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D Penny dreadful

ONE SHOT

HONOR AMONG
THIEVES

THROUGH THE BREACH

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D Penny Dreadful
ONE SHOT

HONOR AMONG
THIEVES

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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, 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

Among the wealthy of Malifaux City, a social custom has sprung up known as the "All Hours" party. These gatherings are a dignified way to maintain an enjoyable nightlife in a city whose streets are not safe after dark. The premise is simple: the host ushers their guests into their home and then makes a show of locking the doors and windows, often while making exaggerated claims about the city's dangers as a way of blunting their threat with humor.

What follows is a night of conversation, light meals, music, games, and short naps. Breakfast is often served at sunrise, at which point the host makes a show of unlocking the doors and windows while boasting about how they all managed to "survive one more night."

Margaret Appleton is a frequent hostess of such parties, which she uses as a means of brushing shoulders with Malifaux's most influential members. Those who wish to climb the city's social ladder often find themselves competing for just one of her invitations.

Unbeknownst to most of her guests, Margaret is actually one of the dangers that lurks in the city's shadows. She is no shapechanger or dreaded sorceress, however; merely a woman who knows what she wants out of life and isn't afraid to hurt people to make certain that she gets it.

Unfortunately for Ms. Appleton, one of those people happened to be a courier for the Ten Thunders crime syndicate. Margaret's thugs beat the man to death and stole the package he was carrying, which resulted in her coming into possession of a rare and valuable (and cursed) oni statue that the Ten Thunders had intended for their own use.

The Ten Thunders intend to retrieve the oni statue from Appleton, and they've turned to the Fated in order to accomplish this. They want the statue back, but they also want to send a message to Margaret to ensure that she does not steal from them in the future.

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

This adventure begins with the Fated being called to the Five Orchids Tea House, where they meet with Ichiro, their contact with the Ten Thunders crime syndicate. His employer wants them to steal an oni statue from a private collector, Ms. Margaret Appleton, and to leave a warning for her.

From there, the Fated have a wide variety of options when it comes to preparing to infiltrate Appleton's party. They can speak with her past and former servants, hunt down various leads in search of invitations, or search for rumors about the woman.

The adventure eventually culminates at Appleton's All Hours party, where the Fated learn whether their preparations have been enough to keep Margaret distracted and steal the cursed oni statue.

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.

CHAPTER 3: F'M CHARACTERS

This section contains the stat blocks for the various adversaries the Fated might encounter over the course of the adventure, providing a quick reference to make it easier for Fatemasters.

CHAPTER 4: FATED CHARACTERS

This section contains pregenerated Fated characters that have been specially designed for use with this adventure. The adventure will function just fine if you decide to play through it with custom characters, though!

The character sheet is a parchment-like document with various sections for tracking a character's progress and stats. It includes fields for 'FATED NAME', 'PLAYER NAME', and 'GUILD SCRIP'. There are also sections for 'CURRENT PURSUIT', 'STATION', 'DESTINY STEPS FULFILLED' (with five circles for tracking), and 'EXP.'. The 'ASPECTS' section is divided into 'PHYSICAL' and 'MENTAL' categories, with sub-sections for 'MIGHT', 'GRACE', 'SPEED', 'RESILIENCE', 'INTELLECT', 'CHARM', 'CUNNING', and 'TENACITY'. Below this is the 'DERIVED ASPECTS' section, which includes 'DEFENSE', 'WALK', 'WOUNDS', 'WILLPOWER', and 'CHARGE'. The 'SKILLS' section is a grid with columns for 'SKILL', 'AV', 'RATING', and 'ASPECT'. The sheet is decorated with gear icons.

"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."



HONOR AMONG THIEVES

PROLOGUE:

FIVE ORCHIDS TEAHOUSE

Located on the edge of the Little Kingdoms district is a tea house known as the Five Orchids. Brightly colored and showy, the tea house is what many foreigners think of when they hear the words ‘Three Kingdoms.’ It serves its purpose in drawing in outsiders seeking a ‘genuine Three Kingdoms’ experience and keeping them from wandering further into the district.

The Fated have been summoned to the Five Orchids by a man named Ichiro, who acts as an intermediary between them and the higher ranks of the Ten Thunders. If the Fated are already members or pawns of the Ten Thunders, then they are aware of Ichiro’s affiliations.

If the Fated are not affiliated with the Ten Thunders, then this makes for an excellent opportunity for the Ten Thunders to gauge their worth as agents. This works best if the Fated are actively seeking to join the Ten Thunders, in which case this adventure represents the Ten Thunders giving the Fated a chance to earn membership in their organization.

Alternatively, the Ten Thunders might have noticed that the Fated might make for useful pawns and decided to ‘recruit’ them without informing the Fated. If they prove capable of completing a mission without asking too many questions or becoming too curious about where their money is coming from, it could be the start of a long career as expendable assets.

Read the following text to the players:



The Five Orchids Tea House is everything you'd expect from a Little Kingdom establishment. A sand garden adorns the front of the building, and rice paper walls and eastern statuary reinforce the feeling of having stepped into another world. As you enter the building and step out of your shoes, you hear the peaceful sounds of an unseen musician quietly playing a stringed instrument.

A painted geisha escorts you into a semi-private alcove and brings you tea, and after you've been seated for ten minutes, a middle-aged Asian gentleman approaches your table. He greets you with a smile and a bow before seating himself opposite you.

"I am pleased to see that you answered my letter," he says. "You may call me Ichiro."



Ichiro motions to a geisha outside the room, who slides the paper door closed to leave you alone in the room with your contact. "Some time ago," Ichiro begins, "an object of value was in the process of being delivered to my employer. The courtier was murdered and the object he was carrying was stolen."

"The man responsible for this crime has been punished, but before he moved on to his next life, he sold the object to Margaret Appleton, a wealthy woman with Guild connections. My employer would appreciate it if you were to find your way into her home and retrieve my employer's property. Miss Appleton will be hosting a gathering in three days' time, and our divinations have determined that this will be the most opportune time to retrieve the object. Her security will be more concerned with keeping her guests in line than in protecting her property."



Ichiro gives the Fated enough time to introduce themselves, and he nods with each such introduction, matching their faces to the names that he already knows. If the Fated are members of the Ten Thunders, then he treats them more like colleagues than employees. He's willing to chat politely with the Fated for as long as they are and will only move on to discussing the mission once conversation dries up.

When that happens, read the text in the callout box in the following column.

If the Fated accept the job, Ichiro smiles in a pleasant manner and finishes his tea. If the Fated refuse, he is not upset and merely thanks them for their time and asks that they keep the matter to themselves. He responds to any questions about the identity of his employer with a serene smile. If they press the matter, he merely says that his employer is part of a larger organization that values its privacy.

Fated who are members of the Ten Thunders will be called before their superior within the next day or so to explain why they did not accept the assignment. Those who do not are watched by the Ten Thunders for the next few days; even if they turn the assignment down, they are still viewed favorably if they do not alert Appleton to the heist afterwards. The Ten Thunders view secrecy as a virtue, and if the Fated are able to demonstrate that they share that belief, then they will likely approach the Fated to offer them other assignments in the future.



SCENE 1:

SWAPPING STATUES

If the Fated accept the job, read the following text:



Ichiro claps his hands, and the door slides open, revealing a geisha carrying a silver platter laden with a jade dragon statue depicting two entwined dragons and a stack of bills.

He waits until the geisha has set the platter in front of you, stepped out of the room, and closed the door before continuing. "The object that was stolen from my employer is a small statue depicting an oni with ruby eyes. It is rumored to contain a powerful spirit, though my employer has not been able to confirm or deny the veracity of those rumors."

A look of mild amusement flickers across his features. "Many of the merchants in the Little Kingdom tell their customers that the curiosities they are selling are cursed or possessed in order to drive up the price. Just in case the rumors prove true, however, we will have an agent in place at the gathering that is skilled in calming angry spirits. My employer strongly suggests that you give the statue to her as quickly as possible."

"My employer also has a certain condition that she wishes for me to pass on. When you retrieve the object, she wishes for it to be replaced with this item." He gestures to the jade dragon statue on the tray. "It is my employer's desire that Miss Appleton be made aware that she cannot steal from her without reprisal, and that her agents can reach her even when she feels safest."



If the Fated ask about the bills on the platter, Ichiro explains that the cash (20 scrip in total) is intended to reimburse the Fated for any expenses they may accrue during their mission; he does not require any of it to be returned. If the Fated wish to haggle for more money, a TN 13 Barter Challenge convinces Ichiro that it is necessary and he sends for one of the geisha to bring an additional ten scrip.

QUESTIONS AND CONCERNS

If the Fated seem pleased with their payment, Ichiro asks if they have any further questions for him. Here are some of the possible relevant topics that the Fated may ask him about.

THE ONI STATUE

Ichiro doesn't know much about the statue his employer wants the Fated to steal. He has heard a story about it that he offers to share with the Fated if they wish to hear it. In the story, an elderly monk was wandering the countryside seeking enlightenment when he came across a village being terrorized by a monster. The old monk sought out the monster in its lair and, through guile and trickery, sealed the beast within a statue. That statue has been passed down through generations of caretakers, all of whom have ensured that the monster was kept sealed with their prayers and wards.

MARGARET APPLETON

Ichiro knows a little bit about Margaret Appleton, but nothing too detailed. He knows that she comes from a prestigious American family and that she's been the head of her family's Import/Export company for the past year and a half. According to the rumors he's overheard since this assignment first came to him, she has recently developed a fondness for the art of the Three Kingdoms.

THE DRAGON STATUE

The statue that Ichiro's employer wants left behind in the Oni Statue's place is a perfectly mundane jade statue depicting two dragons entwining with each other. It could fetch up to two scrip in a pawn shop, or as much as five scrip from a collector. It was chosen due to a previous encounter the Ten Thunders had with Margaret Appleton a few months ago, when a shopkeeper she was purchasing art items from warned her against attracting the attention of "the dragons of the east."

POSSIBLE LEADS

If the Fated ask Ichiro about any possible leads or suggestions, he says that he had previously approached Edgar Harris, a former member of Appleton's security, about retrieving the statue. He turned Ichiro down, but he might be able to provide the Fated with some idea of how difficult the gathering will be to infiltrate. He describes him as a tall, blonde westerner.

Beyond that, he suggests that the Fated speak with her servants, noting that "those who serve the wealthy rarely do so out of loyalty," and that "one of them may have a weakness that can be exploited."



PREPARING FOR THE MISSION

When the Fated are ready to leave, Ichiro says that one of the geisha will provide them with the address of Margaret Appleton's home as they leave; it's written in neat calligraphy on the inside of a plain, folded white card.

He suggests that they will likely need an invitation to the gathering and reminds the Fated they only have three days to make their preparations before the gathering commences: it is currently Tuesday afternoon, and the gathering is Friday evening.

From here, the Fated have many different options they can take. The next few scenes are optional and could occur in any order, depending upon who and what the Fated decide to investigate.

- **Scene 2:** Edgar Harris (pg. 10): Use this scene if the Fated wish to speak with Edgar Harris, the former member of Margaret Appleton's security.
- **Scene 3:** The Stake Out (pg. 12): Use this scene if the Fated decide to stake out Appleton's home in the hopes of gathering intelligence.
- **Scene 4:** Victor Hirsch (pg. 14): Use this scene if the Fated try to make contact with Victor Hirsch

either directly (if they learned about him from an earlier scene) or one of Margaret's random servants (which pretty much just means Hirsch).

- **Scene 5:** Meeting Margaret (pg. 16): Use this scene if the Fated attempt to meet with Margaret Appleton before her party, perhaps as a means to gain an invitation to her party or to learn where she is keeping the Oni Statue.
- **Scene 6:** William Cabello (pg. 18): William is one of Margaret's former guests who has an invitation that the Fated might be able to use to gain entrance to the party.
- **Scene 7:** Chasing Rumors (pg. 20): Use this scene if the Fated search the city for rumors about Appleton.

Appleton's gathering - actually more of a wealthy socialite's party - takes place in three days, regardless of whether or not the Fated are ready for it. The party is described in Scene 8: The All Hours Party, on page 22.

Of course, there's nothing preventing the Fated from trying to sneak in and steal the Oni Statue before or after the party, but her security is more lax during Appleton's party, which makes it the easiest time to do so.

SCENE 2:

EDGAR HARRIS

Until recently, Edgar Harris was employed as a member of Margaret Appleton's personal security. He parted amicably with her after she acquired the Oni Statue, and now he spends his days and nights drinking away the memories.

