

CROSSROADS SEVEN



STORY ENCOUNTER



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CROSSROADS SEVEN

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MEET THE BAND

Welcome to the Crossroads Seven! This boxed set is intended to be used in three different ways.

First and foremost, the models included in this boxed set - Pride, Envy, Wrath, Sloth, Lust, Gluttony, and Greed - can be used in the Malifaux Second Edition skirmish game. These models each belong to a different Faction, but they are also all Mercenaries so they can be used in the Faction of your choosing. Matching stat cards for each of these models have been included in this box.

Secondly, the models in this boxed set can be used as part of the strategies presented in this booklet. Each strategy makes use of these models in different ways, either as allies willing to assist you in achieving your objective or as new adversaries that must be defeated at any cost.

There are three strategies in this booklet. The first is Temptation, a two player Encounter with the band caught in the middle.

The second strategy is Blood at the Crossroads, a three player Encounter where each player uses different band members and tries to keep them safe from their foes.

The third strategy is Rush the Stage, a four player Encounter that uses two teams of two players. One team plays an audience and the other plays the band as the two come together to vie for victory.

Finally, we've included a brand new *Through the Breach* adventure in this booklet! In Landslide, the players find themselves attempting to help the enigmatic Sue regain his stolen guitar. Though the thief is easy to find, that doesn't mean the guitar can quickly be reclaimed! The players must navigate their way through acerbic musicians in order to get back what rightfully belongs to Sue.

April 3rd, 1906

I have no words for what I witnessed today. It is no wonder that we have had no word from the small trading settlement of Widow's Pass, for it is no more. There is not a sane man, woman, or child left in this place.

The settlement was clearly not attacked by an outside force, the people simply... tore each other apart. Or tore themselves apart. There was a man who had eaten himself to death. To death! We had our field doctor split the poor fellow open. I didn't know so much food could fit in the human body. Well, not all of it was food...

THE CROSSROADS SEVEN BAND

There are dozens of tiny settlements that crop up and then disappear on the outskirts of Malifaux City without any decent folk ever noticing. Some fall prey to Neverborn attacks, others are ravaged by mysterious plagues, and some succumb to much more mundane ailments like a dry well. But every so often, travelers come upon a settlement whose inhabitants have slain one another in an orgy of debauchery and sin. Neighbors have murdered each other over petty jewelry, husbands and wives have torn each other apart with their bare hands, corpses have been devoured by their kin, and amongst it all others have simply lain down and waited for death as the village burned. This is the work of the Crossroads Seven.

The Crossroads Seven are a band whose music can bring out the deepest, darkest desires of any and all who dare listen. Each member has abandoned, or simply forgotten, their name, instead calling themselves after the sin which has consumed them. From Envy, whose covetous nature still leaves him unhappy with all he has (even the gargantuan construct he rides onto the stage) to Wrath, who has been driven mad with demonic whispers, each member is the walking embodiment of sin.

Normally, the Seven go their own separate ways. They wander the Badlands and the Northern Hills, delighting in luring whatever weary travelers they can into debauchery. It is rare that they can stand each other's company, with each one so thoroughly twisted by their own desires and inclinations. But every so often, when the moons are right, the Seven meet and play until the sun rises. Their music appeals to the sins of those who hear it, stoking it like kerosene on a fire. Some people are more susceptible to one of the Seven than the rest, making them far more potent as a group than as individuals.

Nobody really knows how the Seven came to be. Most say they used to be human and made some horrible bargain with a fell entity, trading their souls for secret desires. There are whispers about a hotel out in the badlands called the Crossroads and what happened there the night it burned down. Some say that's where the Seven first made their deal. They say the band played the whole time, jamming on their instruments as their souls were wrenched from their bodies.

What they want is just as nebulous. Some of the Seven seem happy with their current existence, delighting in spreading their damnation wherever they tread. Others, like Wrath, seem bent on revenge. Perhaps not all of them intended to make a deal that night. Or perhaps they have simply become forces of nature, no more culpable for their transgressions than a tornado.

However they came to be, and whatever they may want, they are in Malifaux to stay.

...Others had bashed each other's heads in. One man had a broken back, apparently inflicted when he attempted to lift the local magistrate's safe above his head. I am amazed that he got it as far as he did. Some we found still tucked in their beds, where they had apparently stayed as their friends and neighbors beat them to death.

We found one survivor; he had been locked in a cellar. It seems he had lost the inclination for speech, and instead he rocked back and forth humming a strange tune. It became so disquieting to the men that I had him shot. Everything else, we burned.

-Field report of Sergeant Alicia Constance

MALIFAUX ENCOUNTERS

This Malifaux Encounters set is an expansion designed to be used with the Malifaux 2E game in two different ways. It contains models, stat cards, and instructions for their use in normal games of Malifaux.

Specifically, this box contains members of the Crossroads Seven, who can not only band together to form their own Crew, but they are also all in different Factions as mercenaries. This means that all of them are potential considerations for any Crew you may be bringing.

In addition to this, there are also 3 Encounters presented on the following pages that give you new, unique ways to use the models from this box. They work differently from a normal game in a few ways, all detailed in the description of that Encounter.

The time has come
We're goin' on to the other side
The time has come
To take this fateful ride

I seen that man a-hangin'
He gonna get us all someday
I seen that man a-hangin'
I know he's gonna have the final say

I seen that man a-burnin'
Tellin' me to come his way
I seen that man a-burnin'
He's led us all astray

The time has come
We're goin' on to the other side
The time has come
To take this fateful ride

TEMPTATION

There you are, in the middle of a perfectly good shoot-out, when the music starts playing. This ain't no Earthly tune; it digs in deep and gets in your bones. Before you know it, you're shakin' and jivin'. All of a sudden, just shooting the other fella ain't enough. You need to take what's his, claim it as your own. Gnaw his bones till all the meat is gone. Beat him until his innards spill out...

