



THROUGH
THE BREACH



SIXTEEN
TONS

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Through the Breach books:

The Fated Almanac
The Fatemaster's Almanac
Into the Steam
Under Quarantine

Through the Breach adventures:

In Defense of Innocence
Northern Aggression
A Night in Rottenburg
Nythera



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ADVENTURE

Over a hundred years ago, the last warlocks, soothsayers, and wizards of Earth came together and punched a hole into another reality. They found the abandoned city of Malifaux waiting for them on the other side of this hole, which they named the Breach. This new world was filled with magic, including Soulstones, mystical rocks which can store magic...and which can be recharged by the deaths of those around them.

The Breach was closed for a century due to the machinations of the Neverborn, Malifaux's native inhabitants, but it reopened a few years ago and humans are once more in control of both the Breach and the city. In order to keep access to Malifaux open (and the valuable Soulstones flowing back to Earth), an organization called the Guild claimed control of the city and now rules it with an iron fist. Their guards protect the people of Malifaux, but only because they need them to keep the city functioning; they are tyrants in all but name.

The Guild shipped convicts and laborers through the Breach by the train-load to work in their Soulstone mines. It was exhausting and dangerous work, and as the number of injuries casualties from unsafe mining practices and mandatory extra shifts began to spiral out of control, the miners banded together to form a union. The United Miners Union soon had enough members to start making demands of the Guild, and when they brought in engineers to create pumps and mining devices to make the mines safer, they renamed themselves to the Miners and Steamfitters Union and became the Guild's only true political rival in Malifaux.

Unfortunately, the engineers which joined the Union had a secret of their own. Because Malifaux is so magical, many people develop magical powers when they cross through the Breach. In joining the miners, these spellcasters essentially became the secret criminal arm of the Union, the dreaded Arcanists. In this adventure, one of these Arcanists has turned her attention upon Contract Town #22, and the small town will never again be the same...

SCENE 1:

TEMPERANCE MINE

The Fated are miners living in Contract Town #22, which has been dubbed “Temperance” by its residents. As with most Contract Towns, Temperance was built up around a Soulstone vein, and when that vein runs dry, it will likely become a ghost town as its residents gather up their meager belongings and move on to the next Contract Town. Other than the mine, the town consists of a long, dusty main street with a saloon, a general store, the Union Hall (which, along with the saloon, is where most of the town’s residents gather to socialize), and a few dozen simple shacks that the miners and their families call home.



As the adventure begins, the Fated are deep in the Temperance Soulstone Mine, in Shaft Two, near the end of their shift. Read the following text:



You’ve been underground, working in the mines, for nearly ten hours now, and there’s still another half hour to go before your shift is over. It’s the same work you’ve been doing for weeks, digging valuable Soulstones out of the ground for the Miners and Steamfitters Union. Each of the stones is worth a small fortune back on Earth, due to its ability to power magical spells and constructs, but it may as well be coal for as much of that money you’ll ever see.

That being said, the Union has been good to you. Your wages may not be anywhere near what a single Soulstone will bring on the open market, but they’re more than fair, and though you work long, hard days, the Union makes sure that you’re treated right and that your family will be covered in case of an accident.

It’s that fact that leaps unbidden to your thoughts when you hear a distant scream echoing off the walls of the mine before being abruptly cut off. It’s followed by the sounds of a distant explosion as the ground trembles around you, prompting a bit of dust to shake loose from the ceiling.



The characters have been working alongside each other in the mines for quite some time, so they all have some knowledge of each other, as listed on their character sheets. Allow the players to take a few moments to describe their characters before continuing.

If the Fated investigate the crash and scream, proceed to the next section. If they do not, they will encounter the resulting carnage when their shift ends in half an hour.

FUN WITH DYNAMITE

When the Fated investigate the scream, read the following text:



As you trace your way back through the tunnels and toward the elevator shaft leading out of the mine, you see a flash of light as a Walter Dobbs, a fellow miner, dashes toward you. The light from his headlamp darts back and forth wildly as he keeps glancing over his shoulder, but it's the sounds of inhuman screeching coming from behind him and the lit stick of dynamite in Walter's hand that stop you cold.

"Take this, you sons of bitches!" he shouts, lobbing the stick of dynamite into the tunnel behind him. "Fire in the hole!" he warns you, as he leaps for cover.



The Fated can attempt TN 10 Evade Challenges; on a success, they manage to find cover before the dynamite explodes.

On a failure, however, the character suffers 2 damage and is knocked down as she's caught at the edges of the dynamite's blast radius. The mine shakes with the explosion, and dust shakes free from the rocks overhead even as it rolls out of the blasted tunnel in a gritty cloud.

After the dust has settled, Walter Dobbs stands up, removes his helmet, and wipes his brow with one hand. Read the following text:



"We're in trouble." Walter bends down and picks up an arm that has been blown off whatever it was that was chasing him. It's over twice as thick as a human arm, and the hand ends in wide, shovel-like claws, each as wide and thick as your biceps. "Molemen, and a lot of 'em. They jumped my team back at Shaft One... just ripped 'em apart. Never seen so many of 'em in one place, or seen 'em so riled up."

He contemplates the severed arm for a moment, then grimaces, tosses it aside, and turns back to you. "You folks down here doing alright? We need to get out of here before any more of those things burrow through the walls."



Walter will answer any questions the Fated have about Molemen to the best of his ability, but he doesn't know much; he's been all around the Northern Hills and seen dozens of the beasts, but they generally leave the miners alone and only become an issue when the mine cuts into a Moleman burrow, or vice versa.

If the Fated ask about the dynamite (or chastise him for risking their lives with a reckless blast), Walter claims that he didn't have many options after the Molemen attacked his team; there were three of them chasing him, and it was the only way he could take them all out at once. It was his only stick, but there's a whole crate of dynamite back



in Shaft One, if the Fated want to arm themselves with explosives. Walter warns that doing so will be dangerous; he's sure that there are two or three more of the creatures rooting around his former dig site.