A couple of hours spent asking questions around town eventually turns him up at the Cracked Bar pub in the Southern Slums, where he spends his days and nights drinking away the memories. When the Fated arrive, read the following text:



The Cracked Bar proves to be a dive bar of the worst sort. The building is shoddy and ramshackle, the sign advertising its name hangs at a crooked angle, and in the alley, a group of rats the size of large cats rummage around in the garbage without any concerns about your presence.

Inside, there are only two people: the bartender, a wide, bald man who seems more concerned with reading his copy of the Malifaux Tattler than serving drinks, and a tall, blonde man with suntanned skin who could only be Edgar Harris. He looks a bit worse for the wear, however, with a scraggly, patchy beard and the smell of a man who has spent the past week drinking and doing little else.



Edgar is an easy man to approach. He's friendly and welcoming, if a little loud, and he's happy to invite the Fated to have a seat next to him at the bar.

If the Fated bring up his former employer, however, he becomes sullen and makes it clear that he isn't interested in talking about his time with Appleton. A TN 9 Scrutiny Challenge reveals that he isn't disgruntled, but is instead fearful.

The Fated have a few ways to persuade Edgar to talk to them about Appleton. A TN 8 Barter Challenge is enough to convince him to exchange what he knows for a few drinks (or enough scrip to buy a few drinks). If the Fated aren't interested in pouring money into a drunk, a TN 11 Bewitch, Convince, or Intimidate Challenge also persuades him to talk.

If the Fated fail any of these Challenges, Edgar offers to tell them what they want to know if they can beat him in a game of darts. Doing so requires the Fated to pass a TN 10 Thrown Weapons Challenge. If the character participating in this Challenge has been drinking, she must first pass a TN 8 Carouse Challenge; on a failure, she suffers a \square to her flip.

If the Fated fail to defeat Harris (or if they fail any of the Barter, Bewitch, Convince, or Intimidate Challenge with a Margin of Failure), Harris tells them that he doesn't have anything to say and returns to his drinking. He falls silent and won't be giving the Fated any information.

Should it become necessary, Harris has the stats of a Security Guard (pg. 33).

HARRIS' STORY

If the Fated succeed in getting Harris to talk, they're free to ask him any questions they may have. Depending on how they go about questioning him, he may ask why they want to know. If they're honest with him, he rubs the back of his neck and makes the Fated promise that they're not going to harm "Miss Appleton." If they make up an excuse, he accepts it at face value and doesn't question them any further, provided that they stick to their story.

Here are some of the possible relevant topics that the Fated may ask him about.

THE ONI STATUE

When the oni statue is brought up, Harris throws back another shot of booze and motions for the bartender to keep them coming. He tells the Fated that the statue is the reason he quit working for Appleton; he could tell from the moment that she got it that there was something “evil” about it, and that she wasn’t taking it nearly as seriously as she should.

He mentions that Margaret had a ward that she claimed would protect her from the statue – a length of golden rope that one could wrap around their arm to protect against the statue’s curse – but he still didn’t feel as if she was treating the object as carefully as she should and decided to quit before things came to a head.

MARGARET APPLETON

Despite leaving her employment and possibly helping people that want to steal from her, Harris has no ill will toward Margaret Appleton. As far as he’s concerned, she’s just another rich person with more money than common sense. He mentions that she has a fondness for attractive men and things she considers dangerous but won’t offer anything that the Fated can use to blackmail her.

Harris mentions that he often accompanied her when she left the estate, mostly to inspect crates that had arrived or were being sent out at the train station or her warehouse as part of her business, though he also accompanied her to a few curio sharps to pick out pieces of art. If the Fated mention wanting to meet with Margaret, he suggests doing so at her home or warehouse.

THE APPLETON ESTATE

Edgar won’t give the Fated any details about Appleton’s home without a few more drinks. If they concede to his request, he tells them the general layout: it consists of two stories with a basement. The first floor contains a large dining area next to the kitchen, a parlor, and servant rooms. The second floor has Appleton’s bedroom, her personal study, and a number of guest rooms. The basement is used for storage.

If the Fated think to ask where Margaret is keeping the statue, Harris says that he doesn’t know, but after a moment of thought suggests that she’s likely keeping it in the vault in the basement. He’s only seen the vault once and doesn’t know anything about it, save that it’s very large and custom-built, with a wolf-head trap that will take off the hand of anyone who puts in the wrong combination.

SERVANTS OR VICTOR HIRSCH

If the Fated ask Harris whether or not he knows anything about Margaret’s servants, he mentions that they probably want to talk to Victor Hirsch, an indentured servant who is working off his indentured servitude as Appleton’s house servant. If the Fated pay Harris five scrip (or make a TN 10 Bargain Challenge to talk him down to two scrip), he will agree to introduce them to Hirsch; it takes a day for him to set up the meeting. See Scene 4: Victor Hirsch (pg. 14) for more details.

WILLIAM CABELLO

If the Fated ask Harris where they can find an extra invitation, he points them toward William Cabello. He explains that Appleton had become a bit infatuated with him in the weeks before he left her employment, and that she kept sending him invitations to her parties that he didn’t use. He’s not sure why Cabello isn’t interested in her, but notes that he admires the man’s good judgement.



Once the Fated have finished with him, Harris returns to his drinking with a mumbled warning against getting involved with Appleton. “She’s a good woman,” he’ll say, “but sooner or later, she’s going to get herself in over her head and drag down everyone around her.”

SCENE 3:

THE STAKE OUT

The Fated might decide to stake out the Appleton estate to gain some clues as to what sort of person its owner is, how many people work for her, or what the best way to sneak inside might be.

When the Fated arrive at the estate, read the following text:



Margaret Appleton's home is modest for her wealth: it's a two-story building in the upper portion of the Downtown district. Most of the building's brickwork has been plastered over and painted a dark blue, but here and there you notice the odd break and tears in the plaster.

Stone walkways and well-kept grass surround the manor proper. Though not common enough to be ostentatious, the manor grounds nevertheless boast quite a few statues and artfully formed bushes. Most of the statues are typical of those from Earth, but a few are twisted and strange, no doubt hinting at more local origins.

The grounds are surrounded by a ten-foot-tall brick wall with a large, iron gate in the front.



Staking out the Appleton estate requires time in order for the Fated to get a sense of the building, Appleton's employees, and the general area. This stake out is handled with an Ongoing Challenge.


CASING THE APPLETON ESTATE

- **SKILLS ALLOWED:** Notice, Scrutiny, Stealth
- **TARGET NUMBER:** 10
- **DURATION:** 5 hours
- **SUCCESS REQUIREMENT:** 4
- **FAILURE REQUIREMENT:** 2

If a character has access to the Divination Magia, she can use her Prestidigitation Skill as if it were on the list of Skills Allowed.

At the end of each Duration, the Fated learn one clue from the following list (in any order, though if the Fated are looking for something in particular, they should discover that first):

CLUES

- **Entrances and Egresses:** Aside from scaling the ten-foot-tall wall, there are two entrances on the estate grounds: a main gate in the front and a smaller servant's gate in the rear. The home itself only has three possible entrances: a door in the front, a door at the rear, and a number of windows along the bottom floor. All of the windows on the top floor appear to have been latched shut from the inside.
- **Hiding Spots:** Though not large, the grounds of the Appleton estate offer a few hiding places that could prove useful. These are mostly bushes and shadowed areas behind large statues. Discovering these locations will give the Fated a  on any Stealth flips that take place on the exterior grounds of the Appleton Estate in the future.
- **Victor Hirsch:** The Fated catch sight of a thin, dark-haired man with deep-set eyes (Victor Hirsch) leaving or entering the Appleton estate. His expression marks him as either annoyed or upset. When he leaves the estate, he goes from prim and proper to loosening his shirt and walking and a more leisurely pace by the time he's out the gates, and back again when he returns. He's often carrying packages back and forth (primarily objects that Margaret is shipping in or out of Malifaux).

- **Margaret Appleton:** The Fated see a woman who could only be Margaret Appleton: she's an attractive woman in her mid-30s, wearing a stylish dress of obvious high quality. She arrives in a carriage with a handsome gentleman, and when he goes to kiss her cheek farewell, she shifts at the last moment and turns it into a deep kiss, leaving the flustered man to climb back into his carriage as she saunters inside in amusement.
- **Security:** Appleton employs a roster of about half a dozen personal guards on a rotating shift; only two seem to be on duty at any given time: one inside the house, and the other outside. The one outside walks the perimeter on regular intervals. All are armed with pistols and seem comfortable with their presence. During her parties, the security guards are doubled to four: two are stationed outside "just in case," and the other two end up babysitting drunken rich people for the night. Neither assignment is particularly fun.

SUCCESS

If the Fated succeed at the Ongoing Challenge, they catch the tail end of a conversation as Margaret strolls outside to place a new statue in the yard. Read the following text:



As you're wrapping up your surveillance, the door to the manor opens and Margaret Appleton glides outside, dressed in a wide-brimmed but stylish hat and a parasol. A length of braided, golden rope is wrapped around her right arm. One of her personal guards accompanies her, but there doesn't seem to be much in the way of conversation between them.

As she reaches the gate, the dark-haired servant with the deep-set eyes is coming back with a package in his arms. He notices Margaret and quickly tucks his shirt back into his pants before strolling up and greeting her. "The pearl combs arrived, ma'am." He holds the box up to draw attention to them.

"Oh, how wonderful." Margaret turns and gestures back to the manor. "Take them downstairs and place them next to the vault. I'll open it and store them properly when I return."

The servant nods and heads inside, rolling his eyes as Margaret and her bodyguard go the other way.



FAILURE

If the Fated suffer a catastrophic failure on the Ongoing Challenge, they're noticed by the patrolling security guard and he comes toward them with his pistol drawn. If the Fated flee, he gives chase and runs down any of them that fail a TN 12 Athletics Challenge.

If he catches them (or if they don't flee when he approaches), he demands to know what they're doing. The Fated can pass a TN 10 Deceive Challenge to offer up a believable excuse; on a success, he holsters his gun, tells them to move along, and returns to his post. On a failure, however, he threatens to send for Guild Guard and makes a note of the Fated; when they attend the party in Scene 8, he'll remember them and realize that something is up, making their theft much more difficult to pull off.

If they choose to fight the Security Guard, his stats can be found on page 33. If he is attacked or killed, security for the party increases as appropriate, as noted on in the Sneaking In section on page 25.

SCENE 4:

VICTOR HIRSCH

Victor Hirsch is a young man who works as one of Appleton's personal servants. It's a job that he's grown to detest, and he would just as soon be rid of it. Unfortunately for Victor, he's still under an indentured servitude contract that he signed with Margaret prior to coming to Malifaux, and if he leaves before his time is up, he has no doubt that she will draw upon her contacts in the Guild to ensure that he serves the rest of his time in a mine.

The Fated can learn about Victor Hirsch from a number of sources, most likely by speaking with Edgar Harris (pg. 10), staking out the Appleton estate (pg. 12), or simply through rumors (pg. 20).

APPROACHING HIRSCH

How the Fated approach Hirsch and how they treat him will affect his opinion of the group. If they asked Edgar Harris to arrange a meeting, then Hirsch is friendly and willing to listen to the Fated; he and Harris aren't friends, but they had a decent enough working relationship and Hirsch trusts him.

If the Fated don't have Harris introduce them, then Hirsch is more cautious; he wants out of his contract, but he's also understandably suspicious of strangers who show up out of the blue wanting to help him. If this is the case, the Fated suffer a \square to all Social Skill Challenges involving him until they earn his trust.

Regardless of how they approach Hirsch, it takes some convincing to get him on their side. The easiest way to do this is to offer to pay his contract off or by stealing it away from Appleton.

Paying off Hirsch's debt is easy, if the Fated have the funds: Victor still owes 125 scrip on his contract, but if it seems as if the Fated are willing to pay it off, he tells them that it's actually 150 scrip (as he wants some spending money once he's free). The Fated can sense that he's high-balling them with a TN 10 Scrutiny Challenge. Once he has the money, Hirsch promises to help them once he's bought his contract back from Appleton, which takes a day; he doesn't help the Fated before then out of fear that they'll just take the money back after he tells them what they want.

Alternatively, the Fated might offer to steal Hirsch's contract from Appleton. He knows that she keeps it in the upstairs office in her home, and that she keeps the door locked. A character with a Lockpicking toolkit can open the door with a TN 10 Lockpicking Challenge. If the Fated deliver the contract to Hirsch, he rips it up and gladly tells them whatever they want. See the Sneaking In section on page 25 for more details on sneaking into Appleton's home.