DESCRIPTION

The Crossroads Seven have showed up, twisting the battle to their sadistic tunes. Now you not only have to defeat your opponent, but keep your sanity as well. This scenario is designed to be played with two players.

SET UP

Each player alternates placing one of the Crossroads Seven on the Centerline of the board and at least 3" from another Crossroads Seven model until five Crossroads Seven models have been placed. Two of them will not be used this game.

DEPLOYMENT

Use random deployment as normal.

SPECIAL

The Crossroads Seven are Neutral models (see pg. 14). After each player Activates a non-Neutral model, one of the Crossroads Seven Activates, until they have all Activated. Players alternate choosing which Crossroads Seven model will Activate, starting with the first player. Any player-controlled model within 2" of a Neutral Crossroads Seven model may make a (1) Interact Action targeting it to fight their desires.

VICTORY

At the end of every Turn after the first, any Crew which performed two or more Interact Actions as noted above targeting two separate Crossroads Seven models gains 1 VP.

BLOOD AT THE CROSSROADS

It is said that on nights when neither moon can be seen in the sky, the Crossroads Seven lure travelers to their doom on the streets of Malifaux. They create such a hellish cacophony that it brings out the deepest, darkest desires of any who listen. Blood is spilled and flesh is torn as those unfortunate souls torture themselves in their own revelry...

DESCRIPTION

Your Crew has been brought dancing into the hungry night by mysterious traveling musicians. But you're not the only Crew who was lured out here, and a fight is brewing. This scenario is designed to be played with three players.

HIRE CREWS

Each player hires a 30 Soulstone Crew led by a Henchman; these Crews may not contain any Crossroads Seven models. Then, starting with a random player, each player chooses one Crossroads Seven model to join their Crew. Then, starting with the player who chose last and working in reverse order, each player chooses a second Crossroads Seven model to join their Crew. These models work as if the players had hired them normally. There will be one left over Crossroads Seven model.

SET UP

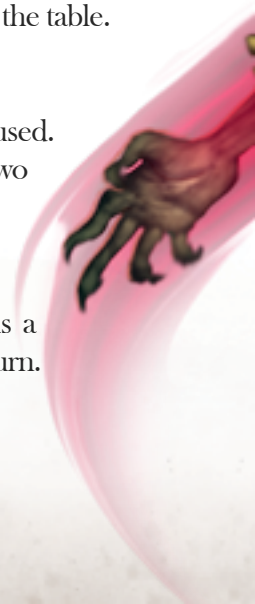
Place the left over Crossroads Seven model in the center of the table.

DEPLOYMENT

This game uses corner deployment. Three corners will be used. Determine the position of the Centerline based upon the two players directly opposite each other.

SPECIAL

The Crossroads Seven model in the center of the table is a Neutral model (see pg. 14). It Activates at the end of each Turn.



VICTORY

Each Crew begins the game with 4 **VP** from this Strategy. Each time a model without the Crossroads Seven Characteristic is killed by a Crossroads Seven model, the Crew of the killed model loses 1 **VP**. No more than 4 **VP** may be lost in this way. At the end of the game, any Crew which has no models without the Crossroads Seven Characteristic in play loses any **VP** it has remaining from this Strategy.



RUSH THE STAGE

Whenever the Crossroads Seven all get together to play, it's a sight to see. There is drinking and reveling, murder and mayhem. Amidst all of this it can get tricky to keep playing, so sometimes they keep some poor, mesmerized souls around to fend off the crowds while they play their music.

DESCRIPTION

This is a team game involving four players, in two teams of two players each. One team will consist of the Crossroads Seven and their bodyguards. The other will consist of the maddened crowds, rushing forward to stop the hellish music before it drives them insane.

HIRE CREWS

One player must select all of the Crossroads Seven as their Crew, led by Wrath with the Deal At The Crossroads Upgrade. No Crossroads Seven models may be hired into any other Crew. This player's teammate selects a 32 Soulstone Crew led by a Henchman. This team is the Defender.

The players on the other team each hire a 40 Soulstone Crew led by a Henchman. This team is the Attacker. Each individual Crew must be legal, but the Crews may break the hiring rules when combined into a team (for example, each 40 Soulstone Crew may only contain one copy of a Rare 1 model, but they may each contain the same Rare 1 model. Similarly, the Crews do not need to be from the same Faction).

SET UP

Place two 30mm Stage Markers on the Centerline of the board. They should each be exactly 9" from opposite board edges.

DEPLOYMENT

The Defending team deploys first, anywhere within 9" of a Stage Marker. Then the Attacking team chooses a deployment zone and deploys using standard deployment. The board edge opposite the Attacking team's deployment zone is considered to be the Defender's deployment zone.

SPECIAL

When playing as a team, obey the following rules:

- All models on a team's combined Crew are considered friendly to each other, though they will be controlled by the player that hired them.
- Each team shares a Fate Deck, but each player has a hand of 5 cards (instead of the usual 6) which may only be used for the Actions/Abilities or to Cheat Fate with the models belonging to the Crew they hired.
- Each team shares a Soulstone Pool, so players must discuss using Soulstones with their teammate carefully! To determine each team's Soulstone Pool, simply add the Soulstone Pools of the two Crews together. This may bring the combined Soulstone Pool of a team above seven Soulstones.
- Teams flip for initiative and alternate Activating models as if each team were a single player. However, each player has complete control over the models which they selected for their original Crew in all aspects, including Cheating Fate and using Soulstones. When it is a team's turn to Activate a model, they must choose which player's model they are Activating.
- Wrath is the Defending team's Leader. The Attacking team must select one of the Leaders of their Crews to be the team's Leader for all Scheme purposes.

