railing when she fell over it. Particularly astute Fated might use this to conclude that she didn't jump over the railing, as it would have been unnatural for her to go over the edge backwards.

The banister on the second floor landing is still intact, and if the Fated check it, it proves to be quite solid, with very little give to it.

SCENE 2: HAUNTED HOUSE?

The Anders house is a two story building containing four bedrooms (one for the Anders, one for the Nanny, one for Eliza, and a guest bedroom), a small nursery/playroom, and two small washrooms on the upper floor. The ground floor contains the entry (with a stairway leading up to a second floor landing), a parlor, the dining room, and the kitchen (with a stairway leading down to the basement). The basement is a single room.

It's worth noting that if any of the characters are Mediums (from Under Quarantine), the Séance Talent may allow them to bypass a great deal of this adventure by communicating with Eliza's ghost... and that's perfectly fine! The Fated have the right tool for the job, and a clever Medium can avoid a great deal of heartache and bloodshed for everyone involved. Eliza's spirit responds by scratching one-word answers into the plasterwork of the walls; for instance, asking "What do you want?" might be answered with "Murder. Trapped. Scared." Asking who killed the ghost results in a line that begins

carving the word "Imposter" into the wall.

As the Fated begin their investigation, the Anders suggest that they begin in their daughter's former bedroom. They explain that one night, before the haunting had become very bad, they had been reading a bedtime story to their daughter when all the small objects in the room – her toys, books, blocks, and stuffed animals – rose up into the air as one and began pelting "Eliza."

Fortunately, Mr. Anders was able to shield his daughter, but that night they had her sleep with them in their room, and the next day they relocated her to the guest bedroom down the hall. This was all about a month ago, and to the best of their knowledge, nobody has entered the room in that time.

ELIZA'S FORMER BEDROOM

When the Fated enter Eliza's former bedroom, read the following text:

You open the door and peer into an abandoned, dusty room. The walls are brightly painted in different colors, suggesting the room of a young girl. An expansive window on the opposite wall looks out over a lovely view of the back garden, and a second, child-sized door is set into the left wall. A thin layer of dust has settled on the floor.

If the Fate search the room, a TN 8 Notice Challenge reveals a small footprint in the dust, roughly the size of a child's. As they watch, a series of similar footprints appear in the dust, padding their way across the room until they come to a stop right in front of the room's smaller door.

If the Fated ask the Anders about the playroom, they explain that it was originally a nursery but has since been converted into a play room, though they've kept the connecting door locked (which requires either the key from the Anders or a TN 12 Lockpicking Challenge to open).



THE PLAYROOM

When the Fated enter the playroom (either through the normal door or the small, child-sized door leading into Eliza's former bedroom), read the following text:

There are a handful of toys and dolls strewn about the room, but for the most part, it's tidy: books are stacked neatly on shelves, dolls are tucked away in toy chests, and costumes are folded neatly in their boxes. A small table in the center of the room has been set for a tea party, and four of the five chairs are occupied by stuffed animals and smiling dolls.

If the Fated investigate the stuffed animals, feel free to give them distinct appearances, as it will make their reappearance later in the adventure more meaningful. Every character that succeeds on a TN 10 Notice Challenge realizes that, since they entered the room, the dolls seated at the table have turned to watch them. They only move the one time, when nobody is looking, and don't attempt to defend themselves from any abuse.

As the Fated look around the playroom, "Eliza" returns to the room and tries to distract them with simple conversation, asking seemingly innocent questions that attempt to deepen any tensions between party members. If that doesn't work, she moves on to demonstrating her ability to skip, somersault, headstand, and so on, gradually transitioning from amusing and adorable to annoying.

If the Fated harm the dolls while "Eliza" is in the room, she breaks out into tears and screams for her parents, insisting that the Fated are "killing her friends." A TN 12 Scrutiny Challenge reveals that "Eliza" is deliberately making a scene, and a TN 12 Bewitch Challenge manages to calm her down (so long as the Fated promise not to hurt her "friends" again). Her crying quickly draws her parents to the room; they are less than happy to learn that the Fated are destroying their daughter's toys in front of her.