The Fated might also try to bribe Hirsch with the promise of giving him some of the scrip Appleton keeps in her vault. Hirsch doesn't suggest this plan himself; the idea of stealing from his employer isn't new to him (he's pawned off a few of her smaller trinkets), but the difficulty of such an endeavor has kept it from crossing his mind. Persuading Hirsch to agree to help them in this manner requires a TN 13 Barter or Convince Challenge, as it requires him to help the Fated without any guarantee that they will actually give him the money.

Once the Fated have earned Hirsch's assistance, he proves to be a very valuable ally during the party. He's capable of letting the Fated in to the estate once the party has begun, covering for them as they sneak around, and distracting certain guests with hors d'oeuvres or a conveniently spilled drink. See the Hirsch's Assistance call out box on page 26 for more details.

QUESTIONING HIRSCH

If the Fated have earned his assistance, Hirsch will freely answer any of their questions. If they have yet to convince him to trust them, he's still willing to answer questions, but each topic requires a successful TN 10 Bewitch, Convince, or Intimidate Challenge (or a TN 8 Barter Challenge and at least two scrip per question). Here are some of the possible relevant topics that the Fated may ask him about.

THE APPLETON ESTATE

Hirsch can describe the layout of the Appleton estate to the Fated: the top floor contains Margaret's personal quarters and a number of guest rooms, the main floor holds the kitchen, parlor, dining area, and servant quarters, and the basement serves as general storage and also contains the massive vault that Margaret uses to keep her valuables safe.

MARGARET APPLETON

Hirsch makes his dislike of Appleton known if asked. He prefaces his complaints with the disclaimer that he actually liked Margaret when they first met, but after spending so long with her, he's developed a strong disdain for her and her way of life. He claims that she is oppressive and overbearing, and that the way she constantly watches and checks up on him makes him feel like a prisoner.

THE PARTY

Margaret's "All Hours" parties are Hirsch's favorite part of working for her, and he's not ashamed to admit it. He enjoys being around the wealthy elite, especially as they drink throughout the night and keep slipping him scrip to ensure that their drinks never run out.

If he trusts the Fated and has at least two days before the party, Hirsch can add the Fated's name to the guest list while Margaret isn't paying attention, which ensures that they will receive delivered invitations. He explains that Margaret often invites interesting or wealthy (or handsome) people that she doesn't know very well to her parties, so she won't be suspicious of their presence so long as they have an invitation.

If he doesn't have enough time and the invitations have already gone out, Hirsch points the Fated toward William Cabello, who is on the guest list but hasn't attended any of Margaret's recent parties.

Regardless of whatever else he tells the Fated, if he gets the sense that they plan to attend the party, he notes that they will have to dress appropriately; it's a black tie affair, so anyone not wearing tuxedos and evening dresses will look alarmingly out of place... and may even be turned away at the gate, depending upon Margaret's mood.

HIRSCH'S JOB

Hirsch is happy to rant about his job to the Fated regardless of whether or not they earned his assistance or succeeded on a Social Skill Challenge. If given the chance, he'll go on at length about how he has to cook, clean, and do everything else under the sun, all while "looking proper." Every hour he spends in his overly starched uniform is an agony.

THE ONI STATUE

All Hirsch knows about the statue is that Appleton acquired a new piece of artwork that she's keeping in the basement vault, which is unusual; normally, she places each new trinket she brings in on display as quickly as possible. He notes that since the object arrived, the manor has felt darker and everyone has felt uneasy. Shortly after obtaining the item, Margaret had an eccentric-looking woman visit her and has since been wearing a braided golden rope at all times.

Hirsch doesn't know who the eccentric woman was and doesn't remember her name (she was a medium that Appleton consulted about the Oni Statue).

SECURITY GUARDS OR EDGAR HARRIS

If the Fated ask Hirsch about the security guards, he admits that he doesn't know any of them very well, "ever since Edgar quit." If prompted, he mentions that Edgar Harris was a member of Appleton's security team until very recently, when he quite abruptly resigned. He and Hirsch got on well together, and if the Fated haven't visited him yet, Hirsch suggests that they pay Harris a visit, as he may be able to help out where he cannot. See Scene 2: Edgar Harris (pg. 10) for more details.

OTHER SERVANTS

Hirsch says that he's the only full-time servant working for Appleton; she usually hires a few extra servants to help serve guests and keep the place clean for her All Hours parties, though. If the Fated have references (or can at least get someone with the appearance of wealth to lie for them), then they might be able to get themselves hired on as temporary help for the duration of the party.



Once the Fated have finished with him, Hirsch leaves as quickly as he is able, especially if the Fated seem like they are up to no good. He doesn't want to be seen associating with them if possible, and in any case, if he's still under his contract, he probably has an entire list of things Margaret wants him to do waiting for him back at her estate.

SCENE 5:

MEETING MARGARET

The Fated might decide to meet with Margaret Appleton before the night of her party. The most obvious places for this to happen are either at her home or at one of the warehouses she owns; either way, she is accompanied by a security guard that she pays for protection.

Margaret is an attractive blonde woman in her early thirties. She has money and wears it well, often favoring comfortable but striking dresses that make her the center of attention in just about any setting. She keeps a braided golden rope wrapped around her wrist and lower arm at all times. The Fated will need some excuse in order to see Margaret; unless they succeed on a TN 8 Bewitch, Deceive, or Leadership Challenge, they fail to gain her attention and she quickly exits the conversation in a polite manner.

If the Fated succeed at one of these Challenges, however, they've managed to interest Margaret long enough for a brief conversation. If the Fated feign an interest in her business, she's charming but professional, while a mention of her parties shifts things into a more social realm.

QUESTIONING APPLETON

So long as the Fated are able to hold her attention, Margaret is quite a charming conversationalist. If there are any attractive men in the group, she focuses her attention on them, but not to the exclusion of anyone else.

Here are some of the possible relevant topics that the Fated may ask her about.

THE APPLETON ESTATE

Margaret is quite happy with her home and talks about how lovely the house and grounds are. If any of the Fated are handsome men, she remarks that she will have to give them the 'grand tour' once she has more time.

She makes no mention of her vault and becomes suspicious if the Fated start asking questions about it. If this happens, she immediately increases security when she returns home, which lasts all the way through the duration of the party, as described in the Sneaking In section on page 25.

APPLETON'S BUSINESS

If asked about her business, Margaret explains that she operates a small import/export business that brings interesting objects from Earth into Malifaux and sends Neverborn relics, Grimoires, and curiosities back to Earth. She downplays just how successful it is, but in a way that lets everyone know that she's downplaying it.



THE ONI STATUE

Margaret becomes more guarded if the Fated mention the Oni Statue. She claims that it was only in her hands for a short while before she sold it to a collector back on Earth, but a TN 10 Scrutiny Challenge reveals that she's being dishonest. She excuses herself from the conversation as quickly as possible.

THE PARTY

Margaret tells the Fated that she holds bi-weekly "All Hours" parties. These dignified parties are one of the ways that the wealthy of Malifaux have managed to maintain active nightlives in a city whose streets carry many dangers after dark. The premise is simple: the host gathers all her friends in her home and then makes a show of locking the door and shuttering the windows before spending the rest of the night entertaining her guests. At sunrise, everyone returns home after a hearty breakfast.

If the Fated are able to pass a TN 10 Bewitch or Leadership Challenge, they can talk Margaret into putting them on the guest list for her party. Characters who are well-dressed when they meet Margaret gain a **+** to this Challenge, as do any attractive men that flirt with her. If any women attempt to flirt with her, it catches Margaret off guard, leaving her flustered and more than a little flattered; these characters gain a **+** to this Challenge as well.

If there's at least two days before the party begins, the characters receive their invitations in the mail; otherwise, she just tells them to show up on the night of the party and she'll take care of the rest. She makes certain to mention that the All Hours parties are black tie events, which means tuxedos and evening wear all around.

SERVANTS OR VICTOR HIRSCH

Margaret doesn't have much to say about Victor Hirsch or any of her other servants. Hirsch is working for her as part of a mutual agreement, while most of her other servants are temporary hires for the duration of one of her parties. If the Fated seem polite and a bit easy on the eyes, they can talk her into hiring them with a TN 10 Barter or Bewitch Challenge. The pay is half a scrip a day per person, payable at the end of every week.

SECURITY GUARDS OR EDGAR HARRIS

Margaret is a bit disappointed in Harris' departure, but she doesn't hold any ill will against him for quitting. She doesn't have any need for additional security guards, but the Fated can talk her into hiring one of them as additional protection for the party with a TN 15 Convince Challenge. If the Fated have a recommendation from Edgar Harris, this lowers to TN 12.



SCENE 6:

WILLIAM CABELLO

William Cabello is a gentleman who caught Margaret's attention for both his good looks and good breeding. At first, he attended Margaret's parties happily, viewing it as a chance to expand his somewhat small circle of friends, but he soon found the woman's forwardness to be off-putting and stopped attending. Too polite to merely tell her to leave him alone, Cabello continues to be pleasant with her when they meet, which has only served to keep her interest in him burning at a low intensity.

The Fated are most likely to learn about Cabello from Victor Hirsch (pg. 14) or from rumors (pg. 20).

APPROACHING CABELLO

The best way for the Fated to approach Cabello is to make an appointment with his secretary. He has an office in the northern Industrial Zone, from which he manages his business - Cabello Gas Works - which processes natural gas for use in the city's lighting. His schedule is quite full, however, so the Fated will have to convince his secretary to move something around with a TN 10 Barter or Convince Challenge. If they achieve a Margin of Success on this Challenge, she can get them in immediately; otherwise, they will have to wait until tomorrow for their appointment.

Regardless of when they meet with him, William greets the Fated warmly when they arrive. He assumes that the Fated are there on business, either as investors, potential employees, or representatives of businesses seeking to hire him.

Read the following text:



William Cabello greets you with handshakes and a smile that seems to be walking the line between professional and familiar. The man's office is modest in size, but it feels smaller with the large desk that dominates the majority of the room. The walls are plastered with maps ranging from the claimed areas of the city to the Quarantine Zones to the lands beyond the city walls.

Cabello himself is a young man who composes himself as if he were twenty years older. Indeed, at first glance, you had thought him to be a much older man than he is, and he has a confidence and friendly expression that you can't help but find reassuring.

He motions to a pair of comfortable-looking leather seats before sitting down in the comfortable leather chair behind his oppressively large desk. "Please, have a seat. What can I help you with?"



William remains friendly even after the Fated reveal that they're not there on matters of business. He views it as an opportunity to take a break in his otherwise busy work day, and if the Fated are interesting and have some stories of life beyond the city, all the better. His mood will sour somewhat if the Fated bring up Margaret Appleton, and if they claim that they were sent by Appleton, he makes it clear that he will be unable to attend her party due to "previous commitments."

On the other hand, if the Fated make it clear that they don't have anything to do with Appleton, William's mood quickly picks back up again. He seems relieved and admits to being curious about why the Fated sought him out.

QUESTIONING CABELLO

As long as the Fated don't tell Cabello that they're planning to steal from Appleton, he will be willing to listen and even help. He doesn't offer his invitation to them, but if they ask about it, he's willing to give it to them on the condition that they don't do anything to embarrass his company or Margaret; even though he doesn't care for the woman, he doesn't want to be responsible for humiliating her or getting her involved in a scandal.

Persuading him to attend the party with one of the Fated is more difficult and requires a TN 12 Convince or Bewitch Challenge. If the Fated succeed, he agrees to go with them, but only if they promise not to leave him alone with Margaret.

If the Fated mention that they are planning some sort of illegal activity, William immediately grows hostile and asks why he should not inform the Guild Guard of their intentions as soon as they leave. Calming him down and keeping him quiet requires a TN 12 Bewitch, Convince, or Intimidate Challenge. On a success, he agrees to hear the Fated out and chooses not to inform the Guard of their actions (unless they involve permanent harm such as murder). On a failure, however, he escorts them from his office and has his secretary leave to flag down a guardsman.

Here are some of the possible relevant topics that the Fated may ask him about.

THE PARTY

William has attended several All Hours parties and finds them to be wonderful events. They're a good way to meet the various elite and powerful of Malifaux City, and he finds it interesting to have a look inside other peoples' homes.

If the Fated talk William into giving them his invitation or express an interest in the party, he notes that it's a black tie event. If the Fated mention that they don't have the proper attire, he can make a few recommendations of shops to visit.

CABELLO GAS WORKS

Cabello is more than happy to discuss his company. It harvests natural gas - much of it harvested from the Bayou - and refines it into usable gas that provides light for Malifaux City. He's not the biggest or most influential gas merchant in the city, but he's developed a reputation for being trustworthy and reliable.