Anytime a non-peon Attacking model with a Soulstone Cost of 4 or less is killed or sacrificed by an enemy model, summon a new copy of the model in base contact with the board edge of the Attacker's deployment zone at the end of the Turn.

VICTORY

At the end of each Turn after the first, the Defending team scores 1 **VP** if they have at least one Crossroads Seven model within 6" of each Stage Marker.

At the end of each Turn after the first, the Attacking team scores 1 **VP** if they have at least one non-Peon model within 6" of each Stage Marker.

NEUTRAL MODELS

Neutral models belong to neither player. These models are considered to be enemies to all models, may not take Interact Actions, and may not drop or place Markers of any kind. Neutral models may not be buried or sacrificed and may only be killed by being reduced to 0 Wounds. The Scenario will state when Neutral models Activate. When a Scenario calls for a Neutral model to Activate, follow these steps:

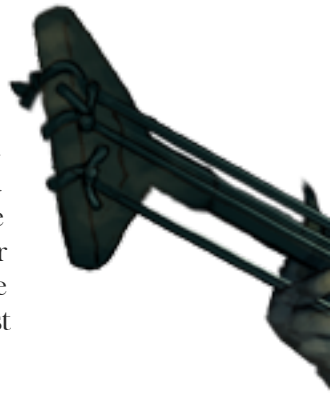
1. If the Neutral model does not have Range or LoS to any model controlled by either player with any of its Attack Actions, it takes a Walk Action which must end with the Neutral model as close as possible to the closest model controlled by either player.

2. If the model has Range and LoS with any Attack Action to a model controlled by either player, it immediately takes an Attack Action against the closest player-controlled model. If multiple models are tied for closest, the First player chooses the target. If the Neutral model has multiple Attacks in range, the player who does not control the target model chooses the Attack Action and directs any other variables that must be decided (such as placing blasts).

3. If the Neutral model did not move in step 1, it will make a second Attack as in step 2. However, if the model moved in step 1, but did not make an Attack in step 2, it makes a second Walk Action as in step 1.

Neutral models always make Disengaging Strikes against player-controlled models when they can. When a Neutral model makes a flip, it uses the deck belonging to the opposing Crew of the model it is Attacking or Defending against. It may not Cheat Fate or declare Triggers, but it receives **+** to all duels (not damage flips) and always chooses the highest card. If the Neutral model is Attacking and the highest card it flips is a **♠**, then any resulting damage flip will gain **+**. If the Neutral model is Defending and the highest card it flips is a **♣**, then any resulting damage flip against it suffers **-**.

Any player-controlled model in base contact with a Neutral model may make a (1) Interact Action targeting it to push it up to 6" in any direction.





LANDSLIDE

This is an adventure for *Through the Breach*, the tabletop roleplaying game set in the Malifaux world. The players take on the role of the Fated, men and women with the exceptional ability to cheat fate in order to write their own destinies.

More than anything, *Through the Breach* is a game driven by the Fated. During character creation, each character also generates their destiny, a list of vague and cryptic clues which tell the player just what Fate has in store for them. The Fatemaster then uses the destinies of the Fated to weave together a story, and at each step along the way, the Fated have the choice to either embrace their destinies or to Cheat Fate and change their futures.

Whether it's as loyal agents of the Guild, power-mad Arcanists, or ruthless mercenaries, *Through the Breach* lets players explore the world of Malifaux and rub shoulders with all their favorite characters from the skirmish game!

In this adventure, the Fated come across a poker game that ends in a theft of a precious guitar. Tasked with getting the guitar back to its rightful owner, the Fated will need to follow the piano player that stole it and find out why...and what they can do to get it back!

Landslide makes for a good entry-level adventure for players new to *Through the Breach*, but it should still prove interesting for more experienced Fated as well. Some of the models included in this boxed set show up in this adventure, so if you are fond of using miniatures to keep track of everyone's positions during combat, you'll have all the miniatures you need to play through this adventure (save for whatever the players are using to represent their own characters, of course).

Good luck and have fun!

PROLOGUE

This adventure begins in Contract Town #77, a relatively small and insignificant mining town in the Northern Hills. The exact reason why the Fated are in Contract Town #77 is left up to the Fatemaster, but most likely they are merely passing through the area.

Contract Town #77 is on its way up in the world. It consists of a few dozen tents and small adobe houses, the Union Hall, a general store, and a small stone building that serves as both sheriff office and jail. The town is built at the edge of a large pit a few hundred feet in diameter, the interior of which is ringed with spiraling scaffolding that leads down to the quarry. The mine primarily produces ore, but the recent discovery of a small Soulstone vein has led to increased growth in #77.



When the Fated arrive, it's dark and the only light comes from the Union Hall. Read the following text to the Fated as they approach the building:



In the moonlight, it's difficult to get a sense of just how big the Union Hall might be, but it's clearly the largest building within the small mining town. Warm light shines from within, and you can hear the muffled sounds of laughter coming from inside.

A large construct stands inert near the door. As you approach it to get a better look, you realize that it's quite unlike anything you've seen before. It's roughly bowl-shaped, with thick spider-like legs protruding from the sides and rows of pipe organs rising from the back. There is a half-circular keyboard, like that of a piano, where the controls should be, and dual gatling guns jut out ominously from the machine's front.