Once the Fated have seemingly exhausted their search of the room, Eliza's ghost attempts to draw their attention. Read the following text:

A small but smooth movement draws your attention. A red rubber ball begins rolling across a shelf, teeters on the edge, then falls to the floor with a soft thud and a small bounce. It does not stop, however, continuing its path towards the door and out into the hallway.

Once in the center of the corridor, it makes a sharp stop and then begins rolling again at a right angle to its previous trajectory, headed toward the stairs.

If changeling is in the room, she realizes that the ball is an attempt by Eliza's ghost to lead the Fated to her body in the basement. She immediately jumps into action, ducking past the Fated to chase after the ball. The Fated can make a Grappling + Speed attack against a Defense of 5 (10) to grab her as she darts past them. On a success, she starts squirming and twisting around as she screams for her parents, but on a failure, she ducks with surprisingly good reflexes and lunges at the ball, snatching it up and away from the ghost.

If "Eliza" is prevented from reaching the ball, it bounces down the stairs, hanging just a fraction longer in the air that physics would deem possible. When it reaches the ground floor, the ball slowly and carefully winds its way around the corpse of the nanny if she is still there, then rolls through the dining room and into the kitchen, where it comes to rest.



DINING ROOM AND KITCHEN

When the Fated enter the dining room (regardless of whether they are following the red ball or not), read the following text:

From the kitchen beyond, you can hear a great din being raised, as if anything not tacked down is being shaken: cutlery, crockery, and cooking utensils rattle in one great storm of noise.

The noise draws the attention of Mr. and Mrs. Anders, who remain just outside the dining room, peering in at the kitchen in horror. The noise continues until the Fated enter the kitchen, at which point all the noise suddenly stops. A TN 8 Notice Challenge reveals that everything has come to point, much like the needles of a compass, directly towards a heavy wooden door on the far side of the room. Pot handles have turned, pans hanging from the ceiling are held parallel toward the ground, and the knives on the countertops have all swiveled in the same direction.

The door leads to the basement. It is locked (TN 12 Lockpicking Challenge to open), but Mr. Anders has the key. If asked about it, he says that it leads to the basement, which is generally a room they avoid using, due to the threat of diseased rats (or worse) coming up through the sewer access. Mrs. Anders mentions that there was a variety of paraphernalia in the basement when they moved in, though it was investigated by Guild officials who deemed none of it dangerous. They haven't had any reason to go to the trouble of clearing it out.

SCENE 3: THE BASEMENT

As the Fated step down into the basement, read the following text:

You descend the old, wooden stairs, each step creaking with age beneath you. A single shaft of light illuminates the room, shining in from a street-level window near the ceiling. Motes of dust drift about on unseen drafts before swirling back into the shadows that fill most of the room.

Occupying the basement more substantially than the darkness are innumerable hulking forms: boxes, crates, and abandoned furniture draped in white dust covers and drop cloths. The faint aura of rot lingers in the dusty, stale air.

As soon as a Fated character reaches the bottom of the stairs, the basement door suddenly slams shut, blocking them in. Breaking the door down requires a TN 14 Athletics Challenge; it's not locked, so attempts to pick the lock automatically fail.

Meanwhile, small objects begin to move and fly around the room in a widening circle. In the center of this maelstrom of long-forgotten refuse and household objects, a faintly glowing form appears. Its features are indistinct, but the form is humanoid and about the size of a small child. If the Fated succeed at a TN 11 Notice Challenge, they can make out the impression of long hair, suggesting that it is likely female. It raises one hand and beckons to the Fated before turning around and melting into one of the sheet-covered forms. As soon as it disappears, all of the objects which had been floating around the room hang in the air for a moment and then fall to the ground, though the basement door remains stuck.

