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ONE SHOT

BADBLOOD

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THROUGH THE BREACH - PENNY DREADFUL ONE SHOT: BAD BLOOD



BAD BLOOD

DPenny
Dreadful
ONE SHOT

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WHAT IS A PENNY DREADFUL ONE SHOT?

The *Through the Breach* roleplaying game is continuing to grow and expand the world of Malifaux with new rules and adventures.

Our expansion books, such as *Into the Steam*, highlight large new areas of the world to explore while also providing a host of new mechanics for players.

The Penny Dreadful line is intended to focus on a specific area or story in the world, providing Fatemasters with the tools to take their players quickly into the action.

The core Penny Dreadful line, which is released in print and PDF, has full, multi-session adventures for a party of Fated. They are made to be the campaign or a part of the campaign for a group.

Penny Dreadful One Shots, on the other hand, are single-session adventures for a party that are only released as PDFs. They often include pregenerated characters (though this one does not), allowing Fatemasters to choose whether to insert them into an ongoing campaign or to run a quick and dirty standalone session of *Through the Breach*.

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INTRODUCTION

An orphanage is not anyone's first choice when it comes to someplace to live, but then, most of the poor souls who call an orphanage their home don't have much of a say in the matter. Some came to Malifaux with their parents or were born within the city but found themselves on the street when their parents perished at the hands of the Guild or any of Malifaux City's countless other dangers.

Most of the children in Malifaux's orphanages, however, are not actually orphans. The vast majority of these children have one or two living parents in the city who are simply unwilling or unable to care for them, usually due to poverty. These children are gathered up by well-meaning socialites and social crusaders and placed into orphanages intended to care for them, teach them life skills, and then eventually return them to their homes (or, failing that, to a family or business that can make use of their relatively cheap labor).

The living conditions in orphanages tend to vary greatly from one institution to the next, but most tend to involve at least some level of neglect. Even those rare caretakers who open an orphanage with the best of intentions soon find themselves overwhelmed by the sheer number of children they have to care for, some of whom have been so hardened by their unfortunate lives (or terrible parents) that they've become bullies and thieves in order to survive.

In this adventure, the Fated will learn about the Dogsend Children's Workhouse, an orphanage managed by the neglectful Elizabeth Irving. For the past few months, children have gone missing at a fairly regular rate, and one of the remaining kids - Hazel Green - has taken it upon herself to do something about it.

Her plan involves stealing enough money to hire an adult to investigate the situation, so her ethics might be somewhat questionable, but there's no hiding the fact that these orphans need help.

WITHIN THESE PAGES

Here's a list of what you'll find in this adventure!

CHAPTER 1: INTRODUCTION

This is the section you're reading now!

CHAPTER 2: ADVENTURE

The adventure is divided into four Scenes. The first Scene centers around the Fated's meeting with Hazel Green. She alerts them to the strange happenings at the Dogsend Children's Workhouse.

The second Scene brings the Fated to the Workhouse, where they can investigate the orphanage, its caretakers, and the mysterious Miss Irving... who may be involved in the disappearances of the children under her care.

The third Scene involves the Fated following Miss Irving through the sewers- with or without her knowledge - to the lair and research lab of her patron, the amoral Antonio Verdane.

In the fourth and final Scene, the Fated are able to confront Verdane in his research lab and bring an end to his amoral experiments... or perhaps they decide that he's doing valuable research and agree to help him complete his work. We won't judge!

CHAPTER 3: FM CHARACTERS

This section contains the stat blocks for the various adversaries the Fated might encounter over the course of the adventure.

FATED NAME		PLAYER NAME	GUILD SCRIPT		
CURRENT PURSUIT	STATION	DESTINY STEPS FULFILLED	EXP.		
		○ ○ ○ ○ ○ ○ ○ ○ ○ ○			
ASPECTS		SKILLS			
PHYSICAL	MENTAL	SKILL	AV	RATING	ASPECT
MIGHT	INTELLECT				
GRACE	CHARM				
SPEED	CUNNING				
RESILIENCE	TENACITY				
DERIVED ASPECTS					
DEFENCE	WILLPOWER				
WALK	CHARGE				
WOUNDS	HEIGHT				
ATTACKS					
NAME	AV	DAMAGE	RANGE		

CALL OUT BOXES

There are many call out boxes like this one scattered throughout the adventure.

These boxes have two main functions. Boxes like this one highlight rules or special notes for the Fatemaster.

Boxes like the box on the right are used to show dialogue or description. They are intended to be read by the Fatemaster aloud to the players. Be careful, though; some are only intended to be read if the Fated take certain actions or are successful at certain challenges.

"Yeah, I was there." The drifter sighs, his shoulders slumping at the admission. "It only lasted a moment, and I still don't know how I lived through it. There was only the one Ortega, but she was so fast with that gun of hers..." He shakes his head. "Two of the bandits were dead before they even realized she had drawn on them."

His gaze becomes distant as the memory comes back to him. "It was a ballet of death."



BAD BLOOD

The orphanages and workhouses of Malifaux City are exploitative places: children are frequently forced to work throughout the day to earn their keep, often by assembling delicate machinery parts, sewing garments, or completing other menial and repetitive tasks. The lucky children are able to leverage their experience into jobs at factories or with the Union, while the less fortunate usually end up falling into a life of crime or exploitation.

This adventure focuses around Dogsend Children's Home, one of the orphanages within Malifaux City. Its proprietor, Miss Elizabeth Irving, has been sending the children under her care into the city to work in factories or pick pockets to help support her spiraling Brilliance addiction. Whenever her funds start to run low, she sells one of the children under her care to an Arcanist named Antonio Verdane. What Verdane does with the children after that point is no concern of hers.

In actuality, Verdane is attempting to unlock the secrets of Black Blood to determine how it can both mutate someone and twist their mind to make them loyal to the Neverborn. If its magical properties could be understood, extrapolated, and then altered into a substance that would gradually transform people into loyal Arcanists... well, that's a prize that's worth a few missing orphans.

It's up to the Fated to unravel the mystery of the missing orphans and bring an end to Verdane's predations. Both he and Irving are villains, but they each have their motivations for doing the horrible things they are doing... which is hardly any sort of consolation for the poor children that have perished at their hands.

PROLOGUE:

SPARE SOME SCRIP?

This adventure takes place during winter, as the desolation and cold temperatures help to drive home the desperation of the orphans that extra little bit. The Fated are presumed to be in Downtown, but any crowded street will work just fine. Choose one of the Fated (preferably one with a fair amount of money that isn't extremely bloodthirsty) as the target of a pickpocketing attempt, and read the following text:



At the best of times, Downtown could be described as busy. In the early evening, once the factories of the nearby Industrial Zone have shut down for the day and people are just beginning their evening carousing, the word “overflowing” becomes more apt. People are packed into just about every corner around you, the crowd only parting to allow the occasional carriage to trundle its way through the street.

As you move through the crowd, [FATED] feels someone bump into [him/her], and a moment later, you spot a messily curled tangle of red hair moving away from you at a quick pace. The child's homespun overdress is patched and worn, creating a considerable contrast between her and the well-dressed people around her. Your hand instinctively goes to your wallet only to find it missing! You've had your pocket picked by a street urchin!



If the Fated shout after the girl, all it does is cause her to break into a run; the people around her either don't realize what's going on fast enough to stop her or simply don't care about the Fated's plight. The girl's red hair makes her easy to keep track of in the crowd, though, and the Fated can chase her down without having to make any card flips. She's weaving in and out of sight too quickly for the Fated to get enough of a target on her to teleport or bury her with magic (and casting such spells in a crowded location with plenty of eyewitnesses should give the Fated pause regardless).