The machine is Envy's pipe organ, which serves as his method of transportation (and, if need be, his battle chariot). It's currently deactivated, so no amount of fiddling with it will manage to get it operational (the keys only make muted thumps). If any of the Fated try to steal the pipe organ (by using a TN 14 Engineering check to get it operational, for instance), a group of miners on their way home from the late shift will call them out on it, which will draw the attention of those inside. Claiming ownership of the pipe organ is doomed to failure; everyone has been talking about the man that rode it up to town earlier that day, and the Fated aren't him.

SCENE I:

SECOND HAND NEWS

Once the Fated head inside the Union Hall, read the following text:



The Union Hall is warm and comfortable, and there are about thirty people seated around the tables in the common room. Most of them are clad in worn but sturdy overalls and work shirts, but a few others stand out. The first is a rough-looking man dressed all in black, from his shirt and pants to his duster and hat. He's currently playing poker at a back table with a few of the miners, though it seems to be more of a friendly game than any sort of high-stakes gambling. The only one taking things seriously is a short, weasely-looking man in a pressed shirt and a bowler hat. An ornate guitar is propped up on the wall behind them.

Your quick gaze around the room is interrupted as one of the men at a nearby table grudgingly gets up and approaches you. He's short and balding, but there's enough definition to the muscles of his arms to dispel any theories about him being a pushover. The pistol on his hip doesn't hurt, either.

"Welcome to number seventy-seven," he says, sticking out his hand to shake your own. "Name's Steve Buckingham, but you can call me Stevie. I suppose you're passing through on your way to the carnival, too?"



Stevie is the town's sheriff, which also gives him the duties of town greeter and arbiter in any disagreements that might arise between the miners or their families. For the most part, #77 is fairly peaceful, and the jail serves as more of a drunk tank than anything else.

Once the Fated have introduced themselves, Stevie will welcome them to town and then return to his conversation with the miners. If the Fated aren't aware of the carnival or ask about it, Stevie will clue them in. Read the following text box:



"The carnival's been staked out at Silver Springs for about a week or so. There's been a good trickle of people headed up that way to see what all the fuss is about."



Contract Town #77 isn't large enough to have an inn, but Stevie will offer to allow the Fated to stay in a few of their extra bunks if they come across as at least somewhat reasonable individuals. The miners are mostly just chatting, playing some cards, and enjoying what social interactions they can before they call it a night. A few of them live in the surrounding houses and tents with their families, but most just live in the Union Hall (or, more accurately, they live in the mine and sleep in the Union Hall).

If any of the Fated are interested in the poker game, read the following text box:



As you approach the table, the man in black looks up and fixes you with his steely eyes. After a moment, his gaze softens and he nods to the table. "Open chair, if you're interested."



If more than one Fated are interested in joining the game, the other miners will vacate their chairs, muttering about how they've "lost enough already."

The man in black is Sue, a traveling musician/mercenary/drifter. If the Fated attempt to make small talk with him, they'll learn that Sue is on his way up to Silver Springs to see the carnival. If the Fated question why, he'll reply with a noncommittal "I've heard some things" and won't comment much more beyond that. His name is a touchy subject, and making fun of it is a good way to end up in a fist fight.

The other notable gambler at the table is the weasely-looking man, who sometimes goes by the name of Envy. While Sue is reserved, Envy is scheming and unfriendly, and considers any form of small talk on the part of the Fated to be an attempt to distract him from the poker game. He's amassed a small pile of winnings and intends to have them all at the end of the game, and he isn't going to let himself be distracted from his goal. If they ask his name, he'll tell them to mind their own damned business.

The ante for the game is .5 scrip, so everyone joining the game will have to contribute this amount to the pot. Once any Fated who wish to join the game have anted up their scrip, have each of them make a Gambling Challenge.

The player with the highest total ends up winning the pot (.5 scrip per player, including Sue and Envy). Sue is considered to have a 12 on this Challenge, while Envy has a 13 (and thus will be difficult to beat). Reflip any ties to determine the winner.

After two or three games (which can be quickly described in the background if the Fated decide not to join the game), Sue has a bit of good fortune. Read the following text:



A new hand is dealt, and the man in black lifts the corners of the cards and looks down at them. He casts a sideways glance at the weasely man and his mound of scrip, as if considering something. "How much do you have there?" he asks, his voice calm. "Twenty scrip, give or take?"

The smaller man narrows his eyes and glares back suspiciously. "Twenty two and a half." He looks greedily at the other man's pile of scrip. "What's the matter? Pot getting too high for you?"

The man in black slowly shakes his head. "Not hardly." He pushes all of his scrip into the center of the table, then reaches into his coat to pull out a gold watch. "This should cover the rest of it," he says, tossing it onto the pile.

The weasely man licks his lips in anticipation, then pushes his pile into the center as well. "That watch is better than the one I got."



If any of the Fated are playing poker, read the following text box:



As the bet comes around to you, Sue catches your eye and makes the slightest shake of his head, as if trying to warn you against doing something foolish.



If the Fated bet regardless of the warning, they can still attempt Gambling Challenges to win the hand, but they'll need to ante up 20 scrip (or an item of equivalent worth) and flip a total of 17 or higher to beat him; if they fail, they'll lose their bets. If they manage to win, they'll earn a total of 35 scrip and Sue's watch (which is, indeed, solid gold), plus the bets of any other Fated.