THE COLLAPSED TUNNEL

Before the Fated can leave Shaft Two (whether to go to the elevator leading up to the surface or to Shaft One to retrieve the dynamite), they have to pass through the tunnel that Walter dynamited. It's partially collapsed, choked with rubble, and quite unstable, but there's no other way out of the mine. If the Fated suggest waiting for assistance to come to them, Walter reminds them that Molemen could come burrowing through the walls at any moment; he doesn't want to wait patiently for assistance that might never come.

The roof and walls of the tunnel are partially collapsed, but the Fated can clear away the rubble with a total of three TN 8 Labor Challenges. The Fated can attempt these Challenges as many times as is necessary to clear a path, but each time a character fails one, they suffer 1 damage as they bump a support beam and knock a few unstable rocks down from the ceiling.

Once the Fated have made it through the collapsed tunnel, they have two options; they can travel to the left, toward the elevator which leads up to the surface, or they can head right, down Shaft One and toward the explosives cache. If he didn't mention it earlier, Walter will take this opportunity to point out that there's more dynamite back at the end of Shaft One, and that it might help against the Molemen, if the Fated are willing to fight their way through a few of the creatures to reach it.

SHAFT ONE

Shaft One is an older tunnel than Shaft Two, and because of this, it's also much longer. When the Soulstone vein dried up, the Union decided to do some blasting in an attempt to find another vein in the vicinity. As they walk down the tunnel, Walter will theorize that maybe it was the blasting that attracted the Molemen to the mine.

STEALING SOULSTONES

If the Fated decide to take advantage of a bad situation and steal some of the mine's Soulstones, there's nobody around to stop them. There are three of the stones in the mine, two in Shaft Two and one in Shaft One. Each is cloudy and about the size of a small coin; these aren't the purest Soulstones ever pulled out of Malifaux's soil (not by a long shot), but they're still worth more than enough to set a person up in comfort for the rest of their life. Normally, the Union keeps tight control on all Soulstones uncovered by their mines, but with the Moleman attack, it's likely that the Fated will be able to sneak a few of the rocks out of the mine. If they suddenly quit their mining jobs and start spending money they didn't have before the attack, though... well, the Union legbreakers might pay the Fated a visit in a future adventure.

After the Fated have taken whatever time they wish to contemplate this possibility, read the following text:



As you turn a bend in the tunnel, the light from your headlamps falls on a hunched, hairless creature standing a foot taller than an adult human. It screeches and raises a wide, clawed hand to shield its eyes from the light. Something moves at the edges of the light, revealing itself to be another of the buck-toothed creatures as it lopes toward you at full speed!



THE DEATH OF WALTER DOBBS, PART I

Unfortunately, Walter Dobbs is fated to die at the bottom of the Temperance Mine. If the Fated encounter the Molemen in Shaft One, he hangs to the back of the battle, protecting their rear... and is then tackled by a third Moleman that bursts out from the stone wall on the Moleman's initiative value on Round 3. This new Moleman spends its entire turn mauling the screaming Walter with its claws, killing him. It then turns its attention to the Fated and will attack them on its turn on Round 3.

Walter hangs back during the fight, guarding the rear of the tunnel in case any Molemen burrow around to that side of the tunnel in order to outflank the Fated.

At this point, have the Fated flip for Initiative and begin Combat with the Molemen! Stats for the Molemen can be found on page 37.

It's recommended that you use miniatures and some terrain to keep track of ranges and positioning during this Combat; if you have Malifaux or Through the Breach miniatures, this is a good time to use them! The tunnel is a little over two yards wide, so there's just enough room for two people (or two Molemen) to fight side by side; each yard translates to one inch on the tabletop.

The Molemen attack the nearest Fated and fight until they're reduced to 0 Wounds or below, at which point they are knocked unconscious and can be finished off by the Fated. During the fight, they screech and claw at the Fated with their oversized paws, dealing more damage from the force of the blow than anything else (their claws are blunt and are used for digging through stone and packed dirt, not slashing up prey).

Once the Molemen have been defeated, the Fated can continue down the tunnel to the end, where they find the remains of Walter's crew. Read the following text:



The light of your headlamps falls upon a grisly scene as you reach the end of Shaft One. Blood is splattered against the stone walls and ceiling in wide arcs, and the dead eyes of three of your fellow miners - Vidar Holtman, Flora Millward, and Doug Renauds - stare up at you from the ground. Their bodies are ripped apart as if they had been set upon by wild animals... which, in a way, they were.

Part of the stone wall has collapsed in on itself; it almost looks like an animal burrow, but it's filled with rocks and debris, making it impassable. Is this how the Molemen got into the mine?

Beneath all the blood and carnage, you notice a wooden box, about two feet on a side, that has been stamped with the letters "TNT." The lid is askew, but you're unable to see what it might contain in the darkness.



The collapsed tunnel is indeed how the Molemen entered the mine; with her dying breath, Flora Millward tossed a stick of dynamite into the tunnel to seal it up and prevent more of the creatures from slipping into the mine. This was the distant explosion the Fated heard at the start of the adventure.

The dead miners are quite dead, though their bodies are still warm; the attack only happened a short time ago, which Walter can confirm. If the Fated go through the pockets of the dead, they're horrible people (and Walter will protest their actions and threaten to report them to the Union), but they do end up with 3 scrip per searched miner.

The box labeled TNT contains three sticks of dynamite, which the Fated can divide amongst themselves in whatever way they wish.



Dynamite is very dangerous and has the following damage profile:








WEAPON (THROWN)	RANGE	DAMAGE
Dynamite	3*	3/4    / 5   

Special: Damage dealt by this weapon ignores Armor. It's Range is equal to 3 times the wielder's ranks in Thrown Weapons and has a minimum of 3 yards.

Once the Fated have claimed the dynamite, they have no option but to return to the split in the tunnels and continue toward the elevator; attempting to blast their way out of the mine using the dynamite only results in some falling rocks, lots of dust, and ringing eardrums. Attempting to use the dynamite to open up the Moleman tunnel is an exercise in futility and wasted dynamite; it's essentially impassable at this point.

BLAST DAMAGE

Some weapons have a  in damage. When this is the case, the weapon hits the primary target, plus any other targets within 2 yards per . These additional targets suffer one step less damage when hit.