SCENE I:

THE GUTTERSNIPE

The pickpocket darts into an alley as the Fated draw close to her. Read the following text to the Fated:



Just as you're about to nab the girl, she darts into an alleyway. It's barely more than a narrow space between a pair of brick buildings, and there's garbage strewn about on the ground and blocking the way forward. Once she realizes that there's nowhere to go, the girl turns around, revealing a crudely mended dress and a face that would be almost doll-like if it weren't dirty and bruised. Her expression is fearful, and she drops [FATED]'s wallet on the ground and steps back from it, her hands held up in front of her.

"Alright, ye caught me. I don't know who ye are, but I'm sorry." She bites her lip as she glances longingly down at the wallet. "I'm just tryin' to get enough money to hire a bloke to..." She looks back up at you, her face scrunching up in thought as something occurs to her. "Hey... ye look like the sort of folk what can handle yerselves, right?" She scuffs her foot on the cobblestones, disturbing a small pile of dirty snow that hadn't yet managed to reduce itself to slush. "Um, I need some help. Well, not me specifically, but..."



The girl introduces herself as Hazel Green and explains that she's an orphan housed at Dogsend Children's Workhouse. She lives there with twenty other children of varying ages (down from about thirty the previous year) under the care of the orphanage's matron, a "Miss Irving." Some of the kids are telling stories about Miss Irving being a monster, and while Hazel doesn't really believe them, she's perfectly willing to admit that Miss Irving is "a lush who spends every night runnin' 'round with men."

The Fated can tell from her body language that she wants to talk to someone about her problem but that she's hesitant to do so out of fear.

If the Fated question Hazel about the pickpocketing, she'll explain that Miss Irving demands that they come back with some scrip every day or they don't get fed. She doesn't care where the money comes from, so most of them learn how to nab a wallet pretty quickly.



Should the Fated question Hazel about why she needs their help, she'll go into more detail. Read the following text:



Hazel jerks her head, the motion sending her frizzy red hair into a flurry. "There's something wrong with the orphanage." She licks her lips and pulls the lower one between her teeth. "Some o' the kids... they ain't come back in a while. Miss Irving says they got adopted by good families, but I ain't heard from them. An' we were tight! S'not like they'd just go and not talk to us anymore 'cause they got a house. They know the ways around."

Her small brow knits, and her hands tighten on her skirt. "Well... honestly, I thought that maybe they did. Y'know, forgot about us with the good life an' all. So I went an' looked for 'em, but they ain't nowhere. Not where they said they'd be, anyways... it's like they just vanished. So I wanted to hire someone to look around the place... for clues and stuff, y'know?"



If any of the Fated ask Hazel about what might have happened to the kids or what she thinks happened to them, read the following text:



She shifts from foot to foot and shrugs, looking at the ground to her side. "Could be the fog grabbed 'em. Or the puppets. Seen 'em before, but not too often."

Hazel sighs and looks back at you. "Could ye just look into it? Please? I don't got nothin' to give you for it, but... uh, I think Penny's been pinchin' some scrip now an' again." Her eyebrows knit again until she has an idea. "Oh! And we all know all about what's goin' on all o'er the place, more than most of these blind adults. If you wanna know anythin' goin' on under the nose of errybody else, we knows it or can find it. We can do that for ye."



If the Fated are willing to help Hazel out, she'll either lead them back to the orphanage or tell them its address so that they can find it later.



SCENE II: THE DOGSEND CHILDREN'S WORKHOUSE

The Dogsend Children's Workhouse can be found in the Easterly Slums, which - contrary to their name - can be found just to the west of Downtown. Read the following text as the Fated arrive:



Snow begins to fall as you travel to the workhouse, and by the time you arrive, the streets are slick with slush. The workhouse is an imposing building, two stories tall and built from dreary gray stone. The central house is tall and menacing, and two smaller, single-story wings jut out from either side of it. Surrounding the building is a stone wall, shoulder-high to a tall man and made of the same dull stone as the building's façade. A few feet of iron fencing rise up from this stone, and the tops of the fence are arrowhead-shaped and appear to have been sharpened.

A wooden outhouse stands a good distance from the building, behind a bush that - in the spring or summer months - would do a passable job of disguising its presence.



If the Fated wish to approach the workhouse, they can simply walk in the front gate and knock on the door. It will be answered by one of the Caretakers (pg.28), who seem to have been hired to provide muscle rather than for any affinity with children or social niceties. Details on speaking with the Caretakers (as well as any of the other NPCs the Fated might encounter within the orphanage) can be found in the Speaking With... section on page 16.

If Hazel is still with the Fated, she can sneak them into the Workhouse through a small hole in the back of the building. Height 1 characters can slip through the hole without issue, but Height 2 characters will have to pass a TN 12 Stealth + Grace Challenge. On a failure, the Fated has to crawl out and can try again, but if they achieve a Margin of Failure, they become stuck in the hole and can only be pulled free by a TN 10 Labor Challenge or by the Caretakers (who will likely have some questions as to why the character is trying to sneak into the orphanage). Height 3 characters simply cannot fit through the hole and will likely have to use the front door.

Climbing over the sharpened fence is potentially dangerous. A TN 10 Acrobatics or Athletics Challenge will see the Fated over to the other side, but on a failure, they cut themselves on the fence's sharpened points and suffer 1/2/3 damage. If the Fated achieved a Margin of Failure, they actually end up impaling themselves on the fence, suffering 2/3/5 damage instead. It will require a great deal of careful maneuvering and sturdy objects to stand upon to get the Fated off the fence... which means that the Caretakers will surely be alerted to the characters' presence.

Because it's winter, the windows have been shuttered and latched, but a Fated can get them open with a TN 7 Lockpicking Challenge; because of how simple the latches are, the Fated do not need the proper lockpicking tools to attempt this Challenge. Crawling through the window without being heard requires a TN 8 Stealth Challenge (and will attract children and the Caretakers on a failure).

SEARCHING THE PREMISES

Once the Fated have managed to get inside the orphanage, they can search the building for clues as to what might have happened to the missing children. The central building consists of two floors, with the first containing the entryway, kitchen, and dining room. The upper floor contains the bedrooms for the Caretakers, the Cook, and Miss Irving. The children are housed in the two wings to either side of the central building in large rooms that hold twenty beds each (most of which are currently unclaimed).

If the Fated search the orphanage during the evening (which is likely, given that they originally met Hazel in the evening), then most of the children are present in the orphanage. While initially frightened by the appearance of the Fated, a quick word from Hazel or the mention of her name will immediately earn their assistance in keeping the Caretakers oblivious to the Fated's presence. The Caretakers will generally keep to the dining room, where they spend the night playing cards. So long as the Fated don't make their presence too obvious, they'll ignore the odd thump or sound of something being knocked over and simply assume that the children are rough-housing. The Cook remains in the kitchen cooking the evening meal, and Miss Irving will be absent (she's at the Honey Pot Casino).

If the Fated wait for night, everyone will be in their rooms and the adults will only investigate abnormally loud noises. Smaller sounds are assumed to either be rats or children sneaking out of their beds, neither of which they particularly care about.

If the Fated arrive during the day, the Caretakers will wander the building tending to their various daily activities, while Miss Irving will be in her room nursing a hangover. The children will all be away at their various factory jobs or on the streets picking pockets.

FIRST FLOOR ROOMS

The first floor rooms consist of the Entryway, which connects to the two children's wings, the dining room, and the second floor. The dining room connects to a small, cramped kitchen.

THE ENTRYWAY

When someone first enters the orphanage from the front, this is the first room they encounter. Read the following text:



The room is a large entryway that feels like it must have once belonged in a more beautiful building. It spans two floors with a pair of sweeping half-moon staircases leading up to a second floor landing and a pair of double doors. The floors of both levels are wooden, though all the finish has rubbed off and boards are missing in several places. Littered across the floor are a few toys, most broken and all old, and worn shoes are stacked in a crude pile near the front door.

On the far side of the room, a set of worn double doors lead into a long dining room, and smaller doors to either side lead into the wings where the children are housed.