Pulling back the dust cover on the object the ghost melted into reveals a large, wooden wardrobe, the kind in which a person can hang clothes. The clasp is locked, but it can be easily opened with a TN 8 Lockpicking Challenge or forced open with a TN 8 Athletics Challenge. Inside, the Fated see a rack of old, moth-eaten clothes and scratches on the inside of the lid. A TN 8 Notice Challenge reveals dried



blood in the scratches and something behind the clothes.

Pushing back the clothes to see what's hidden behind them reveals the decaying corpse of a child in a faded white dress. This is the corpse of the actual Eliza Anders, though the Fated don't yet know that for certain. If they think to compare the corpse to "Eliza," it's immediately obvious that the corpse has much longer hair than the living girl (due to the changeling having received a haircut between murdering the actual Eliza and now). Similarly, while the Anders recognize the dress as being of a similar design to one of Eliza's dresses, an inspection of the girl's closet reveals that Eliza's dress is right where it should be and has a slightly different design than the one worn by the corpse (this is simply confusion on the part of Eliza's parents; Eliza had two such dresses and they have simply forgotten about the second after it disappeared with their real daughter).

As soon as the Fated find the skeleton, the basement door swings open. If the Fated think to examine the corpse, a TN 10 Doctor Challenge reveals that the girl has been dead for about three months.

THE AFTERMATH

The Anders are shocked and horrified to think that there's been a dead body in their basement, but they once again reiterate that they never thoroughly examined the contents of the basement and mostly just tried to forget it was there. If anything, they blame the Guild for not finding it during their initial search.

When the Fated leave the basement – regardless of whether or not they take the girl's corpse with them - strong winds sweep the house from basement to attic and back down again, far worse than before. The winds are accompanied by screams of frustration and rage, as Eliza's ghosts expects the Fated to murder the changeling that killed her and has been threatening her family.

In the wake of this rampant escalation, the Anders hurry out of their home to the safety of the street. Burning the corpse or performing some type of last rites forces Eliza's spirit to leave the world with one

final scream of frustration and sorrow. Proceed to Scene 5: Playtime on page 55 if the Fated deal with the spirit in this way.

If the Fated don't seem to know how to deal with the spirit, the Anders ask them to find a way to quiet the spirit once and for all. Read the following text:

Mrs. Anders clutches her crying daughter to her chest as she huddles next to her husband outside their home. Even in the street, you can still hear the sounds of screaming coming from inside the house, and a few of the neighbors have started to come outside to see just what's going on.

"Please," she pleads, giving you a desperate look. "We can't live like this. There has to be someone that knows how to calm an angry spirit..."

Mr. Anders wraps a thick arm around his wife, comforting her as she breaks down into tears. "It might be time to bring in more professional help, as much as we were trying to avoid it. Can you please find someone for us? I'd go myself, but..." He looks down at his crying wife and daughter and then looks back up at you helplessly.

When it comes to fighting the spirits of Malifaux, there are few who are as capable as a Guild Exorcist, and if the Fated are on good terms with the Guild, they can easily arrange a consultation with an Exorcist later that day. If they decide to take this path, proceed to Scene 4: The Exorcist, on page 53.



SCENE 4: THE EXORCIST

So long as the Fated haven't done anything to upset the Guild, mentioning angry ghosts or a haunted house gets them a fast appointment with an Exorcist. If the Guild has some issues with them, however, then a TN 12 Bewitch Challenge is necessary to convince the clerk to give them the name of an Exorcist.

The Guild's Exorcists are technically employed by the Death Marshals, but in reality, the Death Marshals tend to treat them as eccentric freelancers. Most of the Exorcists in Malifaux were funded by churches and religions back on Earth, and as a result, they tend to be a bit fanatical about the eradication of undead and spirits, even for the already focused Death Marshals. As a result, the Exorcist they are directed towards, Jeremiah Crohn, has a small, private office on the eastern side of Downtown. It takes about half an hour to walk there, or about ten minutes if they're willing to pay half a scrip to rent a carriage.