For instance, a Stick of Dynamite with a damage track of 3/4    / 5    would deal 4 damage to a target on a Moderate damage flip, and each character within 4 yards of the initial target (2 yards per ) would suffer 3 damage.

SCENE II:

THE ELEVATOR SHAFT


The elevator leads up to the surface of the mine, about twelve yards overhead. Unfortunately, the Molemen on the surface have, unbeknownst to the Fated, destroyed the elevator platform in order to keep the miners at the bottom of the mine and those on the surface from assisting each other.

Read the following text to the Fated:



Every morning since being assigned to this mine, you've ridden the elevator down to the bottom level of the mine at the start of your shift and back up to the surface when it was over. Thus, it's a surprise to see the elevator in its current condition: the platform that you would have stood upon to ride it up and down is laying at the bottom of the shaft, torn from its mechanical runners and dented in the center, as if from a single, strong blow. It doesn't look like accidental damage; this damage is deliberate.

Next to the shaft, a control mechanism for the elevator stands untouched and, presumably, functional, though you're not sure how much good that's going to do you without a platform to ride to the surface.



The Fated have two options here, either climbing to the surface or repairing the elevator well enough to carry them up to the surface.

CLIMBING

The most direct approach is to climb up the elevator shaft. The stone is rough enough to provide passable handholds, and the mechanical runners of the elevator have blunt “teeth” that can help with the climb.

THE DEATH OF WALTER DOBBS, PART 2

If Walter Dobbs is still alive at this point, he meets his unfortunate end as the Fated escape the mine shaft. Either after the other characters have climbed up the lowered rope or are preparing to ride the elevator up to the surface, a Moleman bursts out from the wall and tackles Walter to the ground, mauling him viciously as the other Fated escape to safety. If the Fated go back to save him, then flip for initiative and run another battle against this lone Moleman. Even if the Fated are victorious, however, Walter did not survive its attack.

A character that attempts to climb the wall has to make a series of TN 8 Athletics Challenges to reach the surface. For each success, the character climbs a distance equal to half their Walk Aspect in yards, plus one additional yard for every full five points by which the character exceeds the TN. The character has to climb twelve yards to reach the surface level.

If the climbing character fails this Challenge, she simply fails to make any progress. If she achieves a Margin of Failure, however, the character loses her grip and falls to the ground, suffering 2/4/6 damage if she falls at least 3 yards, +1 damage for every full two yards the character falls above 3 yards.

Once at the surface, the character can find a supply locker with rope, which can be tied off to a nearby anchor point to help get miners out of the lower level in the event of a damaged elevator (i.e., pretty much this exact scenario). Climbing up a rope to the surface requires a single TN 8 Athletics Challenge.

REPAIR THE PLATFORM

The Fated can attempt to repair the platform, which requires a bit more work than climbing, but is far safer. Before anything else can be done, the Fated will have to reattach the platform to its mechanical runners, which requires a TN 10 Engineering Challenge. On a failure, the Fated can attempt this Challenge again, but if they achieve a Margin of Failure, they just jam the platform into the mechanism and call it good. It appears stable, but if any of the characters actually attempt to ride it up to the surface, it gives beneath their weight about four yards off the ground, dropping them down the shaft and dealing 2/4/6 to them as they land.

Once the platform is attached to its runners, a character can use the control mechanism to move the platform up to the surface. She has to remain at the control mechanism to do this, but once she has sent the other characters up to the surface, they can use the control panel there to send the elevator back down and bring her up from their end.



SCENE III:

THE SURFACE

The elevator shaft opens out into a long room with a control mechanism for moving the elevator up and down between levels, a number of lockers containing extra gear and emergency supplies (flares, mining helmets, rope, etc.), the time clock with punch cards for all the miners, and a door leading outside.

When the Fated open the door and look outside, read the following text:



The sky is already starting to darken with the setting of the sun, which is painting the clouds to the west in various shades of warm oranges and yellows. It's a beautiful sight, and despite the horrors you've seen in the mine, you can't help but feel your heart soften a bit. Maybe it was being underground so often, or just having your shift last long enough that you usually don't have a chance to see the sunset, but whatever it is, the vista is breathtaking.

Your attention gets drawn away from the sunset by someone's pleading voice. "No... please, don't, I have a family!" A moment later, there's a flash of blue light from down the hill and a terrible, bone-chilling scream that quickly drops in volume and pitch.



The top of the mine is perched atop a small hill nestled to one side of Temperance. The Fated can head down the hill to investigate the scream and strange light; if they wish to do this stealthily, have them make TN 10 Stealth Challenges to do so.

Once the Fated begin moving down the hill - whether stealthily or not - read the following text as they approach to within 10 yards of the Union Hall:



Further down the hill, you notice a crowd gathered around the entrance to the Union Hall, the door of which is opening, allowing light to spill out onto the people outside it. Two of the figures in the crowd have the hunched posture of Molemen, and they're positioned at the edges of the others, who you recognize as your neighbors and families.

Only one of the people in the group is unknown to you: a young woman with long, dark hair wearing a brown dress that looks more like a shredded tunic than anything else. As you watch, she places her hands on either side of Jared Irwin's head. "Please, don't do this," the bartender begs, tears streaming down his cheeks as the woman ignores his pleas for mercy.

Suddenly, there's a flash of blue light from the woman's hands, and she pushes Jared away from her as he falls on the ground and starts to convulse. His shirt rips beneath his expanding chest, and his screams become a shriek as he claws at his twisting face with hands that are transforming into claws. A moment later, he climbs to his feet and shuffles off to join his fellow Molemen around the rest of the captured townsfolk.



The woman is Corinne Zegher, a member of the Order of the Chimera, a group of Arcanists who have turned their efforts towards controlling the beasts of Malifaux... and, occasionally, transforming humans into those same beasts. Normally, the Order of the Chimera is more selective in how they choose

who will become Molemen, but Corinne is young and eager to impress her superiors. She believes that transforming an entire Contract Town into Molemen will show initiative and earn her acclaim from Marcus, the Order's leader.