A TN 9 Notice Challenge will allow the Fated to find a pair of women's boots near the doorway. There's mud encrusted on the bottom of the boots, but a closer examination - and a good sniff - reveals that the mud is actually a fouler substance: someone seems to have been walking around in the sewers without cleaning their boots off afterwards.

THE DINING ROOM

Read the following text as the Fated enter the room:



The dining room is just as run down as the other areas of the house. The paint is peeling from the walls, some floorboards are missing, and a few mouse holes can be seen along the walls. The only furniture is several long tables with benches of similar length on either side. Both are rough-hewn and obviously newer than the miscellaneous furniture you've seen elsewhere in the building. A door in the rear of the room leads to a cramped kitchen.

The only decorations are a few framed photographs on the walls. One is of a pretty blonde girl between two older, wealthy parents, and the other is the same blonde girl grown up and in an elaborate showgirl costume.



If the Fated have met with Elizabeth Irving, it's easy to recognize her in the photographs. If not, they'll recognize her as being the woman from the photographs as soon as they meet her.

THE KITCHEN

Read the following text as the Fated enter the room:



The kitchen is a welcome change from the other rooms of the orphanage. It's still somewhat run down, but it looks as if everything has been kept clean and in good order. The walls and floor are tiled, and while the tiles are missing in places, there's no debris on the ground and nothing is broken. Utensils and containers hang or are stacked in orderly rows and are all cleaned to a high shine.

The shelves and pantry are surprisingly well-stocked, and the food inside appears varied and nutritious. It's obvious that the kids are getting some decent meals, at least; there's far too much food here to just be feeding the adults.



There are a few mice lingering in the pantry, but otherwise, everything in the kitchen is just as it appears. The children are responsible for cleaning the cooking utensils and dishes, and the Cook makes certain that they do a good job of it every night. If the Fated somehow come into conflict with the Cook, use the same stats as the Caretakers (pg. 28).



CHILDREN'S WINGS

There are two different children's wings, but they are relatively similar. Read the following text as the Fated enter either room:



This long room is lined with rows of child-sized brass beds. The tall, narrow windows make for a somewhat gloomy room, and there's little in the way of privacy for the children. Still, the beds seem to be at least marginally comfortable, and the blankets are thick enough to protect against the winter chill. The paint on the walls has peeled away to reveal ugly brick, and the ceiling is dark with some sort of unhealthy-looking mold.

A trunk for personal belongings and clothing stands at the foot of each bed.



If the Fated think to check the trunks at the foot of the beds, a TN 8 Notice Challenge will allow them to realize that many of the seemingly unoccupied beds still have clothing and toys in their associated trunks. Wherever the missing children went, they didn't take any of their personal belongings with them.



SECOND FLOOR ROOMS

The second floor consists primarily of a single hallway linking the bedrooms of the adults that run the orphanage: the Cook, the Caretakers, and Miss Irving.

COOK'S ROOM

Read the following text as the Fated enter the room:



This room is relatively spartan. Starched sheets adorn a thin mattress on a brass bed frame, and a side table next to it bears a small oil lamp. A dresser sits against the far wall, with several books lined up in a row on top of it, held between two bookends shaped like rearing lions. Most of the books look like cookbooks, but a few are volumes on history and politics.



If the Fated succeed on a TN 13 Literacy Challenge, they'll notice that one of the cookbooks is actually a Grimoire containing the Physical Enhancement Magic and the Increase AP and Increased Duration Immuto. Due to a quirk of the Grimoire, the Physical Enhancement Magic can only target a meal that is being prepared by the caster, but it affects the first four characters to eat the meal.

The Cook is unaware that the cookbook is a Grimoire; he doesn't use it very often and has never paid most of the recipes much attention.

CARETAKERS' ROOM

Read the following text as the Fated enter the room:



This room is large and contains two brass bed frames. The sheets are completely rumpled, as if the occupants didn't bother to do anything with them after getting out of bed. Clothes are scattered across the room in two vague piles, both of which smell pretty rank.



If the Fated succeed on a TN 9 Notice Challenge, they'll find a folded piece of paper in one of the drawers that seems to be the beginning of a letter that hasn't yet been finished. Read the following text if the Fated find the letter:



The letter is somewhat crude, and it's clear from a glance that penmanship isn't one of the author's strong points. "Dear Esther," it reads, "I am looking forward to seeing you again soon. Miss Irving is getting further into her cups and staying out late most nights. I have been keeping an eye open for a job at a factory cause it has been harder and harder to get paid on time." There's plenty of space on the letter for more writing, and it hasn't yet been signed or sealed, so it's likely a work in progress.



If the Fated achieve a Margin of Success on the Notice Challenge, they also find a total of 5 scrip beneath the pillows and a few palm-sized comic books of lascivious nature, mostly involving well-known citizens of the city in compromising situations.

MISS IRVING'S ROOM

Read the following text as the Fated enter the room:



The heavy wooden door creaks as you push it open, revealing a larger room than you might have expected. It would even be nicely decorated if it weren't so cluttered.

Throughout the room is heavy wooden furniture that has lost its polish over time. The sheets on the bed look like they might be silk, but they're crumpled and look to be in bad need of washing. Women's clothing is strewn about with a similar lack of concern, and the dressers have half their drawers pulled open. The only thing in the room that seems planned or deliberate is a cloth that has been pulled over the mirror of the vanity.



If the Fated enter the room during the evening, Elizabeth Irving is off at the Honeypot Casino spending her money on drink and other enjoyments. During the day or night, she's likely in this room passed out or nursing a hangover. Read the following text if she is present:



On a couch made of dark wood with red cushions lounges a woman who looks half-asleep. She's dressed in a corset and knee-length bloomers, and over that is a white, button-down shirt, pulled to the side as if she'd slept in it and hadn't bothered to put it back in proper order. Despite her position and haphazard dress, her dark hair is brushed carefully and her makeup is done. It's not quite enough to distract you from the blue glow coming from her eyes or the blue vapor that rises from her mouth when she exhales.



If Elizabeth is present, it only takes a TN 9 Deceive Challenge to convince her that their presence isn't anything to be alarmed about; she's not very focused at the moment. She'll eventually make some effort to straighten up and make herself presentable. See The Matron (pg. 17) for more details about Irving's discussion with the Fated.

If Irving is not present (or if the Fated succeed on a TN 9 Stealth Challenge while she's present), they can search her room without drawing any suspicion. Stuffed in the back of her closet are several showgirl costumes; they don't look that old, but they're pretty chewed up by whatever alarming bugs inhabit the building.

A TN 8 Notice Challenge allows the Fated to find a ledger detailing the orphanage's expenses over the past four years. The ledger shows regular monthly payments from the Guild, as well as less regular influxes of cash from the work efforts of the orphans.

Also included in the ledger is a list of the various orphans living at the workhouse. A third of the names have been marked with a star and crossed out, while one name - Hazel Green - is marked with a star but has yet to be crossed out. Tucked into the back of the Ledger is a hand-drawn map. A TN 9 Geography or Navigation Challenge allows the Fated to work out that the map leads from a nearby sewer entrance to a subterranean location beneath the Easterly Slums (i.e., Verdane's Lair).

A TN 10 Notice Challenge will turn up a journal near Elizabeth's bed that details her career as an entertainer back on Earth and her excitement about coming to Malifaux four years ago. Evidently her dreams were crushed rather harshly by the proprietor of the Star Theater, and she took a job as a matron at the orphanage as she slowly drank away the last of her savings, eventually winding up at the Honeypot Casino.

The journal's writing becomes more garbled at this point, but a TN 8 Literacy Challenge deciphers the unsteady handwriting, which makes vague references to someone named "Verdane" and how she needs to "get him more brats" so that she can "find the Brilliance within."

SPEAKING WITH...