When the Fated arrive at Crohn's office, read the following text:

An elderly woman greets you at the door and takes any coats and hats you might have before showing you directly into a reasonably sized office. The room is stacked with books and strange contraptions, as well as more than a few weapons. Sitting behind the great oak desk at the center of the room is a grim old man in a threadbare waistcoat. His duster and hat are hanging in the corner on what's either a torture device or a coat rack.

The man looks up from something he's writing and in a raspy but controlled voice asks, "Now, how may I help you?"

If any of the Fated are Stitched characters that can be identified on a Scrutiny Duel of TN 14 or lower, Crohn's eyes widen and he immediately lunges for one of the crossbows hanging on the wall. He immediately enters combat, seeking to destroy first the Stitched character and then every other member

of the party, all while screaming religious passages at the top of his lungs. There is nothing the Fated can do to talk him down; he's a single-minded fanatic. Stats for the Exorcist can be found on page 57.

Assuming that none of the Fated are Stitched characters – or, at the very least, that they're well disguised Stitched characters – Jeremiah Crohn introduces himself and asks the Fated what sort of problem they're having. As they tell their story, he should frequently interrupt them with pointed questions, almost interrogating them as much as questioning them. Once he has all the facts, he will pass his judgement; read the following text:

"Sometimes, we, the living, are unfortunately burdened by those who refuse to accept their death. Passing is a natural part of life, and all humans would do well to remember it, no matter how old or young they might be. When it is clear that a spirit will not be reasonable, such as seems to be the case here, it becomes necessary for the living to take drastic measures."

Crohn takes a moment to sketch out a sigil on a piece of paper, which he then hands to you. "First, obtain a quantity of salt. It need not be large, but it should be sufficient to draw this sigil at a diameter of two meters. Next, purify your hands with water – it need not be blessed – and stand at the center of the sigil. Address the spirit, by name if you know it, and command it to leave the mortal realm and accept its death. If it does not follow your directions immediately, take a handful of salt and throw it in the air, telling the spirit that it is no longer welcome and once again commanding it to depart. The spirit will fight you, but if you continue to repeat this process until the haunting is driven out, you will know success."

Crohn will answer any questions that the Fated might have for him, but he refuses to visit the house until the Fated have made an attempt to deal with the spirit on their own. If questioned why, he folds his hands together, gives the Fated an icy glare, and informs them that "cursed is the one who trusts in man, who depends on flesh for his strength and whose heart turns away from the lord."



After a moment, however, he sighs, slumps back in his chair, and says that he will visit the haunted location if the Fated are unable to drive the spirit away on their own.

THE EXORCISM

Obtaining the salt needed for the exorcism is relatively easy during normal business hours, and a ten pound bag only costs 0.10 scrip at the local general store. The exorcism process is handled via an Ongoing Challenge:

- **Skills Allowed:** Centering, Counter-Spelling, Intimidate, Necromancy
- **Target Number:** 12
- **Duration:** 1 minute
- **Success Requirement:** 6
- **Failure Requirement:** 2

When the Fated begin the ritual, a childlike moaning fills the house. As soon as they begin calling out for the spirit to depart, an earsplitting scream punctuates the moaning. Objects begin to fly around the house, pelting the Fated with objects as they perform the ritual; at the end of each Duration, each character in the house suffers 1/2/3 damage from flying knives, pans, and other dangerous objects.

If the Fated successfully complete the Ongoing Challenge, the spirit releases one last scream of anger and frustration before passing on. The objects floating around the house all fall to the ground, and a sense of peace finally settles over the Anders home.