If any of the Fated failed their Stealth Challenges (or they simply did not think to make them), Corinne immediately catches sight of them. Read the following text:



Suddenly, the woman's head snaps toward you, and her eyes narrow as she takes a side-step away from the Union Hall. "I was hoping to deal with you lot once I was finished up here," she says, annoyance in her voice.

"Basil, kill!" She gestures toward something in the Union Hall and points in your direction, and a long, sinuous snake - easily as thick around as a man's waist - darts out of the building and up the hill toward you. It has no eyes, but by the way that it slithers directly toward you, there is little doubt that it has other ways of discerning your location.



If the Fated all succeeded in their Stealth Challenges, then Corinne doesn't notice them until they take an action that reveals their presence. One by one, she takes more of the townsfolk - the Fated's wives, husbands, and neighbors - and transforms them all into Molemen. The Fated should have plenty of opportunities to interrupt her before she transforms someone - even if it's just by shouting at her to stop - but if they deliberately bide their time, she'll gradually turn the townsfolk into a small army of loyal Molemen.



Once she's aware of their presence, read the text in the previous column to the players, adjusting as appropriate to account for the actions of the Fated.

THE BIG FIGHT

Once Corinne has taken notice of the Fated, she sends Basil, her Razorspine Rattler, to attack them. The Fated begin the battle 10 yards from the side of the Union Hall and the crowd in front of it, and Basil has moved its Walk speed toward the Fated before Initiative begins, putting it equal distance between the crowd and the Fated (5 yards from each).

Corinne lingers behind the battle with the three Molemen, keeping the townsfolk under control as the Fated battle her pet snake. When Basil is defeated, she curses, orders the Molemen to attack the Fated, and moves to outflank the Fated as they deal with three hunched beastmen. The townsfolk take advantage of their captors' distraction to flee back to their homes and grab whatever weapons they can find.

If the Fated throw dynamite at Corinne or the Molemen before the townsfolk flee, they'll likely end up hitting more than a few of their friends or loved ones in the resulting explosion. This makes dealing with the Molemen easier, but the Fated that resorted to such a drastic tactic will likely be ostracized by any surviving townsfolk once the battle is over.

If all of the Molemen are knocked unconscious, Corinne attempts to retreat from combat, disengaging from melee if necessary and moving away from the Fated by the shortest path possible. If she manages to move twice on her turn, the Fated can chase her down and tackle her with a successful TN 10 Athletics Challenge, allowing them to capture her alive. On a failure, Corinne escapes into the night (but may return to Temperance in the future to seek revenge on the people that foiled her "big chance" to impress Marcus with her transformation magic).

A TERRIBLE LOSS

If the Fated are defeated by Corinne or her beasts, she takes the opportunity to transform any survivors into Molemen, reasoning that once the ritual has regressed their minds down to those of simple beasts, the Fated will make fit and healthy servitors. Read the following text:



You regain consciousness just long enough to feel a pair of hands press against either side of your head. The dark-haired woman's face floats into your view, and you hear her voice, as if from very far away. "You put up a good fight," she says, her voice filled with admiration. "Now let's turn those skills into something the Arcanists can make proper use of."

Your entire world flashes blue and every bone in your body screams in pain as the woman's magic roars through your body, reshaping your bones and lashing new muscles to each. By the time you finally cease screaming, you can't even remember why you had started in the first place. You glance up at the darkening sky and feel a pang of fear deep in your heart; all you want to do is burrow down into the safe earth and maybe find some tasty worms to eat.

You would, too, were it not for the long-haired woman. Instinctively, you know that she is the leader of your pack, the alpha beast, and though she does not share your sloped form or your wide claws, you take comfort in knowing that she will make all the hard decisions for you and your new siblings from this moment forward. She beckons for you to follow her down the hill and to the next hunting ground, and you willingly do so.



CONCLUSION

If the Fated succeed in saving the townsfolk from Corinne's attempts to turn them into Molemen, they're thanked with firm handshakes from the men and hugs from the women. None of them ever have to pay for their drinks at the Temperance saloon (after they get a new bartender), and the next few weeks are filled with many grateful invitations to join their neighbors for dinner.

If the Fated accidentally (or intentionally) blew up a few of their fellow townsfolk with dynamite, then the reception is less warm. The townsfolk are grateful for being saved, but the casual disregard of the Fated toward the lives of their neighbors prevents them from being too enthusiastic with their thanks. They still get some handshakes and solemn pats on the shoulder, but nobody's inviting them over to share dinner.

Either way, at least four people are dead within the mine - the team that was working Shaft One, including Walter Dobbs - and the townsfolk witnessed Corinne transform three of their number into Molemen before their very eyes. Despite their revulsion for the creatures, they give all the Molemen they can find burials, reasoning (correctly) that the Molemen that attacked the mine were likely human at one point.

The Miners and Steamfitters Union sends a representative to investigate the mine about a week later. The representative tours the mine, interviews all the townsfolk, and then writes a number of impressively large checks for the families of the dead miners and townsfolk, claiming that the attack is covered by the Union's hazard pay clauses. Over the next few months, new workers are brought in and those that survived the attack are transferred away from Temperance as the Union does its best to cover the incident up.



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; Corinne Zegher and Basil, in particular, can quickly go from a tough fight to a one-sided slaughter if their Rank Values are increased too much.

Be wary of creating an encounter that the Fated can't overcome!

This adventure is primarily intended for new characters, but if your Fated are experienced or particularly dangerous in combat, then increasing the Rank Value of the Molemen from Minion (5) to Minion (6) or even Enforcer (7) can be a memorable way to drive home just how dangerous they can be.

Alternatively, the final battle with Corinne Zegher can be improved by giving her access to spells or by turning her Hunting Call into a (0) Action. The Summon Beast Magia (from *Into the Steam*) would be particularly appropriate for her, allowing Corinne to summon additional beasts to support Basil and the Molemen.

An extra Moleman or two can also make the final battle more difficult for the Fated. If these Molemen are added, they should rush the Fated alongside Basil, leaving the original three to hang back with Corinne and the villagers.