The following sections can be used for conversations the Fated might have in the orphanage.

THE CHILDREN

If the Fated speak with any of the orphanage children, they'll be hesitant to answer out of fear of being punished by Miss Irving. A TN 9 Bewitch Challenge (with a + if they mention Hazel or have her present) gets one of the children, a boy named Thomas Lampers, to admit that he saw Miss Irving come into the children's ward in the middle of the night and wake up and lead away Isaac Dobbers, one of the missing children. Thomas wasn't sure what was going on, so he just pretended to be asleep. If the Fated achieve a Margin of Success on the flip, he'll admit that he at first thought that Miss Irving was a monster, on account of the way that her eyes and mouth were glowing with a weird blue light. He's been terrified of her ever since.

THE COOK

If the Fated speak with the Cook, he claims to be far too busy to carry on any sort of conversation with the Fated. A TN 10 Scrutiny Challenge reveals that the man is telling the truth, as he's always preparing a meal or planning the next one. He's noticed that some of the children have disappeared, but he believes the matron when she says that they've been adopted; after all, he's in the kitchen most of the day; how would he know otherwise?

A TN 10 Bewitch Challenge gets the Cook to mention that the Matron "is a good woman, despite her vices." If the Fated ask for more details, he says that he doesn't want to be a gossip, but that she spends most of her nights "carousing and what not."

THE CARETAKERS

If the Fated approach the Caretakers on the orphanage grounds or knock on the door, they'll offer a word of greeting and a few comments about the weather but won't commit to any conversation much deeper than that. Unless the Fated claim to be looking to adopt a child or hire child workers (either of which require a TN 8 Deceive Challenge), the Caretakers soon return to their duties without giving the Fated much to work with.

If the Caretakers run into the Fated inside the house during the day or evening, they quite bluntly ask the Fated to leave and will resort to violence if the Fated insist on continuing their trespassing. However, a TN 10 Barter Challenge (and 5 scrip) is enough to bribe the Caretakers into letting the Fated walk around the Workhouse freely (provided that they "don't bother the Matron").

If the Caretakers find the Fated inside the house at night, they assume the Fated are thieves and attack them on sight. Any fighting (whether as a result of the Caretakers catching the Fated in the house or defending themselves from attack) will create noise and alert Miss Irving, who will attempt to flee from the house to alert the Guild Guard.

If the Fated ask about the orphanage, the matron, or any missing children, the Caretakers claim that everything is fine, but TN 9 Scrutiny Challenges will reveal that they're lying and nervous. If pressed, a TN 10 Convince, Bewitch, or Intimidate Challenge is enough to get the Caretakers to reveal that sometimes children just disappear in the night, and they suspect that the Matron is involved somehow. Neither Caretaker wants to lose his job, so they haven't mentioned it to anyone, but they're both looking for other jobs as neither wants to be present when the Guild eventually finds out about the missing kids and launches an investigation.

THE MATRON

If the Fated speak with Elizabeth Irving (either in her room or elsewhere), she plays herself up as a concerned woman who loves the children under her care and just wants to see them either adopted by a good family or taught valuable life skills. A TN 10 Scrutiny duel reveals that she's only doing it for the money (the Guild provides her with a modest sum each month to "keep the urchins off the street").

Due to her Brilliance addiction, Elizabeth's eyes and breath glow a faint blue color in darkness or dim lighting, but during the day or in a typically illuminated room, there is nothing overly luminous about her appearance.

If the Fated bring up the disappearances of the orphanage's children, Elizabeth will panic a little. At first she claims she doesn't know anything about any missing children, but that soon turns into claims that she doesn't know where they went and that they probably ran off. A TN 10 Scrutiny Challenge reveals that she's lying, and if the Fated call her on it, she feigns tears and tries to hire the Fated to find the children. Another TN 10 Scrutiny Challenge sees through the act.

A TN 12 Convince or Bewitch Challenge will convince Elizabeth to come clean and beg for the Fated's mercy. She's been selling the children to a man named Verdane for "his experiments," though she doesn't know exactly what that entails. She tells the Fated where they can find his lair in the sewers but adds that they will "never get Verdane to open the door if I'm not there... and he won't open the door for me unless I'm bringing him a child."

Elizabeth Attacks!

If the Fated attempt to threaten or attack Elizabeth, she'll respond with violence as the Brilliance coursing through her body reacts to the perceived threat by warping her hands into monstrous, glowing blue claws. Read the text on the following page:



"No!" Elizabeth's eyes flash with blue light as she steps forward, and for a moment, you imagine that you can see something dark and sinister moving inside her. As she swipes at you, her hands turn a bright blue color as her fingers elongate into curved, razor-sharp claws. "You can't take it away from me!" she shouts. "I NEED IT!"



Elizabeth fights until the Fated have retreated far enough that she no longer feels threatened by their presence. If she's knocked unconscious or killed, read the following text:



Elizabeth falls forward onto her hands and knees, faint blue light spilling from her wounds. "I'm... sorry," she murmurs, coughing up blood that is speckled with faint blue light. "The children... Verdane..." She looks up at you, giving you a pitiful look that's marred by the blue glow emanating from her eyes, and tries to say something else. Whatever else she might have added, however, is lost as she collapses to the ground, the claws gradually receding as her hands shift back to normal.



If she still lives, Elizabeth's wounds quickly heal, and she regains consciousness after only a minute, though she has no urge to fight at this point. She tells the Fated all about Verdane and how she's been selling him children for "some experiment" and offers to lead them to his lair in exchange for her life, as described earlier.

If the Fated kill Elizabeth, they can still find a map to Verdane's lair in her room, as described on page 15.

SCENE III:

FOLLOWING THE MATRON

In this Scene, Elizabeth Irving takes Hazel with her into the sewers to Verdane's lair. There are a few ways this scene can unfold, depending upon the actions of the Fated in Scene 2.

If the Fated chose to stake out the orphanage or wait until night to sneak into the orphanage, Miss Irving will light a lantern, descend to the children's ward, wake up Hazel, and tell her to get dressed and follow her. Elizabeth's eyes and mouth glow with a blue light in the darkness, making Hazel too frightened to resist her commands. Once the girl is dressed, Elizabeth leads her by the arm, taking her outside and down into the sewers through a nearby manhole. Once they've made it to the bottom of the ladder, she binds Hazel's hands with a short length of rope and gags her.

If the Fated talked Elizabeth into leading them to Verdane's lair, then she says that she'll have to bring a child with her or Verdane will become suspicious and won't show. She selects Hazel as the child in question and proceeds down into the sewers as noted above, instructing the Fated to follow a short distance behind her. They can force her to lead them to Verdane's lair with a TN 12 Intimidate Challenge, but she reiterates that he won't open the door unless she has a child with her.

If the Fated killed Miss Irving, then they might use the crude map found in her room to navigate the sewers on their own. Getting Verdane out of his lair will be tricky, but they might be able to claim to be an associate of Elizabeth's if they have a child with them. See the Verdane's Lair section on page 19 for more details.

MOVING THROUGH THE SEWERS

The sewers are quite dark, though Elizabeth's lantern makes her relatively easy to follow. If the Fated are following Elizabeth in secret, then they don't have any problem keeping track of her.

While the Fated can easily see Elizabeth, it's also possible that she can see them, especially if they have their own source of illumination. Have each of the Fated make TN 9 Stealth Challenges, with a to the flip if they have some sort of illumination, such as a lantern. If any of them fail, Elizabeth notices their presence and takes a more roundabout route as she quickens her pace, trying to shake them. Keeping up with her requires a TN 11 Athletics Challenge; if at least one character succeeds, the Fated are able to keep her in sight, but otherwise they lose track of her.

If the Fated lose track of Elizabeth, a TN 8 Track Challenge allows the Fated to pick up Elizabeth's trail and follow her to Verdane's Lair. The delay means that they arrive only after she's handed over Hazel, however, and she attempts to flee upon catching sight of the Fated.