MARGARET APPLETON

William explains that he finds Margaret to be a nice woman, but not one that he cares to spend his life with. They both shared a fascination with the world beyond Malifaux's walls, and Margaret even took him down into her vault to show him some rare Neverborn artifacts. Unfortunately, her fascination for danger left a bad taste in his mouth and he's been trying to avoid her personal calls ever since. He's a bit frustrated that she hasn't picked up on that yet.

THE APPLETON ESTATE

Cabello has been to several of Margaret's parties and can tell them the general layout of her estate: bedrooms and a small study on the top floor, a kitchen, parlor, dining area, and servant quarters on the main floor, and a basement that's used for storage.

If the Fated have been friendly up to this point, he also mentions that much of the basement is taken up by Margaret's vault. She took him down there to show off some rare trinkets, but she was a few drinks into her night and had misplaced her glasses, which made it difficult for her to see the numbers in the dim light. The vault had a steel wolf's head built around the dial, and Margaret explained that anyone who entered the wrong combination would end up losing their hand when the jaws snapped shut. She ended up reciting the numbers back to a nervous William as he opened the safe for her, and then she made an unexpected pass at him.

If the Fated succeed at a TN 13 Bewitch or Convince Challenge, Cabello will reveal the safe's combination, exactly as he remembers it: "74 left, the year I was born, 45 right, when Florida joined the Union, and 97 left, the year the Breach reopened."

THE INVITATION

If the Fated succeed in getting Cabello's invitation, it is a bit more personal than her other invitations, but generally follows the same formula. It reads as follows:

Dearest William,

You are cordially invited to my estate this Friday for an All Hours party. There will be fine drinks, fine food, and fine company awaiting you and a guest of your choosing. Though unnecessary, you are free to bring one or two of your personal attendants as well. Many of our business associates and friends will be in attendance and have expressed a desire to see you in a more casual setting once more.

I hope to see you there,

Margaret Appleton

SCENE 7:

CHASING RUMORS

While it may not prove to be particularly helpful in their endeavor, the Fated can attempt to learn information about Appleton from other avenues, such as seeking out one of her rival importers, bribing a Guild guard, or so on. This scene is intended to cover these options and provide the Fatemaster with plenty of options to cover these situations as they arise.

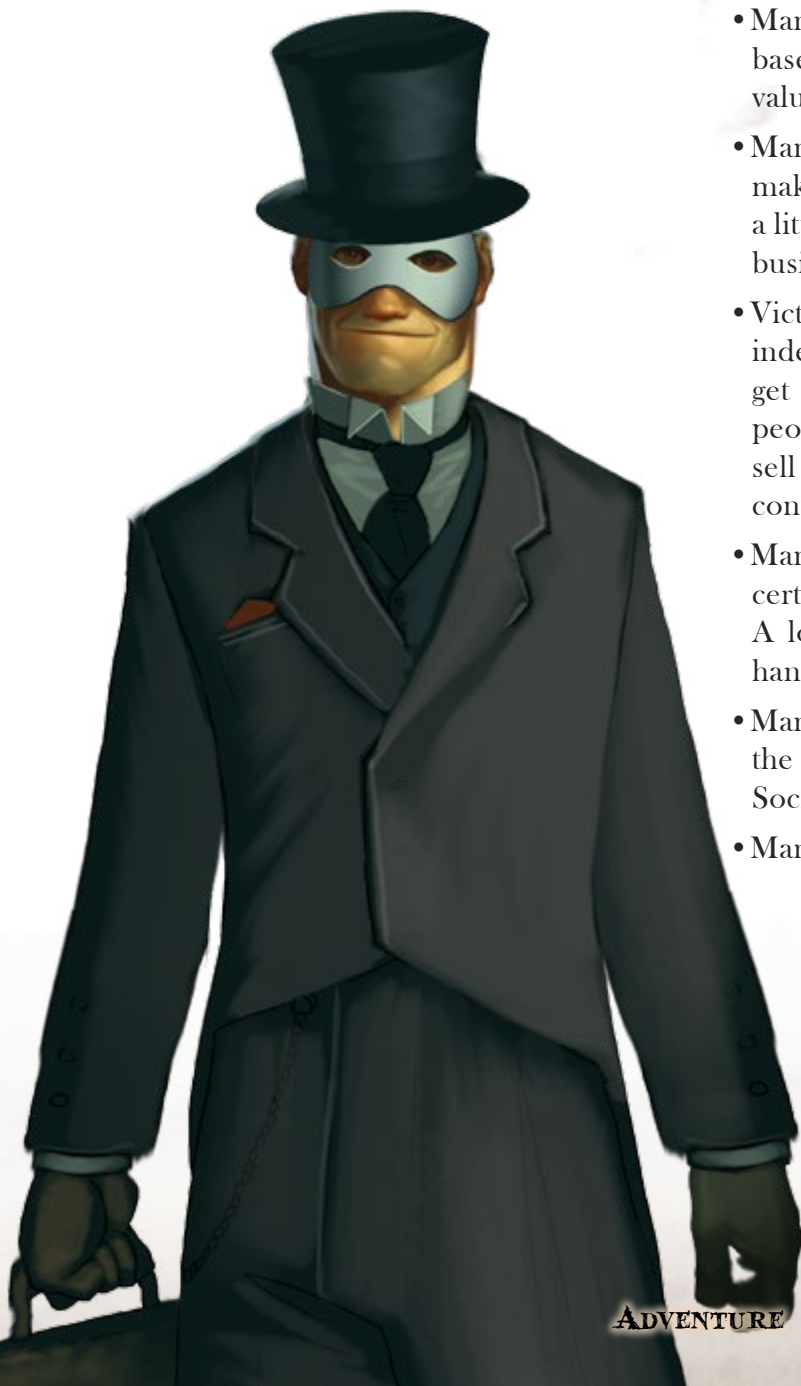
In order to uncover one of the rumors located below, the Fated should perform a Barter, Convince, Deceive, or Intimidate Challenge at TN 9. On a success, the Fated learn one of the pieces of information on the True Rumors list. On a failure,

the character learns nothing, unless she achieved a Margin of Failure, in which case she learns one of the pieces of information on the False Rumors list.

Also included is a note about where the Fated are likely to hear the information (from Low Society, High Society, or Business Contacts); this can be used either as simple flavor when describing the rumor to the character, or as a restriction on who knows what about Margaret Appleton; if the Fated only speak with her business contacts, they're unlikely to get a full picture of what sort of person she is.

FALSE RUMORS

- Margaret murdered her parents in order to take over the family business. (High Society, Business Contacts)
- Margaret's 'All Hours' parties are really a front for illegal occult activities. (Low Society, High Society)
- Margaret makes regular expeditions into the wilds of Malifaux, where she steals priceless artifacts from ancient Neverborn temples. She's quite the adventurer! (Business Contacts)
- Margaret keeps a monstrous wolf chained up in her basement to protect her valuables from thieves. (Low Society)



TRUE RUMORS

- Margaret seems to have been snubbed by William Cabello; he keeps turning down every party invitation that she sends him. (High Society)
- Margaret has been wearing a braided golden rope whenever she goes these past few days, even if it clashes with the rest of her outfit. It's unusual for her to be so fond of a single accessory, so most people are assuming that it's a gift from a favored suitor. (High Society)
- Margaret is fond of hosting regular 'All Hours' parties, which involve having high-society guests spend the entire night celebrating in her locked home. (High Society, Business Contacts)
- Margaret had a special vault installed in the basement of her home to help protect her valuables. (High Society, Business Contacts)
- Margaret is a ruthless negotiator, but she always makes certain that her trading partners still make a little bit of profit; she's never run anyone out of business. (Business Contacts)
- Victor Hirsch, one of Margaret's servants, is an indentured servant who is desperately trying to get out of his contract. He's approached a few people with stolen pieces of art in an attempt to sell them and gather enough scrip to buy off his contract. (Low Society, Business Contacts)
- Margaret bribes Guild officials to 'misplace' certain pieces of inbound art from the train. A lot of those pieces eventually end up in her hands. (Low Society, Business Contacts)
- Margaret regularly hires thugs to get items that the owners aren't willing to sell to her. (Low Society)
- Margaret has a fondness for attractive men. (Any)

SCENE 8:

THE ALL HOURS PARTY

Margaret's All Hours Party occurs on Friday night, the third day after the Fated receive their assignment. When they arrive at the party (presumably at sunset), there is a security guard stationed at the estate's front gates to check invitations, collect any weapons (primarily concealed revolvers and pistols), and welcome Margaret's guests. If the Fated arrive after sundown, the gate and house are locked, but the security guard will still allow them to enter with an invitation.

If the Fated forged a fake invitation, they can attempt a TN 12 Deceive Challenge at this point. On a success, the duplication passes inspection, but

on a failure, the fake invitation is confiscated and the Fated are told to leave and never come back. If they force the issue, the security guard will flag down the next pair of Guild Guard to come into sight and report the fraud to the authorities. They are unlikely to be pleased, and their stats can be found on page 34 if the Fated refuse to cooperate.

Characters without invitations are turned away from the door without exception. Characters who are not wearing black tie attire (tuxedos and evening dresses) must pass a TN 12 Convince Challenge to get the security guard to let them in; on a failure, he turns them away for not meeting the dress code, per Margaret's instructions.

FORMAL CLOTHING

Since the All Hours Party is a black tie event, the Fated will need to find tuxedos or evening dresses in order to meet the dress code. With a few hours of shopping during daylight hours, the Fated can find what the appropriate attire for 5 scrip per person, but a TN 10 Barter Challenge will lower that price down to 3.5 scrip. If the Fated want a fancy top hat or bowler, that adds another scrip onto the price.

If the Fated attempt to do their shopping the night of the party – likely after being turned away from the front gate by the security guard – then it will be more difficult to find appropriate clothing. The easiest way is to find a closed shop and break in, which requires a TN 12 Athletics Challenge to force the door open (the windows are barred as a general rule in Downtown Malifaux). Regardless of success or failure, the Fated must then attempt a TN 12 Stealth Challenge to avoid attracting the attention of a pair of Guild Guard (pg. 34) who are more than happy to shoot potential thieves on first sight.

If the Fated are of mixed genders, they will need to break into separate shops for women's clothing and men's clothing: there's not much overlap between the two. Women who wear tuxedos or men who wear dresses are not considered to be in formal dress; the early 1900s were simply not accustomed to such bold fashion choices.

Alternatively, the Fated could prowl the night in search of victims with clothing they can steal, but it's unlikely to find someone in such fancy dress, let alone something in a character's size. A TN 15 Notice Challenge uncovers an unfortunate victim with the right attire, but care must be taken not to damage the clothing or stain it with blood in the process of liberating it from its former owner.

Either way, attempting to find last-minute clothing in any of these manners means that the Fated will not be able to enter the party until well after dinner has been served.

Each of Margaret's invitations allows a total of four people into the party: the named recipient, a guest of their choosing, and up to two servants. If there are more people in tow, they can masquerade as additional servants; the recipient can make a TN 10 Convince Challenge to persuade the security guard stationed at the gate to let them bring in an additional servant, plus one additional servant per Margin of Success. On a failure, the additional servants are refused entry.

When the Fated arrive at the party, read the following text, adjusting as appropriate if Margaret already knows who they are:



You're led through the courtyard and into the manor, where the rest of Margaret's guests are gathering. They're a varied lot, boasting men and women both young and old, though all seem wealthy. Even the servants threading their way through the crowd with platters of hors d'oeuvres or gin martinis are dressed in tuxedos and fine dresses.

One woman among the group stands out: a blonde woman in her early thirties who is dressed in an embroidered silk gown styled in the manner of the Three Kingdoms. She smiles when she sees you, though there is a momentary look of confusion before she approaches.

"Welcome to my home. I don't believe that we have met before." The woman extends her hand, giving you a good look at the length of braided golden rope wrapped around it. "I am Margaret Appleton, and you are?"



Margaret isn't looking to make a scene and will take the Fated's explanation at face value; she's not upset, just curious about who they are. So long as they had an invitation and dressed appropriately, she assumes that she wrote their name down at some point and then forgot about it. Once introductions have been made, Margaret is drawn away by the arrival of more guests, giving the Fated time to look around.

Sneaking away from the party before dinner is difficult, given the number of introductions being made. If any of the Fated are carrying noticeable packages (such as the jade dragon statue given to them by Ichiro), then they receive constant questions about it from the other guests. The Fated can slip away from the group with a TN 11 Stealth Challenge - both the second floor and the basement are relatively empty - but characters that are not back by the time dinner is served an hour later are noted as missing, and Margaret sends a servant to find them.

Fated that stay at the party are treated to drinks and idle conversation. Any Fated that partake in the surprisingly strong gin cocktails must pass a TN 12 Carouse Challenge or gain the Intoxicated Condition for ten minutes. If the character already has the Intoxicated Condition, she gains the Poison +1 Condition instead.