On a catastrophic failure, the Fated manage to greatly upset Eliza's spirit, which slams every door of the house shut. Eliza's ghost rips the gas stove off of the wall and hurls it at one of the Fated in the kitchen or dining room, requiring them to succeed at a TN 12 Evade Challenge to avoid taking 3/5/7 damage. If there aren't any Fated in the kitchen or dining room, she just throws the stove toward them in whatever way is possible – hurling it up through the ceiling, down the basement steps, etc.

More importantly, however, is the deadly gas that now streams fully into the house from the broken gas main. This gas (coal gas, at this period in history) quickly fills up the Anders home and begins suffocating the Fated. After another few minutes of listening to the ghost scream and throw things around the house, the Fated must succeed at a TN 8 Notice Challenge to realize that the air is turning bad. If they are in the kitchen, the TN drops down to 6 due to the hissing of the gas escaping from the broken gas main.

If the Fated fail the Notice Challenge (or decide to remain in the house), they gain the **Suffocating +1** Condition each round they remain within the home. Depending upon where they are, it may take between 20 seconds to a full two minutes to reach the front door.

If any sort of open flame enters the house while it is filled with gas (of if the Fated fire any sort of firearm), the entire house explodes in a massive fireball dealing 5/7/9 damage to everyone inside the house and 3 damage to everyone within 5 yards of it. This damage ignores armor.

If the Anders house explodes, they rent a local apartment while they attempt to rebuild their shattered lives (in which case Scene 5: Playtime occurs in the two-bedroom apartment, rather than the Anders home). The Anders are, not surprisingly, rather upset if the Fated blow up their home, and hasty threats of legal action are made (and quickly forgotten when Scene 5 begins).



SCENE 5: PLAYTIME

Once the Fated have dealt with the ghost, they should be allowed to believe that they have successfully saved the day... at least, until that night, when a frantic Mrs. Anders arrives on their doorstep, pounding on their door and crying for help. If the Fated live in separate homes, choose the character that was most sympathetic to the Anders' plight as the person Mrs. Anders seeks out. Read the following text:

You're awoken from your slumber by a frantic pounding on your door. "Help! Please help!" a woman screams. It takes you a moment to recognize the frantic screaming as belonging to Mrs. Anders. "Please, it's our daughter... she's been possessed by the ghost! Please! She's killing my husband!"

If the Fated open the door to help her, Mrs. Anders is dressed in only a nightgown, and there are tears streaming down her cheeks. She grabs the nearest character by the hand and tries to (weakly) pull them toward her home, claiming that something has gotten into their daughter and they need their help once again.

If the Fated agree to help Mrs. Anders out, she hurries out to the waiting coach, where a very disturbed Daniel Hastelin is waiting, similarly dressed in his night clothes. As soon as everyone is in the carriage, Daniel hurries to either gather the other Fated (if they're not all together) or to get everyone back to the Anders home. Mrs. Anders is an emotional wreck and can do little more than weep on any shoulder offered to her.

Once the Fated arrive, it's clear that something is going on inside the house. There are muffled screams coming from inside, the front door is open, and a Guild guardsman lies dead on the front lawn beneath a shattered window, with a pair of sewing scissors buried deep in his neck. His partner is kneeling next to the man and shouting for the horrified neighbors to go back to their rooms.

Mrs. Anders immediately runs into the house, dragging whatever Fated behind her as the guardsman shouts at them to remain outside. Mrs. Anders completely ignores them and shouts at the Fated to help her husband.

The screams are coming from the Anders' bedroom. The door is closed, but when the Fated throw it open, they're greeted with a terrifying sight. Read the following text:

The scene in the bedroom is a chilling sight. Mr. Anders is dressed in his nightclothes and lashed to the bed, while his daughter is perched atop his large belly. There's a bloody knife in her hands, and she grins wickedly as she carves another deep gash into his already mangled chest, drawing a high-pitched bellow of pain from her father.