If they are unable to find Elizabeth following her flight, she eventually returns to the orphanage, flush with scrip gained from selling Hazel off to Verdane. If the Fated confront her after her return, the scene plays out as described in *The Matron* (pg. 17).

If the Fated are following the map from Elizabeth's room, they can find Verdane's Lair with a TN 7 Navigation Challenge. On a failure, they prove unable to follow the map's directions and become lost in the sewers for a few hours. If they return to the orphanage, they can attempt a new check as they start their search from scratch.

VERDANE'S LAIR

When the Fated arrive, read the following text:



The tunnels here are narrower than those you just passed through, though that does little to lessen their oppressive unpleasantness. The narrow space seems to heighten the humidity, and with it, the intensity of the sewer's foul odors. You can spot rats the size of cats staring out at you from open pipes and side passages as you pass as if trying to decide whether or not you'd make an easy meal.

Eventually the tunnel comes to a dead end. If the bones jutting out of the water are anything to go by, the term isn't just a metaphor. Set into the wall is a heavy metal door that looks like it might have once belonged to a bank vault. Someone clearly went to a great deal of expense and effort to install it down here in the sewers. A speaker is set into the stone wall a few inches to one side of the vault door.



If Elizabeth approaches the door with a child, read the following text as well:



Elizabeth presses a small button near the vault door and then steps back, her hand upon Hazel's arm to keep her in place. After a long moment, the door grinds open, revealing a man in a surprisingly neat suit and slacks. He has a pocket watch in his hand, and he checks it as he glances up at Elizabeth.

"Running a bit later than usual, aren't we, Miss Irving? I hope nothing is amiss?" His voice is quiet and has an accent that suggests culture and education.



If Elizabeth isn't aware that she's being followed, she hands Hazel over to Verdane in exchange for an envelope containing thirty scrip. If she's working with the Fated, she'll attempt to stall him with a bit of idle conversation, but Verdane isn't one for small talk and will return to his lair with the girl, shutting the door behind him.

If the Fated attack Verdane or make their presence known, he'll grab Hazel and retreat back into his lair on his turn, shutting the door behind him with a slam of finality.


If Elizabeth approaches the door without a child (he uses a peephole to check), Verdane will address her over the speaker. Read the following text:



The speaker crackles to life and projects the voice of a cultured man. "Is there some business we have of which I am not aware, Miss Irving? You do not seem to have the agreed upon goods with you."



Elizabeth will attempt to lure Verdane out of his lair by claiming that she wishes to renegotiate their arrangement, but it's a fruitless argument that ultimately fails.

If the Fated approach the door without Elizabeth, Verdane will address them from the speaker, asking who they are and why they're bothering him. If they claim to be there on Elizabeth's behalf, a TN 12 Deceive Challenge (with a  to the flip if they have a child with them) will bring a frustrated and annoyed Verdane to the door. Read the following text:



There's some annoyed muttering from the speaker, and a minute later, the vault-like door grinds open, revealing a man in a surprisingly neat suit and slacks. He gives you an annoyed look as he leans against the door and looks you up and down. "Please inform Miss Irving that I do not appreciate her bringing third parties into our arrangement," he says, his voice matching the one you heard over the speaker.



If the Fated have a child with them, he offers them an envelope containing thirty scrip as payment, and then attempts to take the child into his lair. If the Fated attack him, he flees back into his lair as noted above.

LOCKED OUT

If the Fated fail to make it into Verdane's lair - perhaps he was too quick for them or they simply failed to lure him out - have the Fated make TN 6 Notice or Lockpicking Challenges. On a success, the character realizes that there are no doorknobs, locks, or hinges on the exterior of the bank vault, making it more or less impossible to open from one side. However, people still have to be able to enter from somewhere, and that means that there's likely a second entrance, probably at street-level.

Alternatively, a TN 12 Engineering Challenge will reveal that, while the bank vault is almost certainly impenetrable, the surrounding walls are still mouldering brick and can likely be knocked down with a bit of dedicated effort. This requires a TN 14 Labor Challenge and some sort of Labor tool (such as a sledgehammer) or a TN 12 Explosives Challenge and some sort of explosive. On a success, the Fated manage to bust down a portion of the wall and make it in Verdane's lair.

If Elizabeth is with the Fated, she'll claim that she did her part and attempt to return to the orphanage.



SCENE IV:

INSIDE VERDANE'S LAIR

If the Fated travel up to the streets to find the upper entrance to Verdane's lair, they'll have to succeed at a TN 10 Navigation Challenge to retrace their way back to the correct building. On a failure, the Fated are unable to determine the correct building that is situated atop Verdane's lair, but if they achieve a Margin of Failure, they get confused and assume that another building (perhaps one with a family living inside it) is the correct building. Once they descend into the basement to look around, however, it quickly becomes evident that they've made a mistake.

The Fated can attempt this Challenge as many times as they want, though each attempt takes roughly half an hour.

Once the Fated find the correct building, read the following text:



You find yourself in front of the remains of what must have once been a shop. It's squat compared to the buildings around it, and its brightly painted siding makes its style appear surprisingly modern. The bay windows meant to display the shop's wares have been broken and boarded up, and the front door is similarly boarded over.

Peeking between the boards, you can see that this place must have been a china shop once upon a time. Delicate plates, vases, and cups lie shattered across the floor, mostly at the feet of white-painted display shelves, though a few look like they were tossed halfway across the room. The once-nice wallpaper is curling at the edges, revealing glue and bare wood.



A TN 10 Notice Challenge reveals that the boards on the door have been carefully cut to allow the door to open freely while providing the illusion of being intact. Once the Fated are inside the shop, a search will reveal a door in the back that is partially hidden by an angled display shelf. A plate on it says something in an unknown language. The door is locked and can be opened with a TN 10 Lockpicking Challenge that requires lockpicking tools or a TN 10 Labor Challenge.

Once the Fated open the door, read the following text:



The area you enter is lit and looks like a surprisingly normal living space. The wooden floor has a few tasteful rugs covering it and making the room look a bit more livable, and the walls have been painted a cream color. Dark wood furniture fills the room, and a small bed sits in the corner, rumpled from sleep. A young woman in a long black dress with a white apron over it is tidying up the room, and as she notices you, she jumps up and backs against the wall in a panic.

It's then that you notice the small horn-nubs that are pushing their way up out of her forehead and the small claws that tip her fingers. Other than these strange features, her straight black hair and almond-shaped eyes mark her as someone from the Three Kingdoms. Around her neck is a bulky collar. "Who are you?!" she demands, pressing herself against the wall in fear.



The maid is Suika Ryoku, a subject of Verdane's experiments with the **Black Blood** of the Nephilim. A TN 8 Scrutiny Challenge reveals that her panic and fear are genuine; she's not a fighter. She is being kept as Verdane's servant against her will by the Control Collar - an explosive device used by the Guild to keep rogue spellcasters in check - around her neck.

The Fated can either calm Suika down with a TN 10 Bewitch or Leadership Challenge or threaten her with a TN 7 Intimidate Challenge. She has no love for Verdane, and if the Fated reveal that they're here to either meet with him or kill him, she'll say that he's down in his lab and will lift a rug to reveal a trapdoor that allows them access. If the Fated succeed in calming her down and ask her about Verdane's plans or what she's doing here, read the following text:



The woman looks down at her hands, examining her clawed fingers and the skin that seems to be turning bluish purple in places. "I was hired as a maid. Mr. Verdane seemed like a stately sort of person, and he put out the hiring ad like a normal person would, so I didn't think it would be too bad. My mistake, I guess. When I got here, he knocked me unconscious and injected me with this black oil stuff. He kept it up, a little bit each day, and when I started changing, he started trying all sorts of different stuff to stop it. Injections, pills, electroshock..."