THE SPIRIT MEDIUM

It is during these early introductions when the Fated are approached by a couple who introduce themselves as Jett Bardsley and Lanfen Cao (who introduces herself as Cao Lanfen, in the manner of the Three Kingdoms). Lanfen is a small Asian woman who comes across as demure, polite, and a bit uninteresting. In contrast to her is Jett Bardsley, a prominent (in both reputation and girth) Guild judge. He is a rampaging idiot.

After a few minutes of painful conversation with the Fated, Jett Bardsley notices some hors d'oeuvres and charges off after the platter. Read the following text:



Lanfen watches as her heavy-set date for the evening barrels off after a platter of hors d'oeuvres like a charging boar. Once he's out of earshot, she turns her back to the crowd and lowers her voice to a whisper. "I was sent by Ichiro to assist with the mission. As soon as I entered the building, I sensed the presence of a powerful spirit. You must be extraordinarily careful from this point forward."

The concerned look on her face briefly disappears as she masks it in a smile and waves to a passing guest. "The Appleton woman is wearing a spirit braid on her arm. If she knows what it is, then the rumors about the object's curse may well be true. Handling the object without the protection of the braid would be -"

She's cut off by the return of the burly Guild judge, who seems to have liberated a dozen tiny appetizers from the servant. He chortles about how tiny the hors d'oeuvres are, and Lanfen laughs along with his insipid joke. She casts you a meaningful look, and in that glance, you can see concern hidden behind her dark eyes.




Jett Bardsley spends the rest of the party monopolizing Lanfen's time, but he can be distracted with an appropriate TN 10 Skill Challenge (with the exact skill determined by whatever means the Fated are using to distract him), allowing Lanfen enough time to slip away from him. If the Fated return with the Oni Statue (preferably disguised or hidden in some manner), see *Handing off the Statue* on page 30 for more details.

ACQUIRING MARGARET'S SPIRIT BRAID

Lanfen's warning clues the Fated in to the danger of the Oni Statue and the need for Margaret's Spirit Braid to safely handle it. The spirit braid is a length of golden, silk rope with a thin silver chain coiled along it. If the Fated ask what it is, Appleton spins an entertaining (but thoroughly untrue) story about it being an adornment from the Three Kingdoms that is said to be good luck.

Appleton keeps the spirit braid on her at all times. Initially, she keeps it wrapped around her wrist and forearm, but after dinner, she removes it for a while and leaves it hanging from her sash. Stealing it from this position is possible with a TN 11 Pick Pocket Challenge; if the character achieves a Margin of Failure on this Challenge, Margaret notices the attempt and calls for her security guards, who attempt to detain the thief at gunpoint for the rest of the night. When morning comes, Margaret calls for the Guild Guard to arrest the thief.


Alternatively, once dinner has passed and Margaret has a few gin martinis in her, a character can attempt to talk her into letting them hold the braided rope for a little while. Doing so requires a TN 13 Convince Challenge, but anyone who is particularly flirty in their attempts to separate her from her spirit braid gains a  to this Challenge.

SNEAKING IN


The Fated might decide to bypass the party entirely in favor of some good, old-fashioned burglary.

There are normally four security guards at Appleton's parties: two are stationed outside, one at the front gate as the other walks a circuit around the manor every fifteen minutes before joining his companion at the front gate.

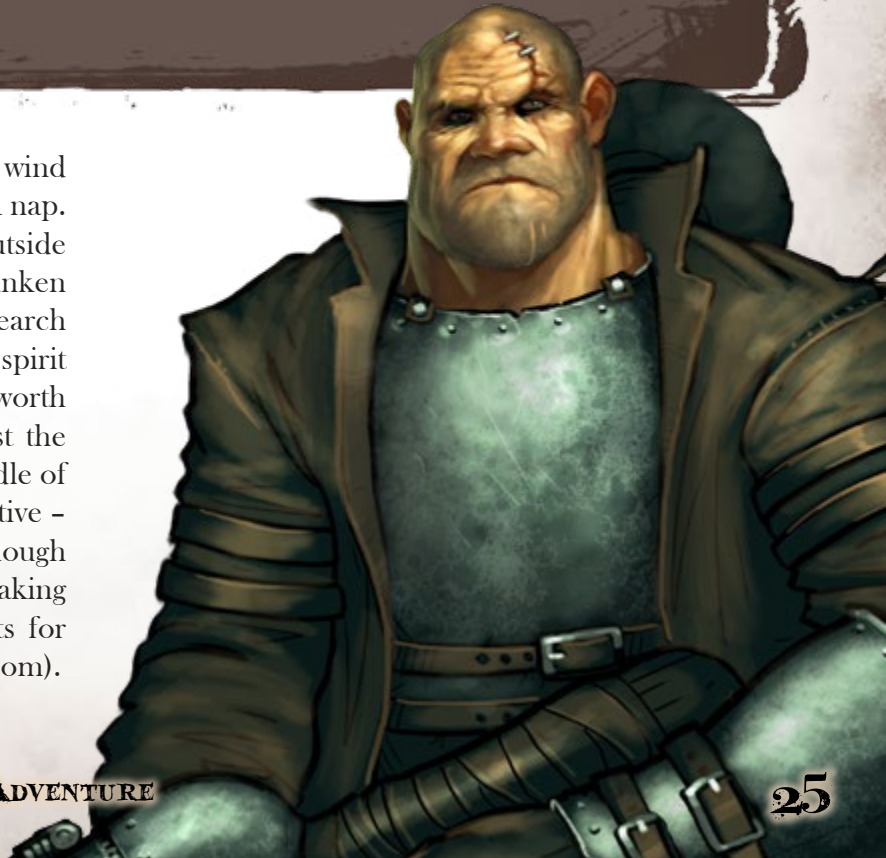
Climbing the ten-foot-tall brick wall requires a TN 12 Athletics Challenge. Once over, the character must succeed at either a TN 8 Stealth Challenge (if the second guard is at the gate) or a TN 10 Stealth Challenge (if he's patrolling) to avoid being spotted by either guard.

The windows of the main floor are shuttered and locked. A Fated with a Lockpicking toolkit can open the locks with a TN 10 Lockpicking Challenge, but the windows on the second floor are latched shut from the inside. Characters can break the shutters and glass of any window with a heavy object, but doing so draws the attention of guests and security guards alike unless the Fated succeed on a TN 15 Stealth Challenge. If the window is a second floor window, the Fated gains a  to this Challenge, as the guards aren't really looking upwards and there aren't many guests on the second floor.

Any guard that spots the Fated lurking around on the grounds immediately shouts for help and opens fire.

If Appleton has some reason to believe that her party needs more security - such as people inquiring about the vault in her basement - then she hires three additional guards. The first remains at her side at all times, imposing a  on any Pick Pocket Challenges made to lift her spirit braid. She stations the other two in the basement, near the vault; when the Fated arrive, they draw their weapons and tell the Fated that the basement is off limits. If they refuse to leave, the security guards open fire on the Fated and march anyone that surrenders upstairs at gunpoint. Such characters are held in a second floor bedroom until the Guild Guard can be called in the morning.

Later in the evening, once the party begins to wind down, Margaret retires to her room for a quick nap. She leaves one of her security guards posted outside her bedroom door (mostly to keep her drunken guests from wandering into her bedroom in search for someplace to make out) and sets the spirit braid on her dresser as she catches an hour's worth of sleep. Provided that the Fated can get past the security guard - who stands directly in the middle of the doorway, making sneaking past him ineffective - then they can slip into the room and steal it, though a TN 8 Stealth Challenge is required to avoid waking up Margaret (who naturally panics and shouts for help as she finds a strange person in her bedroom).



THE FLOW OF THE PARTY

About an hour after sundown, Margaret announces that dinner is being served in the dining room. Any Fated that are attending as guests (as opposed to servants or personal attendants) are expected to join the others in the first floor dining area. Any servants working for the guests are served in the adjoining servant quarters, but those working for Margaret are quite busy ferrying appetizers, drinks, food, and empty dishes back and forth between the dining room and the kitchen.

The two security guards posted inside take their own meals with the servants, which makes this an excellent time for any Fated who snuck inside the estate instead of posing as guests to do their burglarizing. If guards have been posted outside the vault (see the Sneaking In callout box on page 25), they have been given sandwiches and remain on duty at all times, as does Margaret's bodyguard.

After dinner, the mood of the party becomes more relaxed than it was before. The guests are full of food and alcohol, and as a result, conversation becomes less about business and more about personal topics. Flirting and jokes become more common, and the two security guards posted inside have their hands full with chasing down couples that keep trying to sneak off into the manor's guest bedrooms, pantries, or basement.


Characters attempting to slip away at this point must make a TN 8 Stealth Challenge or find themselves sidetracked by a fellow guest who wants to discuss some trivial matter. It might be a lawyer having a debate with someone else about a matter of law that the Fated seems qualified to weigh in on, an amorous guest who has developed a crush on the character and wants to have a private talk, or even someone who has heard of the character's achievements and wants to hear one amazing story after another.

As the night progresses, guests and servants start to fall asleep. Most of them end up sleeping in the parlor in one of the chairs offered for just such a thing. Others retire to Margaret's guest rooms, leaving the few truly dedicated party-goers to carry on rambling, alcohol-fueled discussions in the dining area and kitchen. The characters can easily slip away at this point without drawing any suspicion.

As the sun rises, the servants begin making coffee, the scent of which starts waking up those guests who are still sleeping. Margaret makes an appearance, refreshed by her brief nap, and makes a big show of opening the windows and unlocking the door, much to the applause of her guests. If any of the windows are broken, murmurs go through the group and Margaret hurries downstairs to check the vault as her security guards wait by the door.

If everything is still inside the vault when she opens it, she breathes a sigh of relief and shuts it again, before returning upstairs to laugh off the encounter as a "near brush" with one of the horrors of Malifaux. If anything is missing from the safe, she sends one of the outer security guards to fetch the Guild Guard to launch a full investigation of the guests in order to find the thief that broke into her home. It's a half hour before they arrive and begin searching people for whatever is missing, to the outrage of Margaret's guests.

HIRSCH'S ASSISTANCE

If the Fated have earned the assistance of Victor Hirsch, he can prove quite helpful during the party. He's able to distract guests, giving the Fated a  to their Pick Pocket or Stealth Challenges, and he can let them into the manor once the party has begun by claiming that they're servants who are running late; the security guards are familiar with Hirsch and don't bother to confirm his claims with Margaret.

If Margaret has increased security by placing additional guards in the basement (see the Sneaking In callout box on page 25), he'll inform them of this.

THE APPLETON VAULT

The Oni Statue has been safely tucked away in Margaret's basement vault. If the Fated have done something to result in Margaret hiring more security (see the Sneaking In callout box on page 25), then there are two Security Guards (pg. 33) stationed down here. If there are guards when the Fated arrive, they draw their weapons and tell the Fated that the basement is off limits. Unless the Fated can become invisible, there's no sneaking past these security guards; one of them is always watching the stairs, which is the only entrance to the basement. If they refuse to leave, the security guards open fire on the Fated. If the Fated surrender, the security guards march them upstairs at gunpoint and hold them in a second floor bedroom until the Guild Guard can be called in the morning.

If there aren't any guards in the basement, the Fated might still encounter other characters down there. Most likely, these characters are a couple that has snuck down into the basement to make out. They're flustered to be caught, but unless the Fated seem to be sneaking away for similar reasons, they will want to know what the Fated are doing in the basement. A TN 8 Convince or Deceive Challenge will ensure that the couple leaves without incident. If the Fated aren't dressed like party guests (perhaps they're wearing all black burglar clothing) they suffer a \square to this Challenge. On a failure, the couple alerts the security guards as soon as possible.