Eliza's stuffed animals and dolls surround the bed, as if watching the scene, and as they notice you, the toys turn to face you. Their previously smiling, stitched faces have twisted into disturbing leers and mocking grins, and as they advance toward you, you can't help but notice that they've armed themselves with knives from the kitchen.

"Eliza" has transformed her stuffed animals into Wicked Dolls, and they move to protect her and keep the Fated from entering the bedroom. There are two Wicked Dolls per Fated, and their stats can be found on page 58.

On her turn on the first round of combat, "Eliza" seems to snap out of it for a moment, blinking her eyes as she looks down at the knife in her hand in horror. She mumbles a faint "daddy?" but then immediately grins wickedly as something seems to overtake her again. This is a ruse on the part of the changeling to sow doubt among the Fated and to give her an alibi should they capture her. A TN 15 Scrutiny Challenge is enough to tell that she's merely putting on a performance.



On the second round of combat, the changeling stabs her “father” in the face, drawing screams from the poor man as he writhes around and tries to escape. On the third round, she finally hits an eye and kills him.

On the third round of combat – or after she takes any sort of significant damage from the Fated – the changeling falls to the ground and feigns convulsions, as if the evil spirit were leaving her. A TN 15 Scrutiny Challenge recognizes the routine as a performance, but unless she suspects that the Fated are onto her, she spends the rest of the fight hiding and crying out in mock fear. Stats for “Eliza” can be found on page 58.



CONCLUSION

If the Fated rescue “Eliza” from the “evil spirit” possessing her, then the changeling plays along, laying low for the time being. If the Fated have figured out what she’s up to, it takes a TN 14 Convince Challenge to make the Anders realize that the thing pretending to be their daughter isn’t Eliza. Even then, they’re hesitant to believe that she’s not just possessed and will go out of their way to see that their daughter is “protected” by being strapped to a table and committed to the Blackwood Home for Mental Healing. She mysteriously disappears two days later.

If the Fated achieve a Margin of Success on the Convince Challenge, however, it’s enough to make the Anders realize the truth of the matter. They look at their “daughter” in horror and revulsion and leave it up to the Fated to deal with her. If they hesitate, the changeling attempts to escape, possibly by jumping out the window. If she escapes, she may well return at a later time to plague the Fated.

If the Fated killed the changeling without revealing its true nature, the Anders are shocked and furious. They use their considerable wealth and contacts to ensure that murder charges are pressed against the Fated, which likely leads to arrest and a trial unless the Fated are able to make a quick escape. Fortunately, the Guild is at least somewhat aware of the existence of changelings, and if the Fated make a good case for themselves (and haven’t been in previous trouble with the Guild), they might be able to avoid hanging for their crimes.

If nothing else, there’s always a life on the run from the law!



JEREMIAH CROHN, EXORCIST

Enforcer (8), Living, Death Marshal

Might 2	Grace 2	Speed 2	Resilience 1
Charm -2	Intellect 2	Cunning 3	Tenacity 2
Defense 6 (14)	Walk 5	Height 2	Initiative 4 (12)
Willpower 6 (14)	Charge 6	Wounds 7	

Skills: Archery 3, Centering 4, Counter-Spelling 3, Evade 4, History 2, Intimidate 3, Leadership 2, Literacy 1, Melee 3, Necromancy 2, Notice 2, Scrutiny 3, Toughness 2, Track 2.

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

Relentless: This character is immune to Horror Duels.

Righteousness: Undead and Spirit characters within $\mathbf{16}$ of this character may not declare Triggers.

(1) Crossbow Bayonet (Melee)

AV: 4 (12) ===== Rg: \mathcal{H} 1 ===== Resist: **Df**
Target suffers 1/3/4 damage.

\mathcal{P} **Critical Strike:** When damaging the target, this attack deals +1 damage for each \mathcal{P} in the final duel total.

(1) Sanctified Crossbow (Archery)

AV: 5 (13) ===== Rg: \mathcal{H} 10 ===== Resist: **Df**
Target suffers 2/4/6 damage. This attack ignores Incorporeal and Hard to Wound.