She shivers and rubs her arms. "Nothing worked, though, and eventually he stopped experimenting on me and started doing the same things to the children that woman brought him. But even though I promised not to run away, he still put this collar on me. Said it was just in case 'my masters call,' whatever that means."



Suika will go on to mention that her collar is rigged with an explosive device and that if she tries to flee or help the children Verdane keeps in his lab, he will just detonate the collar and kill her. She doesn't know where Verdane gets the "black oil" that he uses in his experiments, but she also doesn't spend much time down in the laboratory ("I just don't have the stomach for it...").

If the Fated want to remove Suika's Control Collar, it requires a TN 12 Lockpicking Challenge and the appropriate lockpick tools. On a success, the collar comes free, but if the character achieves at least one Margin of Failure, the collar detonates, killing Suika and dealing 3 damage to everyone within 5 feet. It also makes a great deal of noise and alerts Verdane to the Fated's presence above him.

If Suika doesn't show the Fated the trapdoor leading down into the laboratory, they can find it on their own with a TN 8 Notice Challenge. It opens onto a set of wooden stairs that lead downward into a well-lit room.

THE BASEMENT LABORATORY

The Fated can enter Verdane's laboratory either from the trapdoor in the building above or from the vault door in the sewers; both routes lead to the same room. Read the following text to the Fated as they enter:



This room might seem sterile, if not for the cracks in the walls and ceiling. The room is filled with medical equipment and scientific instruments, and one entire wall is dominated by a large steel tank with a closed and bolted door, almost like it was a miniature prison. A half-dozen tubes slowly pump a black, sludge-like substance out of the tank and into a row of large sealed jars, which are filled to various levels with the vile-looking substance.

Another wall is almost entirely taken up by the vault door leading out into the sewers. A small speaker is set into the wall, allowing for two-way communication with those on the door's other side. To one side of the room, almost wedged into a corner, is a small steel cage holding a young boy in threadbare clothing.



If the Fated are directly threatening Verdane, he grabs the needle gun from a nearby table and fights back against them as best he is able. If they are not a pressing threat or he is unaware of their presence, he instead has strapped Hazel to a gurney (if she's been delivered to him) and is looking over some notes to prepare for his next experiment.

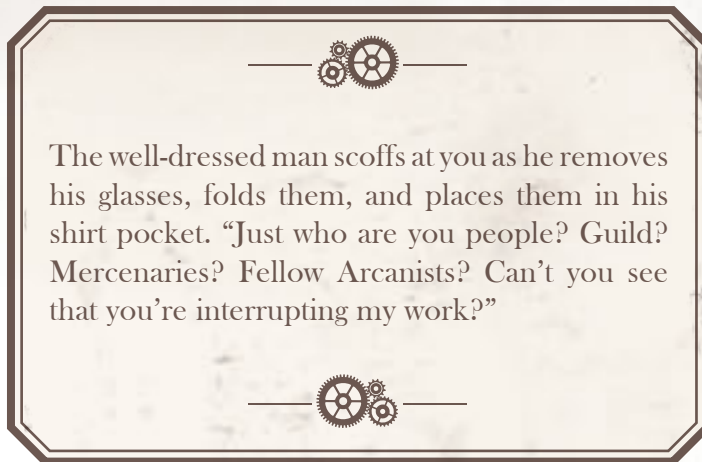
The most important object in the room is the large steel tank, which contains an Exsanguinated Nephilim that Verdane captured at great personal expense and peril. He's been slowly draining its black blood for months, giving him a constant supply of the substance for his research while simultaneously keeping it too weak to escape. A lever on the side of the tank opens the heavy door and allows the Exsanguinated Nephilim to escape; Verdane releases the creature if he's critically wounded (see *The Last Resort*, pg. 24).

If Verdane defeats the Fated, they wake up strapped down to his gurneys. If they made a good impression on Suika, she might risk a rescue attempt in the middle of the night, or they might be able to break their restraints and grab a scalpel while Verdane isn't looking (TN 14 Might Challenge, one check per character), but otherwise, the Fated meet a most unpleasant (and quite drawn out) end as Verdane's experiments cost them their humanity and, eventually, their lives.

The caged boy is named Brian Dempsey; he's been in the cage for two days, ever since Elizabeth sold him to Verdane. The cage can be opened with the key (in Verdane's pocket) or with a TN 10 Lockpicking Challenge.

LET'S TALK IT OUT

If the Fated don't immediately attack when they see Verdane, he demands to know who they are. Read the text on the following page:



If the Fated admit to wanting to save the children, Verdane expresses his surprise and commends the Fated for being decent people. He introduces himself as Antonio Verdane and claims that he doesn't want to harm the children but that their smaller bodies mean that it takes less Black Blood to initiate the change in them, which allows him to perform more research with his limited resources. A TN 12 Scrutiny Challenge reveals that Verdane has emotionally distanced himself from his victims and doesn't seem to think of them as actual people any longer.

If the Fated express an interest in his work, he claims that he can't share all the details - "We must all have our secrets," - but at least mentions that he's studying the transmuting properties of the black blood of the Nephilim to determine whether it can be harnessed and used to the advantage of humanity (read: the Arcanists).

Assuming that the Fated aren't thoroughly repulsed by his experiments, Verdane will make them an offer: the Fated are clearly capable, and if they were to provide him with a steady source of test subjects, they could both profit from the arrangement. ("Vagabonds, unemployed parasites, unrepentant criminals, nosy Guild guards... I'm close to a breakthrough and just need people to test my theories. What are a few worthless lives lost in the name of advancing human knowledge?") If the Fated take him up on his offer, Verdane will draw upon his Arcanist resources to pay them 30 scrip per person they deliver to his door.

Once the Fated have proven themselves useful allies (and made a few deliveries), he'll be more willing to open himself up to them and share the details of his research. If the Fated befriend him in this manner (or search through his research papers once he's defeated), a TN 12 Alchemy check will reveal that Verdane's methods mostly involved throwing science at the wall to see what sticks. He's made great progress into understanding how Black Blood works - it's essentially a magical blood-borne disease - but hasn't yet discovered how to harness it for his purposes.

THE LAST RESORT

If Verdane is reduced to 0 Wounds or lower without being knocked unconscious or killed, he takes a desperate act to save his life. Read the following text:



Verdane stumbles back against the large steel tank, clutching at his wounds and gasping for breath. "This can't be... how it ends..." He doubles over, coughing blood into his hand. "No... I will not... go alone into death...!"

Reaching out, he grabs a lever on the side of the tank and yanks it downward. "Now... we all die..."

Another coughing fit overtakes him as he sinks to the ground. Beside him, the heavy door of the steel tank grinds open, unleashing a strong chemical odor and a deep, feral growl from the thing inside it.



When the steel tank is opened, the Exsanguinated Nephilim staggers outward on its initiative value. Read the following text when it appears:



The creature that staggers out of the steel tank is like something out of a nightmare. First come two blue-gray hands nearly twice the size of those of a human, the fingers ending in thick claws. Next is the head - horned like that of a demon - and soon the hulking creature is pulling itself fully out of its cramped tank, tubes and wires pulling free of open wounds as it draws itself up to its full height. Two massive wings unfurl behind it, stretching out with relief as the monster turns its vengeful gaze upon you.



Any Fated who have had previous contact with Nephilim immediately recognize the creature as a member of that race, and a very large one at that; standing at its full height, the Exsanguinated Nephilim is nearly twice the height of a human and almost entirely muscle. It's still weakened from constant blood loss, but anger and a need for revenge give strength to its limbs.

Tailor how much the Nephilim fights the Fated to your group and how much damage they suffered in their battle with Verdane. If they're combat-focused and took him down without a fight, then throw the Nephilim right at them and have it go on a rampage. If they're beaten up or not very focused on combat, instead have it take a swing at one or two of them before tearing the vault door from the wall and escaping into the sewers. The Fated should have the sense that they're in a great deal of danger from being near the creature, but that doesn't mean that it has to mindlessly butcher them. The stats for the Exsanguinated Nephilim can be found on page 31.