Read the following text, adjusting it as appropriate if the Fated win:



The weasely man flips over his hand, revealing three queens and two tens. "Full House!" he laughs, slapping the table as he leans forward to gather up the pot.

"Maybe you should hold on there," the man in black says. Reaching down, he flips over his cards one at a time: Five of Masks, Six of Masks, Seven of Masks, Eight of Masks...and the Red Joker. "Straight Flush." He fixes the smaller man with a steely look. "Now, if you would kindly take your hands off my winnings..."

The smaller man's eye twitches as the full extent of his loss sinks in, and then with a sudden burst of motion, he sweeps the full pot from the table. "GAAAHHH!!!"

Bills flutter through the air and coins bounce all across the floor, drawing the attention of the room's miners. Still fuming with rage, he stands up and begins putting on his coat. "This isn't the end of this," he threatens.

The man in black ignores him, instead abandoning his chair to kneel down and start gathering up his scattered winnings.

The smaller man stares for a moment, then storms off in a huff, grabbing his guitar on the way out.



Sue was too distracted with his winnings to notice, but Envy snatched up Sue's guitar on his way out the door. If a Fated wins, Envy knocks their winnings to the floor instead, and Sue helps gather them back up (at which point Envy runs off with his guitar).

The miners join in with helping Sue gather up his chips, and the Fated can as well. If anyone attempts to pocket some of Sue's winnings, they'll need to succeed at a TN 12 Pick Pocket Challenge; a failure results in the click of a hammer being cocked back as Sue points his gun at the Fated's head. "If it's all just the same," he says, his voice calm, "I think I'll be keeping my winnings for myself."

SUE'S ARREST

Once Sue has gathered up his winnings and reclaimed his seat, he counts out the cash and pockets it. He refuses any offers for further games, but soon notices that his guitar is missing. Read the following text box:



As he's straightening up his winnings, Sue glances towards the wall, then does a double-take before leaping up out of his chair and frantically looking around him.

"Where's my guitar?" he asks. The miners look at him in silent confusion, and a moment later there's a pistol in Sue's hand and people are leaping for cover.

"I said," he repeats, his tone deadly serious as he points it from one person to the next, "Where's my guitar?"



The Fated can talk Sue down with a TN 10 Bewitch or Convince Challenge, but any mention of Envy taking his guitar focuses his anger in the right direction. Sue swears to “put a bullet in that thief,” but he won’t get a chance.

After the Fated have talked him down or pointed him at Envy (or tried to steal his winnings), Stevie the sheriff decides to act. Read the following text:



“Now hold on just a moment,” comes the voice of Stevie, who is on his feet and has his pistol pointed at Sue. “I understand that you’ve got plenty of reason to be upset, but I’m afraid I can’t just stand by and watch you murder someone in our town.”

Sue glances at the sheriff, as if debating whether or not he wanted to start a gunfight. After a moment, however, he lowers his weapon and releases a soft sigh. “I won’t be any trouble.”

Stevie’s weapon doesn’t budge. “I reckon not. Just to be on the safe side, however, why don’t we take a little walk down to the jail?”

The man in black curses softly and turns to you. “I know we’re not really friends, but that guitar was given to me by someone special. The man who took it can’t have gotten very far; if you get it back...”

The sheriff starts to interrupt with a “Now wait a minute...” but Sue just keeps on talking. “...I’ll make sure it’s worth your while.”



If the Fated are hesitant to help Sue out, he'll offer them a portion of his winnings as an incentive (or, if the Fated won, he'll offer to pay them). The money isn't all that important to Sue, but his guitar is his most valued possession, and he doesn't want the thief to run off to safety while he's cooling his temper in jail.

CHASING ENVY

Envy has fled in his steam-powered spider organ. Though the machine is fast, it also leaves a fairly easy trail to follow, and the Fated can track it all the way to Silver Springs with a TN 8 Track Challenge. Alternatively, the Fated could just speak with the miners and learn that Envy had mentioned earlier that he was traveling to Silver Springs.



SCENE II:

SILVER SPRINGS

Silver Springs is a successful mining town that also serves as a minor hub for the neighboring Contract Towns. A small railroad runs through Silver Springs, giving it a connection to Ridley and, thus, the rest of the Northern Hills. At the moment, a traveling carnival has set up its tents just outside of town, which has only served to draw more curious people to Silver Springs.

Read the following text to the players when they arrive (adjusting as necessary if the Fated arrive at night):



The town of Silver Springs is larger than #77, most likely on account of the railroad that runs through town. Buildings are lined up in a row right alongside the tracks, while the main street juts out at a perpendicular angle. The saloon, feed store, blacksmithy, and nearly all of the houses are crafted of adobe, and people move through the streets on their daily business, seemingly unconcerned with your presence.

On the far side of town, opposite the railroad tracks, looms the hulking purple tent of the carnival. A small crowd is milling around outside, sampling candied treats from the vendors or partaking in minor games of chance to win prizes of questionable quality.