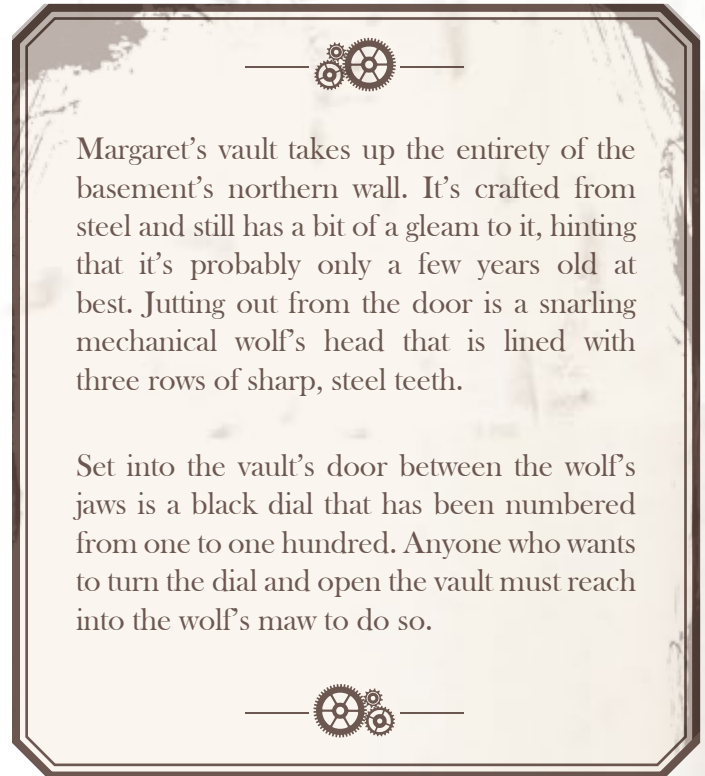
Alternatively, if Margaret is awake and any of the Fated have flirted with her, she might notice that the character is missing and go looking for them. A TN 8 Notice Challenge is enough to hear her footsteps as she comes down the stairs, and the Fated can hide from her with a TN 12 Stealth Challenge. If she catches anyone other than the target of her affection, she politely but firmly asks them to leave.

If she finds the flirty character, however, then she asks everyone else to leave while she remains behind with the object of her attention. A character can attempt to rebuff her advances, but unless they succeed on a TN 10 Bewitch Challenge, doing so offends Margaret in some way and she asks them to leave the basement. Alternatively, a character can lead her out of the basement and keep her distracted

with conversation and flirty banter, but this prevents that character from helping his or her companions with the vault.

OPENING THE VAULT

Once the Fated have dealt with any security guards or wandering guests, they can set about trying to open the basement vault. Read the following text when they finally have a chance to get a good look at the vault:



The wolf jaws are part of the security trap that snaps shut on anyone who enters the wrong combination. The first time this happens, it arms the trap for one hour. If another incorrect combination is entered while the trap is armed, the jaws snap shut on the wrist of the person entering the combination, dealing 2/3/5 damage and causing a Severe Critical Effect. The jaws then remain clamped shut until they are reset, a lengthy process that requires five minutes and a TN 12 Engineering Challenge. If it is reset in this way, the trap still remains active for its normal duration. A trapped character can also escape by cutting off their hand, which requires someone with a sharp blade to deal 3 damage to the trapped character's hand. The dial cannot be reached while the wolf jaws are closed.

The easiest way to open the vault is with the combination (74 left, 45 right, 97 left), which they can learn from William Cabello (see Scene 6, on pg. 18).

Another option is to convince Margaret to open the vault, which requires someone who has been flirting with her to succeed on a TN 15 Bewitch or Convince Challenge. A TN 13 Intimidate Challenge is also effective, but if the Fated attempt intimidation or score at least one Margin of Failure on the Bewitch or Convince Challenge, Margaret attempts to escape from the character and alerts the security guards as quickly as possible.

Characters can attempt to ‘pick’ the lock with ten minutes of work and a TN 14 Lockpicking Challenge. Each time the character fails this Challenge, it counts as entering the wrong combination for the purpose of the wolf jaw trap. If a character attempts to pick the lock using a tool that lets them keep their hands outside the wolf jaws (like a mechanical gripping device), they suffer a \square to the Lockpicking Challenge and the wolf jaws destroy the tool if they snap shut. Similarly, attempting to pick the lock with a hand that is trapped in the wolf jaws also imposes a \square to the Challenge.

Less subtle characters can also attempt to force the vault doors open with explosives, should they have them. Doing so requires from four to six sticks of dynamite or one demolition charge; any less is ineffective, while any more destroys the contents of the vault in the resulting explosion (including the Oni Statue; see Releasing the Demon on page 29). A character can estimate how many explosives it will take to blow open the vault with a TN 7 Explosives Challenge.

Setting up the dynamite or demolition charge requires a TN 10 Explosives Challenge; once the explosives are lit, any characters still in the basement have a scant handful of seconds to reach safety. On a success, the explosion blows the vault open and deals 12 damage to everyone in the basement. On a failure, everyone in the basement still takes 12 damage, but the vault doors are dented and warped, but remain intact. If a character achieves a Margin of Failure on this Challenge, she ends up accidentally setting off one of the explosives too quickly, either from negligence or just fuses that burn far more quickly than the character expected; the dynamite explodes in her hand, she takes 18 damage and suffers a Severe Critical Effect, everyone else in the basement takes 12 damage, and the vault doors remain intact.

Needless to say, setting off explosives in Margaret’s basement draws quite a bit of attention, and within a minute, there’s a crowd gathered at the top of the stairs, peering down in the basement as a cloud of thick smoke drifts up the stairs. Margaret orders the security guards to “shoot any thieves” that come up the stairway, though such characters are considered to have soft cover thanks to the smoke.

If the Fated have the appropriate tools, they can also try to drill into the vault’s locking mechanisms. They need a pneumatic drill powerful enough to pierce the steel doors, and the drilling process will create a great deal of noise, alerting everyone upstairs to the attempt. The drilling character can make a TN 12 Engineering Challenge; on a success, ten minutes of drilling results in the vault opening with a pneumatic hiss. On a failure, the character spends ten minutes drilling in the wrong area, and if they achieved a Margin of Failure, they hit the wrong part of the opening mechanism and end up damaging it to the point of making the doors impossible to open. From that point on, only dynamite will open the vault doors.

INSIDE THE VAULT

Once the Fated have opened the vault (assuming that they didn't accidentally destroy its contents by using too many explosives), read the following text:



The interior of the vault is about the size of a small room. It's filled with strange items of art and décor and stacks of crisp bills, and there's an open jewelry box on a shelf that boasts a dozen glittering rings, earrings, and pendants.

The item that draws your attention the most is in the center of the vault. Perched atop a pedestal at the center of a ring of salt is a six-inch-tall statue of a naked man hugging his knees. As you look closer, you can tell that the man's proportions are all wrong, and not merely in the manner of a sub-par artist: his head is larger than it should be, and he has three eyes. While the majority of the statue is dull, gray stone, two of its eyes appear to be made from ruby, while the third one seems to have been plucked out.

As you look upon the statue, you feel a sense of malignant intelligence within it. A sensation of anger emanates from the dull gray stone, and you can't help but feel like its ruby eyes are watching you.



There's a total of 300 scrip in Margaret's safe, and a TN 10 Appraise Challenge reveals that her jewelry is worth about half that. Should the Fated want to grab any additional art pieces, there are a total of six of them, each worth between 20 scrip and 100 scrip (a TN 10 Appraise Challenge can identify the most valuable of the lot).

If the characters blew the vault open with dynamite, the jewelry is scattered everywhere and the bills are fluttering downward through the air, while many of the art objects have been ruined.

If a character is wearing Margaret's spirit braid, she can handle the Oni Statue without consequence. Similarly, if the Fated have Lanfen with them, she can safely handle the Oni Statue as well.

Ichiro wanted the Fated to replace with Oni Statue with the jade dragon statue he gave to them at the start of the adventure, and now is the time to do that. The Fated were instructed to turn the Oni Statue over to Lanfen Cao for safekeeping, and they can do that now; see the **Handing Off The Statue** section on page 30 for more details.

RELEASING THE DEMON

If a character attempts to handle the Oni Statue without the protection offered by Margaret's spirit braid, then the spirit trapped within the statue takes this opportunity to manifest in Malifaux. Read the following text:



As you touch the Oni Statue, you feel a sudden rush of anger and rage well up from within you. Your heart starts pounding like a drum as your muscles tense, and you grind your teeth together so hard that you can hear them. Everything goes red as you slowly turn from the vault, hands clenched around the leering statue.



The character must make a TN 13 Centering Challenge at this point, and again at the start of every hour the Oni Statue is in her possession. On a success, the character is still angry but in control of her actions. It's probably a good idea to turn the statue over to Lanfen Cao as quickly as possible; see the **Handing Off The Statue** section on page 30 for more details.

On a failure, the character is unable to resist the urges boiling up inside her and she lifts her arm, as if to throw the Oni Statue to the ground. Any nearby characters make a Grappling, Pugilism, or Martial Arts attack against the character (who flips for defense as normal) to tackle her to the ground or otherwise stop her from doing so. This knocks the Oni Statue to the ground and releases the character from its control, but any other character touching the Oni Statue must make a Centering Challenge as mentioned above to avoid coming under its influence.

Putting the Oni Statue into a bag or a sack prevents it from taking direct control of a character, but they must still attempt the Centering Challenge every hour the statue remains in their possession.

If a character isn't stopped from throwing the Oni Statue to the ground, doing so breaks the statue into three pieces and releases the creature trapped inside. Similarly, if the Fated use too much dynamite when opening the safe, the resulting explosion shatters the Oni Statue and releases the trapped creature within. Read or paraphrase the following text:



There's a sharp crack as the statue strikes the ground and breaks into three pieces. Almost immediately, red smoke begins to boil up from the broken statue, filling the room with the scent of fresh blood. You see a towering humanoid shape begin to form in the crimson haze, and then the creature is fully formed.

It throws back its scrawny head, raises its clawed hands in front of it, and cackles with delight. "FREEDOM! AFTER CENTURIES OF IMPRISONMENT, AMA NO TSUMIKA IS FREE!" As if noticing your presence for the first time, the fearsome creature turns its attention toward you and grins with a mouth full of wicked fangs.



Ama no Tsumika wastes no time in attacking the Fated; its stats can be found on page 35. The smoke lingers for three turns, during which time anyone within three yards of the broken statue is considered to be in soft cover. If the Fated flee from the oni, it floats toward the nearest group of people (which is likely Margaret's guests) and begins to feed.

The pieces of the broken statue can be recovered, but with the oni within them now freed, they no longer possess any sort of supernatural power.

HANDING OFF THE STATUE

If the Fated are able to successfully get the Oni Statue out of the vault, they can find Lanfen Cao upstairs with the rest of the guests. Her sensitivity to spirits has given her the mental fortitude needed to resist the statue's influence, and she hides it away inside her purse as quickly as she is able. Provided that nobody has noticed the theft, the Fated are free to enjoy the rest of the party.



EPILOGUE

Regardless of how their mission ended, the Fated receive an invitation to visit the Five Orchids the next day.

If they managed to successfully retrieve the Oni Statue, pass it off to Lanfen Cao without Margaret or any of the guests noticing, and leave the jade dragon statue in its place, then Ichiro's employer is very pleased with their success, and that, in turn, makes him very pleased with their success. The Fated are given their agreed upon payment, and if they managed to retrieve the spirit braid as well, he even throws in an additional five scrip as a bonus.

The Ten Thunders will keep an eye on the Fated for future assignments of such sensitivity, a fact that Ichiro may or may not comment upon, depending upon how much the Fated know or suspect about his employer's identity. Ichiro's employer eventually learns how to bind Ama no Tsumika to her service, and the vicious creature becomes a part of the Ten Thunders' plans in Malifaux.

If the Fated retrieved the Oni Statue and delivered it themselves, rather than hand it over to Lanfen, then Ichiro is still pleased. He calls for a geisha to carefully take the Oni Statue away as soon as the Fated reveal it and then asks them why they didn't turn it over to the spirit medium as he requested. This is done more in an attempt to determine whether or not Lanfen failed to hold up her end of the mission than any attempt to punish the Fated for a mission that was, nevertheless, still quite successful.

Similarly, if the Fated failed to replace the Oni Statue with the jade dragon statue, Ichiro impresses upon them the fact that his employer will be disappointed that her instructions were not fully carried out, but he is still pleased to have the Oni Statue in his possession. The Ten Thunders can always inform Appleton that they were behind the theft in another way.

Should the Fated end up freeing Ama no Tsumika from the statue, Ichiro is surprised to learn of its true nature. His employer - who had wanted the oni for herself - is less than pleased to learn that the creature has been freed. She had not mentioned the oni to Ichiro, however, so if the Fated manage to return the pieces of the Oni Statue, she accepts that she should have given the Fated more information and considers the matter to be a push: the oni is out of the hands of the Ten Thunders, but also beyond the reach of their enemies.

If the Fated fail entirely, then Ichiro is disappointed. If they failed without alerting Margaret as to the burglary attempt, he begins making plans to steal the item again during her next All Hours party; the Fated have cost him time, but little else. If Margaret suspects that someone is trying to steal the Oni Statue, however, then she increases her security significantly and attempts to ship the Oni Statue back to Earth, which makes things much more difficult for him. If the Fated are appropriately apologetic and regretful for their failure, he might even give them a chance to redeem their failure by giving them a second chance to steal the statue before it passes through the Breach. Otherwise, they are thanked for their service and allowed to leave without incident.