CONCLUSION

If the Fated sided with Verdane, he can make certain that anyone they bring to him disappears entirely; once his experiments can go no further, he feeds the unfortunate victim to the Exsanguinated Nephilim to keep it healthy. Trying to refine Verdane's research and harness the power of black blood for the use of humanity could become an ongoing theme of the campaign, with the Fated dealing with mutations that have progressed too far or even hunting down additional Nephilim and bringing them back alive so that Verdane has more sources of Black Blood to work with. Of course, any Nephilim that learn about his experiments upon their brethren will surely try to shut him down once and for all...

More likely, however, is that the Fated defeat Verdane. If they take him down before he can unleash the Exsanguinated Nephilim, then the Fated will have to decide what to do with the creature; it's technically just as much a victim of Verdane's experiments as the orphanage children, but it's unlikely to listen to the words of the humans that, in its mind, hurt and imprisoned it. The Nephilim can understand and speak both English and French (from eavesdropping on Verdane), and a TN 11 Barter or Convince Challenge will get the Nephilim to agree not to harm anyone if it's released. If the Fated achieve a Margin of Success on this Challenge, it will even keep its word. Otherwise, it attacks the Fated the first chance it gets. A TN 12 Scrutiny Challenge will reveal whether or not the Nephilim intends to keep its word.

Suika will be grateful if the Fated defeat Verdane (and even more grateful if they remove her Control Collar), but she realizes that her mutations make it impossible for her to return to proper civilization. She'll gather up some of Verdane's things and slip off into the Quarantine Zone to find a place for herself unless the Fated talk her into returning to the orphanage to help raise the children with a TN 13 Convince Challenge. Either way, she might prove to be a useful ally to the Fated in the future.

If Hazel survives the adventure, she's pleased that the Fated managed to stop Verdane, though Elizabeth Irving might remain an issue. Her friend Penny - another of the orphans - has 6 scrip that she's saved up, which Hazel will talk her into giving the Fated as payment for helping them. The kids can also serve as a source of information for some of the less-than-legal or secretive things going on in the city; few people pay attention to orphans when they're discussing sensitive matters.

If Elizabeth Irving is still alive, she returns to the orphanage and will have to find some other source of income to pay for her escalating Brilliance habit. It's entirely possible that her villainy will be forgotten after the Fated deal with Verdane and his Exsanguinated Nephilim, which makes her a great reoccurring villain.





FM CHARACTERS

The following pages contain the stat blocks for the Fatemaster characters that the Fated are likely to encounter over the course of the adventure. They have been created with an eye toward ease of use by the Fatemaster.

These stat blocks should provide Fatemasters with everything they need to run the adventure and provide a challenge to the Fated.

While some of the characters presented here - such as Suika Ryoku - are unlikely to come into direct conflict with the Fated, their stat blocks have been included to allow Fatemasters to use them in any adventures that might take place after *Bad Blood*.

If your group is using *Under Quarantine*, that book has more information about the Blood Sickness and Brilliance Conditions, both of which are mentioned in this adventure. However, that book is not needed to run this adventure.

Depending on the situation, Fatemasters more familiar with *Through the Breach* may want to adjust some of these characters' Acting Values ahead of time to create more or less of a challenge for their players.



HAZEL GREEN

Hazel's been at the Dogsend Children's Home for a few years now, ever since her mother was murdered by a hat-fancying serial killer. She's grown up quick and clever, and if she manages to buck the odds and survive a few more years, she's likely going to be quite the resourceful young woman.

At the moment, she earns her keep at the orphanage through a combination of pickpocketing and begging, all of which goes to her matron to support her Brilliance habit. Hazel's heard the other children whisper that Miss Irving is a monster pretending to be a human, but she considers this to be nothing more than stories made up by the younger kids. Miss Irving may be a lush, but she's not a monster.

HAZEL GREEN

Peon (4), Living, Lost

<i>Might</i> -2	<i>Grace</i> 1	<i>Speed</i> 0	<i>Resilience</i> -1
<i>Charm</i> 1	<i>Intellect</i> -2	<i>Cunning</i> 1	<i>Tenacity</i> -1
<i>Defense</i> 3 (7)	<i>Walk</i> 4	<i>Height</i> 1	<i>Initiative</i> 2 (6)
<i>Willpower</i> 2 (6)	<i>Charge</i> 4	<i>Wounds</i> 4	

Skills: Acrobatics 1, Athletics 1, Deceive 1, Evade 1, Notice 2, Pick Pocket 2, Pugilism 1, Stealth 2.

Manipulative (10): When an enemy character targets this character with a harmful action, the enemy character must pass a TN 10 Willpower Challenge or the action immediately fails.

Unimpeded: This character ignores penalties for terrain while taking Movement Actions.

(1) Shin Kick (Pugilism)

AV: -1 (3) ===== Rg: ♣ 1 ===== Resist: Df
Target suffers 1/2/3 damage.

♣ *Pilfer:* After succeeding, take a Pick Pocket action against the target with a ♣ to the flip.

SUTKA RYOKU

Suika was dragged to Malifaux as one of the servants for a rich family... a rich family that was unfortunately gunned down by bandits during a daring train robbery. Suddenly unemployed, Suika answered a "help wanted" advertisement by Antonio Verdane and found herself the unfortunate victim of some of his early experiments.

Her exposure to Black Blood left her twisted and changed, with small horns poking up through her forehead and skin that is starting to turn a pale blue-purple color. Thus far, Verdane has declined to drain her blood for his experiments, claiming that she's not a "pure source," but she's concerned that it's just a matter of time before she ends up in a cage.

SUTKA RYOKU

Peon (4), Living

<i>Might</i> -1	<i>Grace</i> 1	<i>Speed</i> 1	<i>Resilience</i> 0
<i>Charm</i> 2	<i>Intellect</i> -1	<i>Cunning</i> -1	<i>Tenacity</i> 0
<i>Defense</i> 3 (7)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 2 (6)
<i>Willpower</i> 2 (6)	<i>Charge</i> 5	<i>Wounds</i> 4	

Skills: Bewitch 1, Labor 2, Notice 1, Stealth 1.

Black Blood: All characters without Black Blood within 1 yard suffer 1 damage when this character suffers damage.

Blood Sickness +6: At the end of every week, increase the value of this Condition by 1.

Scarring: This 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.

(1) Ineffective Flailing (Pugilism)

AV: 4 (8) ===== Rg: ♣ 1 ===== Resist: Df
Target suffers 0/1/2 damage.

CARETAKERS

Irving's caretakers have been hired more for muscle than out of any real desire to take care of orphans, but that doesn't mean that they're cruel or uncaring. At worst, they're a bit neglectful; they believe that most of the children under their care are street urchins who can take care of themselves just fine, and as a result, they're generally content to let them do just that.

When the orphans are gone during the day, the caretakers perform basic maintenance duties such as tending to the lawn, repairing damaged portions of the orphanage, and other menial tasks. As Miss Irving has slipped further into her addiction, she's paid less and less attention to the orphanage, and the caretakers have started to slack off quite a bit.

The cook is a different story entirely. He's a hold-over from the orphanage's previous owner, and he genuinely cares about the plight of the children under his care... to a point, at least. He makes certain that they're always well-fed, but he draws the line at complaining about the neglectful attitude of his employer or coworkers as it's more likely to cost him his job than result in any real change at the orphanage.