MOLEMAN

Part man and part burrower, these creations are the result of a magical ritual that has transformed ordinary humans into bestial monsters. The Order of the Chimera considers Molemen to be "lesser" creations; they are relatively easy to create but lack the impressive fighting abilities or natural talents of some of their more impressive chimera.

Just because they are considered to be lesser beasts does not mean that they are not without purpose, however. Molemen are adept at burrowing beneath the ground, and they are often used by the Arcanists to create tunnels that allow for the covert movement of goods and people. The ease with which they can be created is also a boon, allowing young members to quickly raise a large force of beasts in times of dire need.



MOLEMAN

Minion (5), Living, Beast

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

Skills: Athletics 1, Evade 2, Notice 2, Pugilism 2, Stealth 1, Track 1, Wilderness 1.

Armor +2: Reduce all damage this character suffers by +2, to a minimum of 1.

Evasive: This character is immune to damage caused by (X) effects.

(1) Tunneling Claws (Pugilism)

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

☞ *Rake Claws:* After damaging, take this Action again against a different target in range.

(0) Dug In

This character may discard a card to gain the following Condition until it moves: "**Dug In:** This character gains +1 Defense and may not be moved or pushed against its will."

BASIL, RAZORSPINE RATTLER

Minion (6), Living, Beast

<i>Might</i> 2	<i>Grace</i> 2	<i>Speed</i> 3	<i>Resilience</i> 2
<i>Charm</i> -4	<i>Intellect</i> -4	<i>Cunning</i> 2	<i>Tenacity</i> 3
<i>Defense</i> 5 (11)	<i>Walk</i> 6	<i>Height</i> 2	<i>Initiative</i> 5 (11)
<i>Willpower</i> 5 (11)	<i>Charge</i> 7	<i>Wounds</i> 9	

Skills: Evade 4, Intimidate 2, Notice 2, Pugilism 3☞, Stealth 3, Toughness 4, Track 3, Wilderness 2.

Terrifying (Living) 11: Enemy Living characters must pass a TN 10 Horror Duel when they end their turn within this character's engagement range or target this character with a harmful Action.

Constriction: This character gains ☞☞ to disengaging strikes, and its disengaging strikes deal damage.

Lightning Quick: After this character is targeted by an Action, it may move up to 2 yards in any direction after resolving the Action.

Unimpeded: This character may ignore penalties for terrain when taking Movement Actions.

Slither: If this character takes the Run Action, it may make a free 1 AP Close Combat attack against a legal target at the end of its movement.

(1) Fangs (Pugilism)

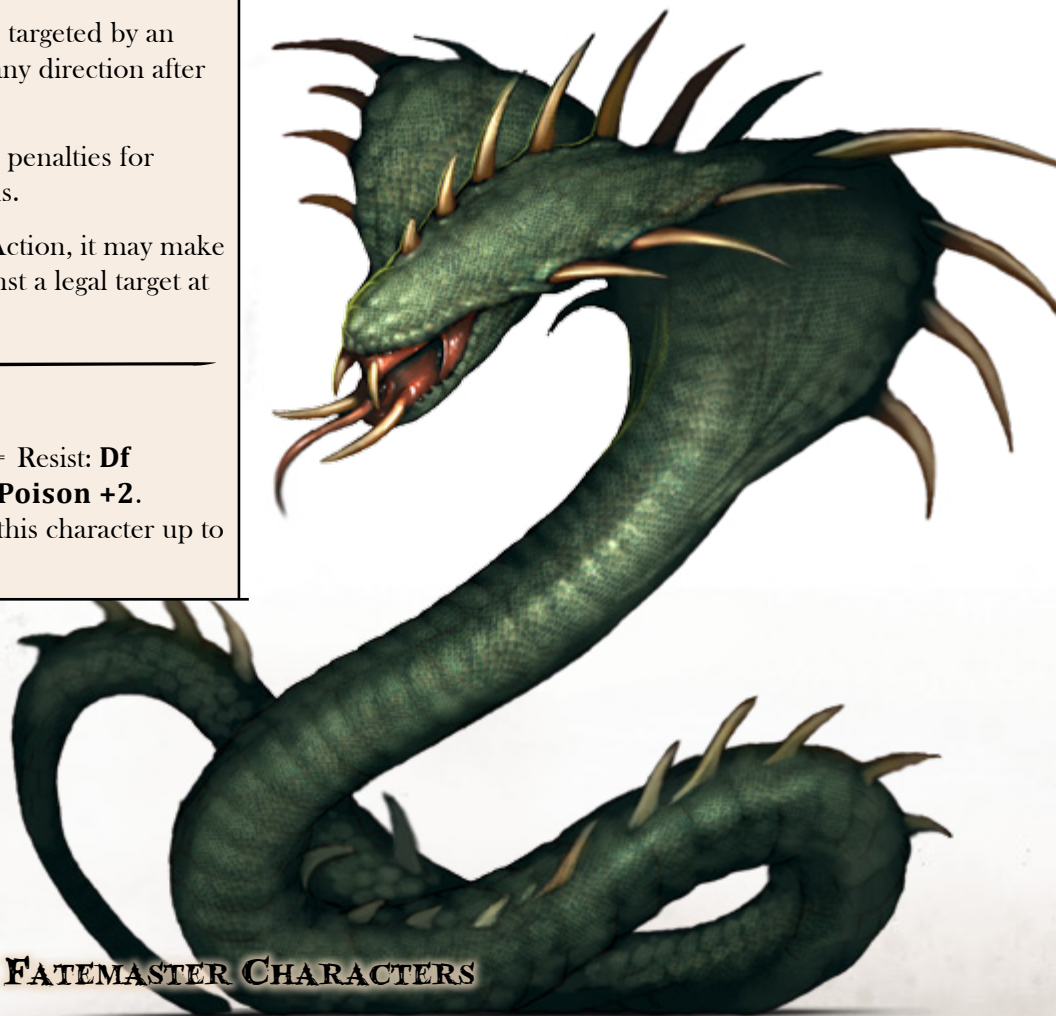
AV: 5☞ (11☞) ----- Rg: ☞ 2 ----- Resist: Df
Target suffers 2/3/6 damage and gains **Poison +2**.