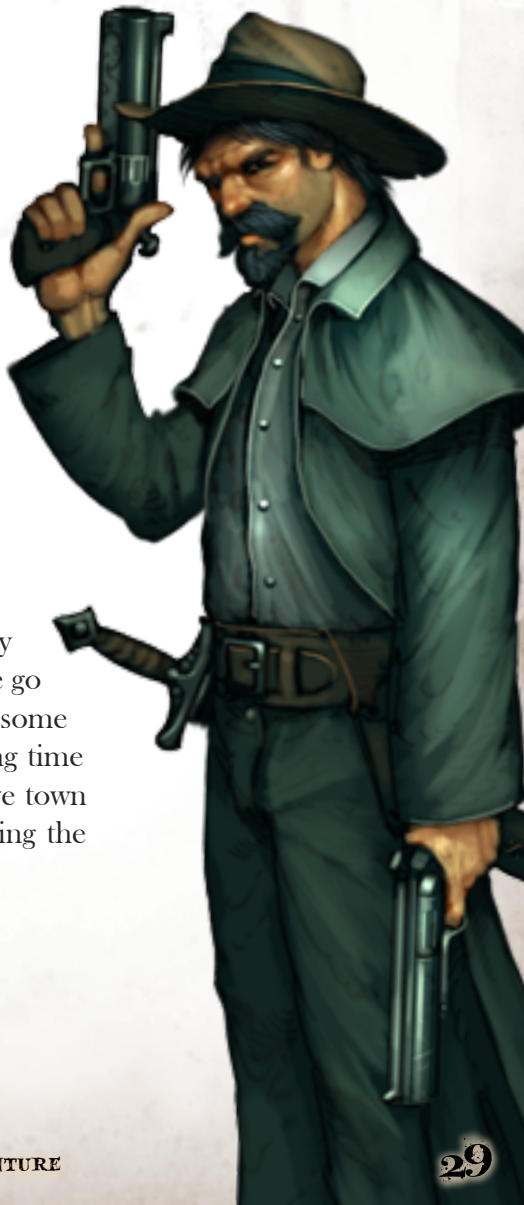
Against this backdrop, the mechanical spider-piano of the weasely man stands out like a sore thumb. The man is seated in the construct, which is parked outside the Songbird Cafe, the town's one dining establishment. He's hunched over a warm meal, oblivious to the people staring at his strange vehicle as they walk past.



Envy's not in any mood to fight, and if the Fated just try to gun him down in the street, they're going to run into trouble with the law. If they do decide to engage him, Envy initially tries to talk them down, claiming that he's not looking to get into a fight in the middle of town, but if the Fated are dead set on starting trouble he'll respond by either shooting or stomping on them. He's not a particularly brave man and will surrender if things turn against him. Sue's guitar is stashed in a secret compartment in his spider-organ (TN 13 Notice Challenge to find if the construct is searched).

Any sort of fighting is likely to attract the attention of Silver Springs' sheriff and two of his deputies, none of whom are pleased to have strangers shooting up their town. Envy will surrender once the law arrives - he was only defending himself from attack - but if the Fated are determined to fight the law, use the stats for a Guild Sergeant and Guild Guards to represent the sheriff and his deputies (*Fatemaster's Almanac*, page 139).

If everyone cooperates and nobody is dead, the sheriff will let everyone go with a stern warning, but otherwise some of the Fated will likely be spending time in the local jail (and Envy will leave town with Sue's guitar, essentially bringing the adventure to a close).



If the Fated attempt to negotiate with Envy, he's (more or less) willing to deal with them. Read the following text when they bring up the stolen guitar:



The small man barks out a laugh as you mention the guitar. “Yeah, I took it. It’s mine now.” He leans forward to glower down at you from his construct’s control seat. “Of course, that doesn’t mean that I’m not willing to part with it...if you bring me something more valuable in exchange.”

As if sensing your thoughts, he scowls. “Oh, don’t give me that look. I don’t want cash or anything like that. I want something of real value.”

He gestures towards the distant carnival tent. “There’s a bastard over at the carnival right now - big hat, bigger head - putting everyone to sleep with all his talk about how great he is.” The man’s eyes narrow in hatred. “You bring me his banjo, and I’ll give you the guitar. That’s an even trade, right?”



The man Envy is referring to is Pride, another member of the Crossroads Seven. He’s currently going by the stage name of “Green Mac.” If the Fated refuse to steal Pride’s banjo, Envy just scowls and tells them to take a hike; he’s not interested in anything other than the banjo.

Unless the Fated try to search his spider-construct in the night or decide to fight him, they’re going to be leaving town empty-handed.

If the Fated agree to go along with Envy’s plan, they’ll find Pride as they approach the carnival. Read the following text box as they do so:



It's not too difficult to find the man you're looking for; he's trying very hard to make himself the center of attention. He's dressed in what someone back on earth might consider to be an "outlaw bandit" look, with expensive blue jeans and a hat that seems custom-designed to evoke the image of a rough-and-tumble guy. His mustache is perfectly unkempt, as is his mane of dark, wild hair. He's wearing a ragged vest but no shirt, and it seems to be earning him a fair amount of attention from some of the ladies.


True to the weasely man's words, there's a banjo strapped to his back, and it looks to be a high-quality instrument.



Pride is friendly and outgoing, but is convinced that he's the best thing since sliced bread (and since sliced bread hasn't been invented yet, it's ALL HIM, BABY). He introduces himself as Green Mac if the Fated approach him. He thinks it's an awesome name and will get a bit defensive if the Fated think otherwise.

Pride isn't willing to part with his banjo, so the Fated will likely have to steal it. It's more or less impossible to get it away from him while it's strapped to his back (barring a mugging), but he'll take it off and set it aside for a number of the carnival's events, such as the butter sculpting, axe throwing, or trick shooting contests.

It takes a TN 12 Pick Pocket or Stealth Challenge to lift the banjo during these events, but the Fated will have to be quick. The banjo is difficult to hide, and Pride isn't likely to be distracted for very long. If the Fated linger in the area after the theft and Pride realizes that his banjo is missing, there's likely to be a fight (if not with the Fated, then with whomever else he suspects of being the thief).