CARETAKERS

Minion (5), Living

<i>Might</i> 2	<i>Grace</i> -1	<i>Speed</i> 0	<i>Resilience</i> 2
<i>Charm</i> 0	<i>Intellect</i> -2	<i>Cunning</i> -1	<i>Tenacity</i> 1
<i>Defense</i> 4 (9)	<i>Walk</i> 4	<i>Height</i> 2	<i>Initiative</i> 1 (6)
<i>Willpower</i> 3 (8)	<i>Charge</i> 4	<i>Wounds</i> 6	

Skills: Athletics 2, Evade 2, Homesteading 2, Labor 3, Notice 1, Pugilism 2, Teach 1, Toughness 1.

Open Hand Fighting: When this character is unarmed, its disengaging strikes deal damage.

(1) Bare Knuckles (Pugilism)

AV: 4 (9) ----- Rg: /// 1 ----- Resist: Df
Target suffers 2/3/3 damage.

✖ *Cowed:* After damaging, the target gains the following Condition until the end of its next turn: **"Cowed:** This character suffers a \square on all attack flips made against the character that applied this Condition."

ELIZABETH IRVING

Only four short years ago, Elizabeth came to Malifaux from London with dreams in her head and stars in her eyes. She auditioned at the Star Theater and was rejected, and in the years since, a series of poor life choices and bad luck left her as, in her words, "a dogsbody for mewling brats." Needless to say, she's bitter about the way that her life has turned out.



Elizabeth eventually turned to gambling and found herself at the Honeypot Casino, where she became addicted to the "drug" known as Brilliance. As she slipped further under the influence, her eyes began to glow with a pale blue light, and she found that her fingers would elongate into claws when she was threatened, much to the surprise of a few would-be muggers.

All of Elizabeth's money - far more than she can afford - has been going to the Honeypot in recent months. She's done plenty of unpleasant things - including selling children to strange Arcanists - to earn enough money to afford her addiction, and she'll likely do worse if push comes to shove.

ELIZABETH IRVING

Enforcer (7), Living, Darkened, Showgirl

<i>Might</i> 2	<i>Grace</i> 3	<i>Speed</i> 2	<i>Resilience</i> 2
<i>Charm</i> 2	<i>Intellect</i> 0	<i>Cunning</i> 1	<i>Tenacity</i> 2
<i>Defense</i> 5 (12)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 4 (11)
<i>Willpower</i> 4 (11)	<i>Charge</i> 6	<i>Wounds</i> 6	

Skills: Centering 2, Carouse 3, Deceive 2, Evade 3, Gambling 2, Homesteading 1, Intimidate 1, Evade 2, Melee 2, Notice 2, Scrutiny 1, Toughness 1.

Armor +1: Reduce all damage suffered by this character by +1, to a minimum of 1.

Brilliance +10: Every 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.

(1) Hardened Brilliance Claws (Melee)

AV: 4 (11) ----- Rg: /// 2 ----- Resist: Df
Target suffers 2/4/5 damage.

(0) Brillshaper

This character may discard a card to heal 2 damage.

ANTONIO VERDANE

Enforcer (7), Living, Academic

Might 1	Grace 2	Speed 1	Resilience 1
Charm 2	Intellect 3	Cunning 2	Tenacity 2
Defense 5 (12)	Walk 5	Height 2	Initiative 3 (10)
Willpower 4 (11)	Charge 5	Wounds 7	

Skills: Alchemy 3, Barter 2, Deceive 1, Doctor 2, Enchanting 3, Evade 3, Literacy 3, Mathematics 2, Necromancy 2☞, Notice 2, Pistol 3, Scrutiny 2, Toughness 2.

Arcane Shield: If this character has not yet activated during this round of Dramatic Time, reduce all damage he suffers by 1, to a minimum of 0.

(1) Needle Gun (Pistol)

AV: 5 (12) ----- Rg: ⚔6 ----- Resist: **Df**
Target suffers 2/3☠/4☠ damage. Capacity 1, Reload 1. This attack ignores Hard to Wound. This weapon uses Flechette rounds (*Into the Steam*, pg. 164).

(1) Unnatural Shifting (Enchanting + Cunning)

AV: 5 (12) ----- Rg: ♣2 ----- Resist: **Wp**
A Living target partially changes into a Beast for 1 minute. The part affected is determined by a suit in the final duel total:

☞ **Torso:** Target suffers 2/3/4 damage and may not benefit from armor worn on chest.

☞ **Head:** Target gains the **Dazed** Condition and may not benefit from armor worn on head.

✂ **Arms:** Target gains **Useless Limb (Arms)** Condition, may not benefit from armor on arms.

☞ **Legs:** Target gains **Useless Limb (Legs)** Condition, may not benefit from armor on legs.

(0) Seize Mind (Necromancy + Charm)

AV: 4☞ (11☞) === Rg: 2 ----- Resist: **Wp**
Target other character takes a 1 AP Action controlled by this character.

ANTONIO VERDANE

Shortly after coming to Malifaux, Antonio Verdane witnessed one of his fellow Arcanists get splashed with the Black Blood of a Nephilim. The blood burned his companion's flesh like acid, but more interestingly, it also began to slowly transform her into a Nephilim herself.

After she ran off to join the Nephilim, Verdane realized that the Black Blood was a form of blood-borne disease that gradually warped the bodies and minds of those it touched. Realizing what a powerful weapon such a substance could be for the Arcanists, he began researching Black Blood and its effects upon humans in earnest.



EXSANGUINATED

NEPHILIM

This unfortunate Nephilim was captured by Verdane while it was still young. He secured it inside a specially reinforced cage and began bleeding it dry to supply himself with a steady supply of Black Blood, but he was unaware that Nephilim experience sudden bursts of growth after feeding.

After feeding it the remains of one of his experiments, Verdane was surprised to find that the Nephilim had nearly doubled in size. This left it cramped and wedged into its cage, an uncomfortable prisoner of its own size and bulk.

Verdane hasn't entered the Nephilim's cage in weeks; he just opens the door and throws food inside before quickly shutting the door again. A few of its blood pumps have come unattached, slowing the amount of Black Blood that he's able to harvest, but he's not willing to enter the cage to reattach them.

Note that this Nephilim does not have the Black Blood Condition that is common to its race, due to its advanced exsanguination.

EXSANGUINATED NEPHILIM

Enforcer (8), Living, Nephilim

<i>Might</i> 4	<i>Grace</i> 3	<i>Speed</i> 3	<i>Resilience</i> 4
<i>Charm</i> -2	<i>Intellect</i> 3	<i>Cunning</i> 2	<i>Tenacity</i> 3
<i>Defense</i> 5 (13)	<i>Walk</i> 6	<i>Height</i> 3	<i>Initiative</i> 5 (13)
<i>Willpower</i> 5 (13)	<i>Charge</i> 7	<i>Wounds</i> 10	

Skills: Athletics 3, Deceive 1, Evade 3, Literacy 2, Melee 2, Navigation 2, Notice 2, Toughness 4, Track 2, Wilderness 3

Armor +1: Reduce all damage suffered by this character by +1, to a minimum of 1.

Flight: This character is immune to falling damage and may ignore any terrain or other characters while moving.

Terrifying (Living) 12: Enemy Living characters must pass a TN 12 Horror Duel when they end their turn within this character's engagement range or target this character with a harmful action.

(1) Monstrous Talons (Melee)

AV: 6 (14) ===== Rg: /// 2 ===== Resist: **Df**
Target suffers 4/5/6 damage.

☞ Knock Away: Push the target up to 4 yards in any direction. If the target comes into contact with another character, the target and the other character both suffer 1 damage and immediately take the Drop Prone Action.



D Penny Dreadful

ONE SHOT



BADBLOOD

Wyrd



HOW I WONDER WHERE YOU ARE



Something strange is going on at the Dogsend Children's Workhouse. Children are disappearing, and no one knows where they're going... or at least, no one is talking.

Discover the secrets of the orphanage before another child gets taken, but be sure to watch your back, lest you be taken, too.



Bad Blood is a one shot adventure for the Through the Breach roleplaying game. It requires the Fated Almanac to play.



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