FATEMASTER 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 and include everything needed to run these characters in a combat situation.

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

In general, Fatemasters should be wary about increasing the Rank Values of the characters in this adventure by more than a few points; this adventure isn't intended to be combat-heavy, and the Security Guards and Guild Guard are deliberately designed to be troublesome, but not overwhelming.

Conversely, *Ama no Tsumika* is intended to be a formidable encounter and is already quite deadly; increasing its Rank Value by a point or two makes it very dangerous, but any more than that runs the risk of creating a monster that the Fated are simply unable to contend with. If your Fated are truly dangerous in combat, however, it might be a memorable way to teach them a lesson about meddling with relics beyond their comprehension!

The Security Guards and Guild Guard can also be improved by giving them access to heavier armor or better weapons. Adding a modification or two to their weapons is a good way to increase the threat they pose without adjusting their Rank Value, but keep in mind that the Fated might loot their bodies and take their improved equipment for themselves!

SECURITY GUARD

These men are mercenaries who have been employed by Margaret Appleton to protect her person, estate, and valuables, in more or less that order. She requires numerous references before hiring any of them, ensuring that each of her guards is trustworthy and skilled with his or her weapons.

The Security Guards are paid well for their services and their silence, though Margaret hasn't quite worked out how to keep them quiet after they've left her employment. Fortunately, only one of her Security Guards - Edgar Harris - has left her employment in a manner that allows him to talk with other people after the fact, and that keeps Margaret awake some nights.

She's just ruthless enough that the idea of having him killed to keep him from talking has crossed her mind, but not quite ruthless enough to actually go through with it.



All in all, being a Security Guard is a pretty good job. Margaret frequently calls upon one of them as a bodyguard when she leaves her estate, but few of her enemies actually hate her enough to want her dead, so there's little in the way of danger from targeting assassinations. Mostly, their presence helps to dissuade muggers and thieves, and they do that quite well.

The All Hours parties are probably the worse, as it's during these gatherings that the Security Guards find themselves playing the sober babysitters to an entire house filled with wealthy (and frequently entitled) drunks who seem content to cause just about as much trouble as possible. Being stationed outside on patrol duty all night long is a blessing in comparison.

SECURITY GUARD

Minion (6), Living, Mercenary

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

Skills: Athletics 1, Bewitch 1, Convince 2, Evade 2, Melee 2, Notice 3, Pistol 3, Scrutiny 3, Toughness 2.

Combat Reading: When making disengaging strikes, this character adds half its Scrutiny Skill (+2) to its Acting Value.

(1) Brahk'blade (Melee)

AV: 4 (10) ----- Rg: /// 1 ----- Resist: **Df**
Target suffers 2/3/4 damage. This weapon may not declare Triggers.

(1) Collier Navy (Pistol)

AV: 5 (11) ----- Rg: r 12 ----- Resist: **Df**
Target suffers 2/3/4 damage. Capacity 6, Reload 2.
 P *Unload:* When damaging, if this character has two or more bullets remaining in his weapon, deal +2 damage to the target. This weapon is now empty.

GUILD GUARD

The Guild Guard are comprised of the men and women who have sworn an oath to protect Malifaux (and more specifically, the Guild's holdings in Malifaux) from native threats and criminal elements.

Typically traveling in pairs, they patrol the streets of Malifaux City, looking for trouble to stop and injustice to squash. Or at least, that would be the case, were the ranks of the Guild Guard not notoriously corrupt. Often times, the amount of justice one receives depends entirely upon one's allegiances, the guardsman in question, and the size of the bribe slipped into his or her hand.

Dressed in their distinctive red and gray uniforms, the Guild Guard are well-armed and well-trained. While this makes them easy to spot in a crowd, the Guild believes that this conspicuousness serves a purpose in deterring crime, though some might argue that it just encourages criminals to practice their activities in areas the Guild doesn't care about (and thus, doesn't patrol).

Most of these guardsmen have only been patrolling the streets for a year or two. Most succumb to unpleasant deaths or earn a promotion to a safer position by that time, though there are a few stubborn individuals that have been protecting Malifaux City since the day the second Breach opened.

GUILD GUARD

Minion (5), Living, Guardsman

<i>Might</i> 1	<i>Grace</i> 2	<i>Speed</i> 0	<i>Resilience</i> 0
<i>Charm</i> -1	<i>Intellect</i> -1	<i>Cunning</i> -1	<i>Tenacity</i> 3
<i>Defense</i> 4 (9)	<i>Walk</i> 4	<i>Height</i> 2	<i>Initiative</i> 2 (7)
<i>Willpower</i> 5 (10)	<i>Charge</i> 4	<i>Wounds</i> 5	

Skills: Athletics 1, Evade 3, Melee 3, Notice 2, Pistol 2, Toughness 1, Stealth 1.

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

(1) Refurbished Infantry Sword (Melee)

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

Critical Strike: When damaging, deal 1 additional damage for each in the final duel total.

(1) Collier Single Action Army (Pistol)

AV: 4 (9) ----- Rg: 12 ----- Resist: **Df**
Target suffers 2/3/4 damage and gains the following Condition until the end of its next turn: "Arrest: This character must discard a card to perform a movement action." Capacity 6, Reload 2.



AMA NO TSUMIKA

Centuries ago, Ama no Tsumika crossed over from Beyond to terrorize the weak humans of Earth. Village after village succumbed to its violence, and whenever a powerful warrior stepped forward to face it, the oni would trap the warrior's soul in its lantern and then laugh as it slowly leeches away the warrior's vibrant life force.

Its reign of terror came to an end when an elderly monk tracked Ama no Tsumika back to its lair and tricked it into entering a statue as a test of its power. The oni realized that it had wandered into a trap far too late to do anything about it, and for the next few centuries, it tore at the boundaries of its prison, seeking any sort of weakness that might allow it to escape.

In time, a treasure hunter found the statue and pried out one of its ruby eyes, weakening its prison just enough for the oni to reach out and infect others with its rage and hatred. Sooner or later, someone will succumb to its influence and shatter the statue, which will release Ama no Tsumika upon the world once again.



AMA NO TSUMIKA

Enforcer (8), Oni

<i>Might</i> 3	<i>Grace</i> 2	<i>Speed</i> 2	<i>Resilience</i> 3
<i>Charm</i> -3	<i>Intellect</i> 1	<i>Cunning</i> 2	<i>Tenacity</i> 3
<i>Defense</i> 5 (13)	<i>Walk</i> 5	<i>Height</i> 3	<i>Initiative</i> 3 (11)
<i>Willpower</i> 6 (14)	<i>Charge</i> 6	<i>Wounds</i> 9	

Skills: Centering 4, Enchanting 2, Evade 3, Intimidate 2, Necromancy 3, Notice 1, Pugilism 2, Toughness 3.

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

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

Terrifying (Living) 12: Enemy Living characters must pass a TN 12 Horror Duel if they end a Walk Action within this character's engagement range or target this character with an Action.

(1) Terrible Claws (Pugilism)

AV: 5 (13) ===== Rg: ∞ 2 ===== Resist: **Df**
Target suffers 3/4/6 damage.

♥ *Drink Blood:* After damaging, this character heals an amount of damage equal to the damage inflicted.

(1) Trap Soul (Necromancy/Tenacity)

AV: 6 (14) ===== Rg: 5 yards ===== Resist: **Wp**
Target is removed from reality and trapped within this character's lantern. At the start of this character's turn, if there is a character trapped in this character's lantern, the trapped character suffers 1 damage and this character heals 1 damage. If this character takes this Action while there is a character trapped in its lantern, the trapped character is freed in an adjacent space of this character's choice.

(0) Lantern's Light (Enchanting)

This character may discard a card. If she does, all characters within (X)2 of this character gain the **Blind** Condition until the start of this character's next turn.



FATED CHARACTERS

The following five characters have been specially designed to work well with the events that unfold in this adventure. Each of them owes a debt or allegiance to the Ten Thunders crime syndicate.

If you wish to continue playing these characters past this first adventure, it shouldn't be too difficult to convert them into full Fated, and we've provided each character with their Destiny to make this process a bit easier. Just transfer them to full character sheets and you should be good to go!

All of these characters have progressed two steps along their chosen Pursuits, which makes them partially experienced but still appropriate for beginning characters. Remember, these are your characters, so don't be afraid to swap out a Skill or Talent if you'd like to portray them in a slightly different light.

THE CAST AT A GLANCE

Celestine St. Martin: Celestine is a Performer with a knack for social interactions and petty thievery.

Nikon Kuznetsov: Nikon is a Chemist, a character with a fondness for poison and other chemical compounds.

Shi Chan: Shi is a Bully, a melee combatant who relies upon frightening her enemies to gain advantage over them.

Edward Kramer: Edward is a Graverobber and a lawyer, and he knows spells that can heal wounds or force others to speak the truth.

Lan Wen: Lan is an Augmented, a man who has lost much of his body and had it replaced with pneumatic augmentations.

Celestine St. Martin

Celestine spent her youth learning to steal from the crowds who would stop and watch her parents' performances on the streets of Paris. It wasn't a noble life, but her parents had higher aspirations for her, claiming that one day, they would watch her on the grand stages of the city. They even saved up enough money to take Celestine to a proper theater, and over the course of that two hour performance, she fell in love with the beautiful dancers on stage.

As her practicing began to pay off, her parents realized that Celestine was worth more in front of the crowds than among them and made her part of the performance. Her thieving skills had never been particularly amazing, but she was a natural performer, and soon she was drawing in far more money through her singing than she had ever pulled out of the purses and wallets of the crowd.

Once Celestine had blossomed from an awkward teenager into an attractive young woman, she began auditioning at the smaller Parisian theaters in the hopes of being picked up by a performing company. None of them were impressed by her talents, however, and in her frustration, Celestine used the money she had saved up to travel to Malifaux, in the hopes of auditioning for the legendary Star Theater.

Despite her perceived talent, however, the Star continued to refuse all of her attempts to audition for a role in one of its shows. After her last rejection, an Asian man approached Celestine and offered to put her on stage in her own show... if she was willing to assist his employer with a few discrete favors. Desperate and already hating the waitressing job she had taken to survive, Celestine agreed to the bargain. One way or another, she was going to become a star.

Gear: B&D Pocket Pistol, Lockpicks (+ to Lockpicking duels), 20 bullets, 3 scrip.

Destiny: "As upon your back you carry the brightest star into the shadows, your journey will never begin, for you will be reborn in soot and flame. He tightens the strings and tugs at the rivets, and yours is only yours."

Twist Deck: Masks (1, 5, 9, 13), Tomes (4, 8, 12), Crows (3, 7, 11), Rams (2, 6, 10)

CELESTINE ST. MARTIN

Fated, Living, Performer

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

Skills: Athletics 3, Bewitch 2, Deceive 3, Lockpicking 1, Music 3, Notice 1, Pick Pocket 2, Pistol 1, Stealth 1, Toughness 1.

Flare for the Dramatic: When Celestine fails a Social duel (such as Bewitch or Deceive), she may draw a card from her Twist Deck.

Governor's Gift (Men): Celestine has a special talent for charming men. She gains a + on any Bewitch or Scrutiny duels made against men.

Powerful Impression: Celestine draws attention wherever she goes. She gains the following Trigger on her Bewitch and Deceive duels:

♣ *Impress:* After resolving, draw a card.

Languages: English, French

(1) Weak Flailing (Martial Arts)

AV: +1 ===== Rg: ♣ 1 ===== Resist: Df
Target suffers 0/1/2 damage. You may not Cheat Fate on this attack flip.

(1) B&D Pocket (Pistol)

AV: +3 ===== Rg: ♣ 6 ===== Resist: Df
Target suffers 2/3/3 damage. Capacity 4, Reload 2.
✕ *Loud Blank:* After succeeding, reduce all damage dealt by this attack to 0. The target gains **Slow**.

NIKON KUZNETSOV

Living, Fated, Chemist

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

Skills: Alchemy 3, Athletics 1, Centering 3, Deceive 1, Doctor 2, Intimidate 2, Long Arms 1, Martial Arts 1, Notice 1, Stealth 2, Toughness 1, Wilderness 1.

Chemicals!: When Nikon fails a Crafting duel (such as Alchemy), he may draw a card from his Twist Deck.

Ceaseless Advance: At the end of any round of Dramatic Time, if Nikon has no Twist Cards in his hand, he may take a (1) Walk Action.