Alternatively, the Fated could trick Pride into wagering it in a contest, of which the carnival has many. This requires a TN 12 Convince or Deceive Challenge as well as something valuable for them to wager against his banjo, but the Fated gain a  to the flip if they appeal to his sense of pride to goad him into the challenge. If the Fated don't think of this idea, Pride might even suggest it himself; he doesn't actually believe that he's capable of failure (at anything).

The various competitions at the carnival are listed below, along with a text box to read if Pride takes part in the event. Each event requires a .2 scrip entry fee to join the competition and awards a small trophy to the winner.

Of course, winning these contests is less about the trophy and more about the chance to nab Pride's banjo to give to Envy, but that doesn't keep the trophy from looking good on the mantelpiece.

BUTTER SCULPTING



The contest's rules are explained by a short, wide woman who seems incapable of not smiling. "This is the easiest contest here," she says, motioning to a dozen large bowls resting within even larger bowls of ice. "You just sit down with your bowl of butter, take up one of the spoons or knives, and carve it into whatever shape you want. You've got two hours to work, and once that's done, we'll give a prize to the best sculpture."

Green Mac listens to the explanation with a look of skepticism, but once he catches you glancing his way, he grins confidently and swaggers up to the first bowl. "Ain't no thing," he says as he removes the banjo from his back and leans it up against the table. "Sometimes you just have to get on that big train and ride. Butter ain't no different; it's just more buttery."



The Fated can attempt to sculpt whatever they wish with the butter, which requires a Grace Challenge with no associated Skill. Pride uses his time to sculpt a small version of himself from the butter, complete with a busty woman clinging to his leg and looking up at him adoringly. It's surprisingly good despite the tasteless subject matter, and he is considered to have a final total of 10 on this Challenge. Any attempt made to steal his banjo while he is engrossed in his sculpting gains a **+** to the flip.

If any of the Fated beat his total, see the Pride's Banjo section on page 40 for details. Otherwise, he happily takes whatever they had wagered in the bet (along with his rocking butter sculpture, which spends the rest of the day slowly melting in the heat).

AXE THROWING



The axe-throwing contest has attracted a fair number of contestants from the area, but Green Mac is confident about his chances. He flips an axe in one hand, catching it deftly as the large man running the contest watches with annoyance.

“Yeah, I guess I’m pretty good,” Green boasts, utterly failing in his attempt to be casual. “I’ve never actually thrown an axe before, but I’ve got some natural talent when it comes to contests like this. This one time back in ’95...”

The large man interrupts him. “Would you please just throw the axe, sir?”

Green sighs and turns towards the target, pulling back his arm to toss the axe at a distant painted target. “Hold it,” he says as he pulls the banjo off his back and sets it aside, where it can’t interrupt his aim. “That’s better.”



The winner of this event is the contestant who gets the axe closest to the bullseye, which requires a Thrown Weapons Challenge. Pride manages to land his axe about two inches from the center, which gives him a final total of 12 on this Challenge.

If any of the Fated beat his total, see the Pride’s Banjo section on page 40 for details. Otherwise, he happily takes whatever they had wagered in the bet (and spends the rest of the day talking about what an awesome axe-chucker he is).

TRICK SHOOTING



There's a course set up for the carnival's trick shooter, but at the moment the workers are allowing anyone to step up and give it a try.

The course consists of a long track littered with small fences and wooden targets shaped like Nephilim. As you watch, the carnival workers help each would-be trick shooter onto the back of a bored-looking horse and hand them a pistol.

Most of the people giving the course a try end up proving themselves terrible shots, but Green Mac doesn't seem too concerned.

"I guess the horse makes it fair," he says as he takes the banjo off his back and leans it against a fence post. "If it was just shooting, it wouldn't be fair for everyone else."



The character that manages to shoot the most targets while the horse avoids the obstacles is the winner. Everyone attempting the course should make one Husbandry Challenge and one Pistol Challenge and then add the totals of each duel together to get their final total; Pride finishes with an impressive 20 points.

If any of the Fated beat his total, see the Pride's Banjo section on page 40 for details. Otherwise, he happily takes whatever they had wagered (and spends the rest of the day boasting about his victory).

PRIDE'S BANJO

If the Fated manage to win Pride's banjo in one of the contests, read the following text:



Pride glares at you as he cradles his banjo possessively against his chest, and he almost looks as if he's about to say something...until he notices just how many people are watching the conversation play out.

"Here you go," he says, his mood instantly turning casual as he hands the instrument over. "You folks won this fair and square, though to be honest, I really wasn't trying that hard. You looked like you needed the win more than I did. You know, for morale and stuff."

He tips his hat towards you, then struts off, whistling a little tune that can't help but make you feel pretty darn good about your victory.



At this point, the players just need to bring the banjo to Envy, but they are welcome to participate in any of the carnival's other contests.

They should be careful, though, as Pride will happily make another wager with them to win his banjo back, if given the chance!

RETURNING TO ENVY

Once the Fated have Pride's banjo, they can bring it back to Envy, who is still camped out near the Songbird Café. Read the following text as they hand it over:



“Hah, you got it!” The weasely man produces Sue's guitar from a hidden compartment in his construct's side and hands it over in exchange for the banjo. “This is great, just great. Now we'll see how that smug son of a bi-“ He stops himself, as if remembering that you're still present. “Well, what are you waiting around for? Our business is done here!”



Envy stows the banjo in the hidden compartment - which proves to be full of all sorts of assorted trinkets - and then starts up his construct with a few quick notes on the keyboard. He stomps off into the distance, quite happy with his prize.