☞ *Reposition:* After succeeding, move this character up to 3 yards in any direction.

BASIL, RAZORSPINE RATTLER

Basil is Corinne's pet Razorspine Rattler. Like most of its kin, it's a silent hunter that gets its name from the way it quickly tapes the spines on its back against each other before it strikes, creating a staccato rhythm. Whether on land or in the murky waters of its native home, Razorspine Rattlers are quite capable of quickly closing the distance between themselves and their prey, making them prized pets for many would-be beastmasters.

Basil has been with Corinne for nearly two years now. He's comfortable in her presence, that comfort is expressed nearly entirely by the fact that it hasn't tried to wrap around and devour her. While not a particularly loving pet, Basil is loyal, and that's all that Corinne really wants from him.



CORINNE ZEGHER

Enforcer (7), Living

<i>Might</i> 1	<i>Grace</i> 2	<i>Speed</i> 2	<i>Resilience</i> 2
<i>Charm</i> -1	<i>Intellect</i> 1	<i>Cunning</i> -2	<i>Tenacity</i> 1
<i>Defense</i> 4 (11)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 3 (10)
<i>Willpower</i> 3 (10)	<i>Charge</i> 6	<i>Wounds</i> 7	

Skills: Enchanting 3, History 1, Husbandry 2, Intimidate 2, Leadership 2, Literacy 1, Notice 1, Scrutiny 1, Stealth 2, Toughness 2, Track 3, Wilderness 2.

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

Unimpeded: This character may ignore penalties for terrain when taking Movement Actions.

Wicked: This character's disengaging strikes deal damage.

(1) Brutal Backhand (Martial Arts)

AV: 4 (11) ===== Rg: ♣ 1 ===== Resist: Df

Target suffers 2/3/5 damage.

✕ *Low Blow:* After succeeding, the target gains the **Dazed** Condition until the end of its next turn.

(1) Hunting Call (Leadership)

Target friendly Beast immediately takes a ♣ Action.

(2) Devolution (Enchanting)

This character may discard a card. If she does, target unconscious or otherwise helpless character within 1 yard transforms into a Moleman under this character's control.

CORINNE ZEGHER

Corinne is a member of the Order of the Chimera, a distant branch of the Arcanists that seeks to understand the natural laws of Malifaux by twisting them to suit its members purposes. The Order (or more specifically, its founder, Marcus) was responsible for the creation of the first Molemen, and over the years, that knowledge has been passed down to its younger members, such as Corinne.

In a way, Corinne still feels like an outsider within the Order. She's only been a member for two years, ever since she was attacked by Neverborn in the Knotwoods while gathering flowers for a research paper. She was saved by one of the Order's members, who found her amusing and offered to teach her more about Malifaux and its plants than she could ever learn on her own.

She accepted the invitation, but in the years since, she's found it difficult to gain acceptance from her fellow members. She's hoping that her work in Temperance will finally show the others (and herself) that she's committed to the Order and is no longer the scared botanist that she once was.





FATED CHARACTERS

The following five characters have been specially designed to work well with the events that unfold in this adventure. Each of them is a miner that works for the Union, though the amount of loyalty they hold toward that organization varies between them.

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

Burt Snyder: Burt is a Criminal and a convict, but he knows how to handle himself in a fight.

Annabella Vitali: Annabella is a Mage with the ability to unleash deadly bolts of crackling electricity.

Yong Gim: Yong is a Drudge with a pneumatic arm. He's very good at enduring punishment and working long hours.

Vera Núñez: Vera is an Overseer who excels when working with others.

Stanimir Markovic: Stanimir is an undead Scrapper who is quite dangerous in melee.

BURT SNYDER

Given his ancestry, it's not surprising that Burt ended up as a convict. His father was a freelance hitman in Virginia, and though he was apparently pretty good at his job, he eventually did his final dance at the end of a rope once the police finally caught up with him. Burt's mother promptly dumped her young son on the street and never looked back.

Filled with stories about all the amazing ways his father had killed people - all of which were pulled entirely from Burt's imagination - he was able to impress some of the local children and get initiated into their small gang of cutpurses and pickpockets. The excitement of being a thief faded as Burt grew older, and after much soul searching, he resolved to leave pickpocketing and petty crime behind him and turn over a new leaf.

He became a bank robber. The first bank was easy pickings; he just walked in with a pistol, pointed it at the teller, and ran away with more money than he could count. A wiser man might have retired then and there, but Burt was addicted to the rush and decided to rob a second bank. This time, however, he didn't get out before the police showed up in force. Burt surrendered and got tossed in jail.

Rather than hang him like his father, the United States shipped Burt off to the Guild, who put him on a train and brought him to Malifaux to toil away in the mines for the rest of his life. His fellow workers might be free men and women, but every night, Burt goes to sleep knowing that if he ever tried to leave Temperance or its mine, he'd have a Guild Marshal on his trail before the end of the week. He's hoping that if he keeps his head down and works hard, the Union will purchase his contract and make him a free man.

Gear: Mining Pick, Lockpicks (🔑 to Lockpick Challenges).

Destiny: "As your hands of flesh touch feet of steel, you will refuse the call, for not all treasures glimmer in the light. At last you give yourself up to the pyres, and you are a breeze unto the leaves."

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

BURT SNYDER

Fated, Living, Criminal

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

Skills: Athletics 2, Centering 1, Heavy Melee 1, Intimidate 2, Labor 2, Lockpicking 1, Pistol 2, Pugilism 3, Stealth 3, Toughness 2.

Opportunist (Criminal): When Burt fails an Expertise Challenge (such as Lockpicking), he may draw a card from his Twist Deck.

Competitive Edge: Burt gains the following Trigger on all Expertise Skill duels (such as Lockpicking):
 ♣ *Fortunate:* After resolving, draw a Twist Card.

Defense (X) Street Fighter: After a melee attack fails against this character, if this character is wielding no weapons, the attacker suffers 1/2/3 damage. This damage flip cannot be cheated.

Languages: English

(1) Fighting Dirty (Pugilism)

AV: +4 ===== Rg: ♣ 1 ===== Resist: Df

Target suffers 2/3/4 damage.