Vapor Mixture: Nikon can create a Vapor Mixture with an hour's work, 1 scrip worth of chemicals, an Alchemy Skill Toolkit, and a successful TN 10 Alchemy Challenge. Any character can use a Vapor Mixture as a 1 AP Action to create an Ⓢ3 area of Soft Cover, centered on that character, that lasts for 2 turns. The cloud stays where it was created, even if the character moves away. For each Margin of Success on the Alchemy Challenge, Nikon can create one additional Vapor Mixture or increase the duration of all Vapor Mixtures created in that batch by +1 turn.

Languages: English, Russian, Mandarin

(1) Poisoned Fingernails (Martial Arts)

AV: +4 ===== Rg: ♣ 1 ===== Resist: Df
Target suffers 1/2/3 damage.

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

(1) Hawken Rifle (Long Arms)

AV: +2 ===== Rg: ♣ 16 ===== Resist: Df
Target suffers 2/3/5 damage. Capacity 1, Reload 3 AP.

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

Nikon Kuznetsov

Nikon's father was a soldier of fortune, always traveling in order to find new clients and stay one step ahead of the law. He dragged his son along each time they moved to a new city, and as such, Nikon grew up never knowing a permanent home. Whether as a result of this constant movement or his father's brusque demeanor, Nikon grew up quiet and withdrawn.

Nikon was fourteen and working in a print shop when his father failed to return home from one of his jobs. Rather than mourn the man's presumed death, Nikon gathered up their savings and traveled south to China, where he had planned to open a small print shop of his own. Along the way, however, he was ambushed by thieves, beaten, robbed, and left for dead.

Others found Nikon and brought him to the legendary healer Sun Quiang, who tended to Nikon's wounds and nursed him back to health. The old man's kindness caught Nikon off guard, and once his wounds had healed, he stayed with Sun Quiang, working alongside the old man as his apprentice.

Unfortunately, Sun Quiang's son was arrested by the Guild forces that were occupying China, and the elderly healer was forced to turn to the dreaded Ten Thunders crime syndicate to rescue him. In return for their assistance, Sun Quiang was forced to travel to Malifaux and serve the Ten Thunders, and when he left, Nikon was at his side, having voluntarily entered the Ten Thunders' service in order to somewhat reduce his mentor's burden.

Gear: Hawken Rifle, Alchemy Skill Toolkit (♣ to Alchemy duels), 5 bullets, 5 scrip.

Destiny: "After the quiet of a thousand nights falls upon your ears, the gloom will know you as a brother, and you will be repaid thrice for the sins you have sold. At last you give yourself up to the pyres, and you will burn the oldest page."

Twist Deck: Crows (1, 5, 9, 13), Masks (4, 8, 12), Rams (3, 7, 11), Tomes (2, 6, 10)

Shi Chan

Shi Chan was, in a very real way, born into the Ten Thunders. Her parents served the expansive crime syndicate as enforcers and leg-breakers, often while donning frightening masks in order to conceal their identities.

Though they tried to raise Shi to be a proper young woman, it soon became clear that she was far more interested in fighting with the boys than in her etiquette and tea ceremony lessons. Eventually, they gave in to her pleading and began teaching her how to properly fight.

Shi spent the next few years running errands for the Ten Thunders, proving that she was trustworthy and could follow directions. When they finally entrusted her with a "real" mission - collecting money from a gambler who was refusing to make good on his many debts - Shi responded in her typical over-achieving manner by breaking both of his legs and returning with the man's life savings.

Seeing some promise in the girl, the Ten Thunders began giving her progressively more difficult missions to test her capabilities, all of which Shi completed, though often times with dislocated shoulders, gunshot wounds, and mild concussions. She never complained, though, and soon she was rewarded for her success with a one-way ticket to Malifaux.

Shi hasn't been in Malifaux for very long, but she's already found that it suits her quite well. The Ten Thunders have an established presence in the Little Kingdom, and though none of them would ever say it aloud, the residents of the district all know who she works for and treat her well because of it. All in all, Shi is quite happy with her life as a violent thug.

Gear: 10 scrip.

Destiny: "After you bleed the coal from your bones, you will wait when you should act, as your steed takes you into the jousts of war. Step through the looking glass and into the fable, and the Empress will know the traitor."

Twist Deck: Rams (1, 5, 9, 13), Crows (4, 8, 12), Masks (3, 7, 11), Tomes (2, 6, 10)

SHI CHAN

Fated, Living, Bully

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

Skills: Athletics 3, Barter 1, Carouse 2, Evade 3, Intimidate 2, Martial Arts 3, Notice 1, Stealth 1, Toughness 2.

Dark Deeds: When Shi fails a Close Combat duel (such as Martial Arts) during Dramatic Time, she may draw a card from her Twist Deck.

Hard to Kill: Shi may choose to ignore one Critical Effect per Dramatic Time.

Frozen in Terror: Shi's presence is so overwhelming that frightened characters can't help but fight back against her, even though they're often too terrified to do so effectively. While engaged with Shi, enemy characters with the **Terrified** Condition may not take Actions that would leave her engagement range.

Languages: English, Mandarin.

(1) Southern Dragon Kung Fu (Martial Arts)

AV: +5 ===== Rg: ∞ 1 ===== Resist: **Df**
Target suffers 1/3/4 damage. If this weapon deals Severe damage, the target suffers a Weak Critical Effect.

☞ *Throat Punch:* This damage flip suffers \square . After damaging, the target becomes **Slow**.

(0) Terrorize (Intimidate/Tenacity)

AV: +4 ===== Rg: 6 yards ===== Resist: **Wp**
The target gains the following Condition until the start of this character's next turn in Dramatic Time or for five minutes in Narrative Time: "**Terrified:** This character has \square on all attacks it makes against any character with the Terrorize Manifested Power."

EDWARD KRAMER

Fated, Living, Graverobber

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

Skills: Bureaucracy 3, Convince 3, Deceive 2, Enchanting 2, Intimidate 2, Literacy 1, Melee 1, Necromancy 3, Prestidigitation 1.

Black Soul: When Edward fails a Magical duel (such as Enchanting, Necromancy, or Prestidigitation) during Dramatic Time, he may draw a card from his Twist Deck.

Flick of the Wrist: Edward may use Grace instead of Might when using one-handed Melee weapons.

The Court Procedure (Magical Theory): The TNs of Edward's Spell that are resisted by Defense have been increased by +2, but the TN of his Spells that affect Willpower have been lowered by -2.

Languages: English.

* **Immuto (Alter Range):** When casting a Spell, increase the TN by +2 or -2 to increase or decrease the range, respectively, along the following scale: ☞ 1, ☞ 2, ☞ 3, ☞ 5, ☞ 10, ☞ 15, or ☞ 30.

* **Immuto (Pulse):** When casting a Spell, increase the TN by +4 to affect everyone within 1 yard of the target.

(1) Sword Cane (Melee)

AV: +4 ----- Rg: ☞ 2 ----- Resist: Df
Target suffers 1/3/4 damage.

(1) Interrogate (Necromancy/Tenacity)

AV: +5 ----- Rg: 6 yards --- TN: 10☞ --- Resist: Wp
A Living target must truthfully answer one yes or no question, plus one question per Margin of Success.

(1) Heal (Enchanting/Cunning)

AV: +3 ----- Rg: ☞ 1 --- TN: 5☞ --- Resist: Wp
A Living target heals 1/2/3 damage. Each time you cast this spell on the same target within 1 hour, it gains +3 TN.

Edward Kramer

Edward Kramer's father was a sorcerer in just about every sense of the word, and his skill with magic - not to mention his connections to the Guild - ensured that Edward had a comfortable (some might say spoiled) upbringing. When it came time for Edward to choose a college for his higher education, his father arranged for him to be accepted into Harvard, regardless of his dismal grades.

Six long years later, Edward finally graduated from law school and set up a private practice in Maryland... which he promptly ran into bankruptcy. A second practice in Pennsylvania - set up after his father covered his debts from the first - collapsed in much the same way, which saw Edward placed on a train headed to Malifaux with a warning from his father that he was done covering his delinquent son's debts.

Surprisingly, Edward found that Malifaux agreed with him quite a bit. He had expected that his new job as a Guild lawyer would be filled with mundane paperwork and boring court cases, but instead, the Guild put him to work trying to find loopholes in their own laws that they could use to toss delinquent miners and debtors into prison. It wasn't just work: it was *fun*.

The legal jargon he had learned back at Harvard had a special power in Malifaux, and Edward learned that with a few quick words he could compel people to tell the truth. His talents for prying the truth out of people did not carry over to helping him win at cards, however, and soon he was in a great deal of debt to some very scary people. Fortunately, they were willing to let him work off his debt, with the express understanding that if he refused, they were going to break his legs. Being somewhat fond of his legs, Edward has only been too happy to serve when needed.

Gear: Sword Cane, Law Book (Grimoire), Fancy Mask, 3 scrip.

Destiny: "If you know the dimming of the lanterns, you will refuse deserved love, for your secrets are not yours alone. Denying the battle will win the war, and you will be maimed."

Twist Deck: Masks (1, 5, 9, 13), Rams (4, 8, 12), Tomes (3, 7, 11), Crows (2, 6, 10)

Lan Wen

Lan Wen comes from a simple background. His parents were simple servants, as were their parents. By all accounts, Lan would still be a servant as well, had his homeland not become embroiled in the Boxer's Rebellion against the occupying Guild forces.

Lan didn't understand the politics behind the rebellion, but when his sister and brother-in-law were both killed in the riots, he realized that it was time to leave China. A friend of the family arranged for him to travel to Malifaux, but in order to repay his debt for the train ticket, he had to become a rail worker.

It was hard, tiring work, but Lan was never the sort of man who shied away from doing an honest day's work. For four months, he worked hard beneath the hot sun, sweating away his pounds and becoming lean and muscular. He even grew to like the job, as it gave him a sense of accomplishment when he looked back at the railroad that he had helped build.

Then came the day when Lan was just a bit too slow and the heavy construct he was working alongside stepped on him. Or at least, that's what they told him after he had woken up; Lan just remembers that one moment he had been doing his job like normal, and then next there was pain and merciful darkness.

His employer explained that the doctors had been forced to replace Lan's heart to save his life, and that they had even given him a pneumatic drill-arm to replace the one that had been crushed by the construct. Unfortunately, he would have to pay for the surgeries and the pneumatic parts, and neither was cheap. Lan's still recovering, but he knows that if he doesn't find some alternate means of earning money to pay off his debts, he's going to be a slave to the rail company for the rest of his days.

Gear: Partial Pneumatic Limb (left arm, Pneumatic Drill w/ Piston Driver), 10 scrip.

Destiny: "As you are unmourned by the father, you will find the answer you cannot speak, and she knows. The leaves will whisper your name and shout your exodus, and you cleave the sky in vain."

Twist Deck: Crows (1, 5, 9, 13), Tomes (4, 8, 12), Rams (3, 7, 11), Masks (2, 6, 10)

LAN WEN


Fated, Living, Augmented



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

Skills: Convince 2, Engineering 1, Evade 1, Explosives 3, Labor 3, Pneumatic 3, Pugilism 2, Stealth 1, Toughness 2.

End of the Line: When Lan fails a Might duel (such as Labor, Pneumatics, or Pugilism), he may draw a card from his Twist Deck.

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


Mechanical Heart: Lan's heart has been replaced with a pneumatic augmentation that keeps him alive. He gains a  to all Toughness duels made to avoid unconsciousness.


Mostly Blind: Lan has difficulties seeing things, but he's learned to bull his way through most challenges to make up for it. He gains a  on Close Combat attacks but suffers a  on Ranged Combat attacks. These modifiers have been included in the Actions below.


Piston Driver (Pneumatic Arm): Once per Dramatic Time, Lan may increase his Might to 5 for the duration of a single duel. This increases his Pneumatic Drill Arm AV to +8.


Languages: English, Mandarin.

(1) Pneumatic Drill Arm (Pneumatic)

AV: +4 ===== Rg:  1 ===== Resist: **Df**

Target suffers 2/3/3 damage. This Action gains  to its attack flip.

 *Electrocute:* When damaging, this attack ignores Armor.

 *Industrial Strength:* After damaging, the target suffers a Critical Effect of the appropriate Severity.

THEIR HONOR HAS BEEN SLIGHTED...



...and the Fated have been called upon to ensure that retribution is had. Margaret Appleton has stolen something of value from the Ten Thunders, and they intend to send her a message as only the Ten Thunders are able.

Can the Fated slip into a fancy black-tie party and complete their mission, or will they find the threats of high society too much to bear?



Honor Among Thieves is a fun One Shot heist adventure for the Through the Breach roleplaying game. It requires the Fated Almanac to play.



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