\mathcal{P} **Critical Strike:** When damaging the target, this attack deals +1 damage for each \mathcal{P} in the final duel total.

\mathcal{B} **Pinned to the Ground:** After succeeding, the target gains the following Condition until it moves or is pushed: "**Pinned to the Ground:** This character may not declare Walk or Charge actions. This character may take a (1) Action to remove the arrow and end this Condition."

(0) "Zombie!"

AV: 5 (11) ===== Rg: \mathcal{H} 2 ===== Resist: **Df**
Target gains the Undead Characteristic for 1 minute.



WICKED DOLL

Minion (5), Construct, Doll

ELIZA ANDERS

Minion (5), Living, Mimic

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

Skills: Bewitch 2, Deceive 4, Evade 3, Forgery 1, Lockpicking 2, Melee 2, Notice 2, Pick Pocket 3, Scrutiny 1, Stealth 2, Stitching 2.

Flick of the Wrist: This character may use its Grace instead of its Might when making Melee or Pugilism attacks.

Manipulative (10): When an enemy character targets this character with an Action, they must pass a TN 10 Willpower Challenge. On a failure, this character may change the target of the Action to a legal target of her choice.

Regeneration +1: This character heals 1 damage at the beginning of her turn during Dramatic Time.

(1) Knife (Melee)

AV: 4 (9) ----- Rg: \mathcal{M} 1 ----- Resist: **Df**
Target suffers 1/3/4 damage.

\mathcal{P} **Critical Strike:** When damaging the target, this attack deals +1 damage for each \mathcal{P} in the final duel total.

(0) In the Blink of an Eye

Immediately move this character a number of yards equal to its Walk Aspect, ignoring intervening characters and terrain during the move.

<i>Might</i> -1	<i>Grace</i> 2	<i>Speed</i> 2	<i>Resilience</i> 0
<i>Charm</i> 2	<i>Intellect</i> -1	<i>Cunning</i> 1	<i>Tenacity</i> 3
<i>Defense</i> 6 (11)	<i>Walk</i> 5	<i>Height</i> 1	<i>Initiative</i> 3 (8)
<i>Willpower</i> 5 (10)	<i>Charge</i> 6	<i>Wounds</i> 4	

Skills: Acrobatics 1, Bewitch 2, Deceive 2, Evade 4, Melee 2, Notice 1, Scrutiny 1, Stealth 3, Stitching 2, Thrown Weapons 3 \mathcal{M} .

Adorable Doll: This character is indistinguishable from a normal doll when not moving.

Aim High: When this character makes a Ranged Combat attack, she may choose a Height value from 1 to 4. She does not flip for characters lower than the chosen Height when determining a random target when firing into an engagement, and such characters do not suffer damage from any blasts generated by her attack.

Flick of the Wrist: This character may use its Grace instead of its Might when making Melee or Pugilism attacks.

Sewn in Poison: When a Living character suffers damage from a source other than the Poison Condition while within \mathcal{M} 1 of this character, she also gains **Poison +1**.

(1) Knife (Melee)

AV: 4 (9) ----- Rg: \mathcal{M} 1 ----- Resist: **Df**
Target suffers 1/3/4 damage.

\mathcal{X} **Hamstring:** When damaging, the target suffers +1 damage and gains the **Useless Limb (Legs)** Condition.

(1) Thrown Needles (Thrown Weapons)

AV: 5 \mathcal{M} (10 \mathcal{M}) ----- Rg: \mathcal{R} 9 ----- Resist: **Df**
Target suffers 1/1/1 \mathcal{M} damage.

\mathcal{M} **Attached Threads:** After succeeding, push this character into physical contact with the target.

(1) All Sewed Up

Target Doll within 1 yard of this character heals 1 damage and gains the following Condition for 24 hours: **New Threads:** This character gains \mathcal{M} to its attack flips."