EPILOGUE

At this point, the Fated can return to #77 with Sue's guitar. Sue's just getting released from jail when they arrive, and he'll thank them and split his poker earnings with them as promised. This comes out to a total of 22 scrip plus any money he won from the Fated, split evenly among everyone present. If the Fated refuse the reward, Sue will inform them that he still owes them a debt of honor...which may even be the greater reward, depending upon future events.

If the Fated managed to trick Pride out of his banjo, he'll be unhappy with them the next they meet, but in his own mind, he's already convinced himself that he let them win. If they outright stole his banjo he'll be even less pleased - especially if he finds out that they did so at Envy's behest. The two of them don't get along very well.

STAT BLOCKS

This section contains the stat blocks for the potential enemies the Fated will encounter during this adventure: Envy, Pride, and Stevie the town sheriff.

It is likely there will be absolutely no fighting in this adventure, but these are provided in case the Fated decide to get into a dust-up with any of the individuals.



STEVIE THE SHERIFF

Enforcer (7), Living

<i>Might</i> 1	<i>Grace</i> 3	<i>Speed</i> 1	<i>Resilience</i> 2
<i>Charm</i> 2	<i>Intellect</i> 0	<i>Cunning</i> 1	<i>Tenacity</i> 3
<i>Defense</i> 4 (11)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 4 (11)
<i>Willpower</i> 5 (12)	<i>Charge</i> 5	<i>Wounds</i> 7	

Skills: Convince 2, Evade 2, Husbandry 1, Leadership 1, Melee 2, Notice 3, Pistol 2, Shotgun 2, Toughness 2, Track 1

Trusted: If this character is attacked, any neutral characters within (X)10 will come to his aid.

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

(1) Peacebringer (Pistol)

AV: 5 (12) ===== Rg: ⚔ 10 ===== Resist: Df

Target suffers 2/3/5 damage.

(1) Club (Melee)

AV: 3 (10) ===== Rg: 🗡 1 ===== Resist: Df

Target suffers 2/3/4 damage.

ENVY

Enforcer (8), Living, Crossroads Seven, Tormented

<i>Might</i> -2 [4]	<i>Grace</i> 2	<i>Speed</i> 1	<i>Resilience</i> 0 [4]
<i>Charm</i> -1	<i>Intellect</i> 3	<i>Cunning</i> 3	<i>Tenacity</i> 2
<i>Defense</i> 5 (13)	<i>Walk</i> 5	<i>Height</i> 2 [3]	<i>Initiative</i> 4 (12)
<i>Willpower</i> 5 (13)	<i>Charge</i> 6	<i>Wounds</i> 8	


Skills: Barter 2, Blacksmithing 3, Centering 3, Deceive 3, Engineering 4, Heavy Guns 4, Intimidate 2, Music 5, Notice 3, Pneumatic 2, Toughness 3

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


[[1) Stomp (Pneumatic)]



AV: 6 (14) ===== Rg:  1 ===== Resist: **Df**

Target suffers 2/3/4 damage.

 *Trample:* After damaging, place this character anywhere in the target's engagement range, then take this Action again. This Action may not declare Triggers.

[[1) Mounted Gatling Guns (Heavy Guns)]

AV: 6 (14) ===== Rg:  12 ===== Resist: **Df**

Target suffers 2/5/6 damage.

[[0) Sinister Organ Music]

This character may discard a card to give the **Focused +1** Condition to a friendly character within 6 yards.

Note: The Aspects, Talents, and attacks listed in brackets only apply when Envy is in his construct piano.

PRIDE

Enforcer (8), Living, Crossroads Seven, Tormented

<i>Might</i> 1	<i>Grace</i> 2	<i>Speed</i> 3	<i>Resilience</i> 2
<i>Charm</i> 1	<i>Intellect</i> 2	<i>Cunning</i> 3	<i>Tenacity</i> 2
<i>Defense</i> 6 (14)	<i>Walk</i> 6	<i>Height</i> 2	<i>Initiative</i> 6 (14)
<i>Willpower</i> 5 (13)	<i>Charge</i> 7	<i>Wounds</i> 8	

Skills: Bewitch 2, Carouse 4, Centering 3, Convince 3, Deceive 4, Gambling 2, Intimidate 2, Music 5, Notice 3, Scrutiny 3, Pistol 3, Toughness 3

Bad Role Model: Enemy characters which end their turn within 3 must discard a card or suffer 2 damage if they Cheated Fate during their turn.

Df (☹) Wounded Ego: After resolving, the attacker must discard a card or suffer 2 damage.

(1) **Condescending Flattery (Deceive)**

AV: 6 (14) ===== Rg: ♣ 1 ===== Resist: Df

Target suffers 2/3/4 damage.

✗ *Hey...:* After damaging, the target gains **Slow**.

(1) **This Song is All About You (Music)**

AV: 6 (14) ===== Rg: (X)8 ===== Resist: Df

All enemy characters in range must pass a TN 14 Willpower Challenge or gain the following Condition until the end of Dramatic Time: **“You Don’t Need**

Them: This character suffers ☐ to Df duels while within

3 yards of a friendly character.”



I WENT TO THE CROSSROADS

It's said that if someone wants something bad enough, they can travel to the crossroads and make a deal with a strange man and woman for their heart's desire.

The Crossroads Seven Band made that deal. The musicians who left the flaming ruins of the Crossroads Hotel went their separate ways, but now they're getting the band back together and preparing for their biggest show yet.

Crossroads Seven is a story box that contains three Malifaux Encounters and one Through the Breach adventure.



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