♣ *Rabbit Punch:* After succeeding, take an additional Pugilism attack against the target. This additional attack may not declare Triggers.

(1) Mining Pick (Heavy Melee)

AV: +2 ===== Rg: ♣ 2 ===== Resist: Df

Target suffers 2/3/4 damage.

ANNABELLA VITALI

Fated, Living, Mage

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

Skills: Athletics 2, Deceive 3, Evade 1, Heavy Melee 1, Labor 2, Leadership 1, Notice 3, Printing 3, Scrutiny 1, Sorcery 2.

Focused Efforts (Mage): When Annabella fails to cast a Manifested Power (such as her Shocking Blast), she may draw a card from her Twist deck.

Arcane Shield: Annabella can instinctively protect herself from harm. During Combat, if Annabella has not yet taken her turn during the current round, she reduces all damage she suffers by 1, to a minimum of 0.

Twisted Fates: The value of one of Annabella's Twist Cards has been increased from 5 to 6.

Languages: English, Italian

(1) Shocking Blast (Sorcery/Tenacity)

AV: +4 ==== TN: 8 [] ==== Rg: ⚡ 5 ==== Resist: Df
Target suffers 2/3/5 damage. This damage ignores Armor.

(1) Telekinetic Push (Sorcery/Intellect)

AV: +3=== TN: 9 [] === Rg: 10 yards === Resist: Df
Target is pushed 2 yards directly away from this character.

(1) Mining Pick (Heavy Melee)

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

ANNABELLA VITALI

Annabella Vitali came to Malifaux from her home in L'Aquila, Italy. As the daughter of local city administrators, she was raised in relative comfort and was educated by private tutors. She might have stayed in her homeland for the rest of her days, had her fiancé not convinced her to elope with him and run off to Malifaux. Together, they crossed the ocean, were married on the east coast, and then boarded a train to take them to their new life in Malifaux.

She and Gaston opened up a small print shop with the intention of publishing books for local authors, but it soon became clear to her that Gaston cared more for publishing the informal (and very illegal) pamphlets decrying the actions of the Guild and extolling the virtues of the Arcanist movement. Realizing the danger that he was placing them both in, she confronted him about his involvement with the dangerous Arcanists. During the resulting argument, Annabella jabbed a finger at her husband and was surprised when a bolt of electricity lanced out from her hand and struck Gaston in the chest.

Despite having nearly been killed when she accidentally electrocuted him, Gaston was excited about her newfound "gift." The Arcanists, he claimed, existed for this very reason: to help ordinary people who had started to develop magical powers after coming to Malifaux. At his urging, Annabella allowed herself to be moved to a backwater mining town called Temperance where the Arcanists could train her how to control her magic without attracting the attention of the Guild's Witch Hunters. She's been pretending to be a miner since then, working during the day and training with her Arcanist contact at nights, all the while pining away for the day that the Arcanists allow her to return home to her husband.

Gear: Mining Pick, Union Membership Card.

Destiny: "If justice finds you guilty of the only crime, she must lurk within your joyless paradise, as the cloud drifts upon your rest. The other place beckons with the voice of oblivion, and she is part gore and part kin."

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

YONG GIM

Yong Gim grew up poor on a farm outside a Korean village so small that it didn't even have a name. When the Guild came through his town looking for workers who were willing to indenture themselves in exchange for a trip to Malifaux and a large payment to their family, Yong's parents volunteered him before the recruiter had even finished making his sales pitch. By the end of the day, his parents were hugging each other over their newfound wealth and Yong was on a train to the coast.

Despite this, Yong has managed to keep a fairly upbeat perspective on life. He's traveled farther than he ever thought possible - across the ocean and even into another world! - and seen things that most people back on Earth could only imagine. He paid off his Guild contract two years ago but decided to stay in the mine. He liked the work, and now that his contract had been paid, he could join the Miners and Steamfitters Union and earn good pay for his hard work.

A few months ago, there was a cave in that crushed Yong's left arm. He was worried that the Union would toss him out and forget about him, but instead they comforted him and replaced his arm with one of metal and pneumatic pistons! That day, Yong became a Union man through and through, always quick to talk up its achievements to new miners and to argue with its detractors. Sure, the local Union representative might have told him to stop singing as he worked, or to at least sing something in English, but Yong knows that they're proud to have him, and when he clocks out at the end of every work day, there's a grin on his face.

Gear: Pneumatic Left Arm w/ Integrated Brass Knuckles (it's not coming off!), Mining Pick.

Destiny: "When the seventh gifts despair, she is unknown to your divine, for not all treasures glimmer in the light. Then, in the middle of none, there was one, and you cannot remove the red."

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

YONG GIM

Fated, Living, Drudge

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

Skills: Athletics 2, Convince 1, Evade 2, Explosives 1, Heavy Melee 3, Labor 3, Music 1, Notice 2, Pugilism 1, Thrown Weapons 1, Toughness 2.

Hard Days Night (Drudge): When Yong fails a Training duel (such as Evade, Labor, Notice, or Toughness), he may draw a card from his Twist deck.

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

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

Long Days: Yong may discard a card to automatically pass any Unconsciousness Challenge. In addition, he gains the following Trigger on all Resilience and Tenacity duels (such as Toughness):

☞ *Rejuvenate:* After resolving, heal 1 damage.

Languages: English, Korean

(1) Pneumatic Fist (Pugilism)

AV: +3 ----- Rg: ♣ 1 ----- Resist: Df
Target suffers 1/2/3 damage. This attack gains ♣ to the damage flip.

(1) Mining Pick (Heavy Melee)

AV: +5 ----- Rg: ♣ 2 ----- Resist: Df
Target suffers 2/3/4 damage.
☞ *Crushing:* After succeeding, this attack ignores Armor.

VERA NÚÑEZ

Fated, Living, Overseer

VERA NÚÑEZ

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

Skills: Athletics 1, Bewitch 1, Bureaucracy 1, Centering 1, Convince 3, Doctor 2, Evade 1, Forgery 1, Heavy Melee 2, Labor 1, Leadership 1, Notice 1, Thrown Weapons 3.


Oversight (Overseer): When Vera fails a Social duel (such as Bewitch, Convince, or Leadership), she may draw a card from her Twist deck.

Concerted Effort: When friendly characters make Initiative flips, they may choose not to flip and instead use Vera's Initiative value.

Skill Mastery (Heavy Melee): Vera gains  on her Heavy melee duels (this bonus has been included in her attack below).

Languages: English, Spanish


(1) Mining Pick (Heavy Melee)

AV: +3 ===== Rg:  2 ===== Resist: Df
Target suffers 2/3/4 damage. This Action gains + to the attack flip.

(1) Stitch Up (Doctor)

AV: +2 ===== TN: 5 ===== Resist: Df
A Living character within range that has not received First Aid in the past hour heals 1 damage, plus 1 damage for every five points by which you exceed this Action's TN.

(1) Thrown Rock (Thrown Weapons)

AV: +2 ===== Rg:  9 ===== Resist: Df
Target suffers 1/2/3 damage.

Vera Núñez grew up in one of the San Francisco slums, surrounded by poverty and crime. Through her determination to make something better from her life, she managed to get a minor position in her local government, which she then leveraged into a position as an assistant for the local sheriff. Two years later, she used her excellent service record to obtain a position among the Guild, with the belief that membership in such a powerful organization would allow her to live a life of wealth and power.

Things didn't quite work out in the way that Vera anticipated. The Guild sent her to Malifaux and made her the foreman of a small mine in the backwater town of Temperance. Her salary is respectable enough, but Vera dislikes having to work alongside the other workers, most of whom belong to the Miners and Steamfitters Union and resent her simply because of her Guild connections.

She gravitated toward the miners working Shaft Two because they tended to treat her more like a normal person trying to do an unpleasant job, rather than some Guild harpy just waiting for them to make a mistake so that she could have them fired. In return, she cuts them a bit more slack whenever their breaks run a bit long or if they're working a bit slow in the morning. They're not really friends, but then, Vera was never really the sort of person that had many friends, so that's nothing new to her.

Vera's hoping that after a few years of increased production and no accidents, she will be able to apply for a more comfortable desk job back in Malifaux City. If that means quietly doctoring the numbers here and there or covering up an accident so that her employers don't learn about it... well, that just doesn't bother her all that much.

Gear: Mining Pick, Doctor's Bag ( to Doctor Challenges).

Destiny: "When the accounting passes you by, the mud flows like a river into the sky, for the hunter shall lay down to sleep upon the lilies. The halo slips around your throat like a noose, and your iron wishes to bleed."

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

STANIMIR MARKOVIC

Stanimir Markovic is not a particularly popular person in Temperance. In fact, he's pretty much disliked by just about everyone. It might be his dislike for speaking English, his tendency to mumble things that sound vaguely insulting in Croatian under his breath, or his overpoweringly unpleasant body odor. Whatever the reason, everyone in Temperance gives him a wide berth, and Stanimir is perfectly happy with that, because it keeps them from learning that he died over a year ago.

Stanimir was one of the first miners in Temperance, and he worked alongside his fellow workers day in and day out to dig Shaft One. With no family or friends, he took double shifts, working tirelessly despite the ache in his muscles and the pain in his back. At some point - he's not entirely sure when - Stanimir actually died from exhaustion, but that wasn't enough to keep him down. He just kept on digging, and he's been digging ever since.

He can't work all the time, though. Well, physically, he probably could, but that would raise too many questions. He knows that if any of his fellow workers ever learned that he was one of the undead, he would have a bullet or a mining pick in his head before he could explain himself. So, Stanimir puts on a show of being alive, and after his two shifts in the mine, he goes home, sits on the bed he hasn't slept in since he was breathing, and stares at the wall, waiting for dawn and the next day.

The Union has thus far overlooked his personal issues on account of how hard he works. They've upped his pay twice, but Stanimir just doesn't know what to do with it... all he wants to do is work the mine, to keep it safe, and to keep its tunnels reaching deeper and deeper into the ground, inch by back-breaking inch.

Gear: Mining Pick, Bad Odor.

Destiny: "After the reaper has come for innocence, the younger sister can find no fault, but there are dragons here. Curved fangs grind beneath the water, and you will watch hope rot upon the vine."

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

STANIMIR MARKOVIC

Fated, Stitched, Undead, Scrapper

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

Skills: Athletics 1, Deceive 2, Evade 2, Heavy Melee 2, Intimidate 1, Labor 2, Notice 2, Scrutiny 1, Stitching 1, Thrown Weapons 2, Toughness 3.

Bloody Minded (Scrapper): When Stanimir fails a Close Combat duel during Combat, he may draw a card from his Twist Deck.

Bloated Stench: Stanimir is possessed of an odor that grows worse when he is wounded. When he suffers damage from a *///* attack, the attacker suffers 1 damage after resolving the attack.

Close the Gap: When Stanimir declares a Charge Action, he may draw a card.

Languages: English, Croatian

(1) Mining Pick (Heavy Melee)

AV: +5 ===== Rg: *///* 2 ===== Resist: **Df**

Target suffers 2/3/4 damage.

✗ *Suffocating Curse:* After succeeding, the target becomes **Slow**. If the target is already **Slow**, it instead becomes **Paralyzed**.

(1) Thrown Rock (Thrown Weapons)

AV: +1 ===== Rg: *☞* 6 ===== Resist: **Df**

Target suffers 1/2/3 damage.

WORKIN' IN THE MINES

The life of a miner isn't easy. Between the long hours, the hard work, and the constant threat of cave-in or flooding, it's the sort of job that can drive a person to drink.

In the town of Temperance, however, things are about to get a whole lot worse. Hunched creatures move through the cramped tunnels, miners are disappearing, and the strange woman that's been hanging around at the edge of town... well, she's got her own plans for Temperance.

Grab a pick axe and some dynamite, because things are about to get crazy.



Sixteen Tons is a Free RPG Day adventure for the Through the Breach roleplaying game. This adventure contains quick-start rules and five pregenerated characters, as well as an adventure focusing on the mysterious Order of the Chimera.



Wyrd

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