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ONE SHOT

CHILD OF FLAME

THROUGH THE BREACH



CHILD OF FLAME

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Dreadful

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INTRODUCTION

Using magic in Malifaux carries many risks: spells turned wild, dangerous temptations, and power so vast that it is a threat to anyone who thinks themselves able to wield it. Yet the biggest risk of all comes not from the magic itself but from those who hunt its practitioners: the Guild.

The threat of the Guild's Witch Hunters is enough to give even the most seasoned Arcanist pause. Those who are captured by the mysterious and hated Special Division face one of three fates. The luckiest - those who have merely used magical abilities to enhance their already larcenous or rebellious natures - are executed as an example to others. Less fortunate are those who are deemed worthy of becoming an asset to the Guild, for they face one of the remaining fates. Either they are either secured with Control Collars that dampen their powers and placed under the control of the Guild, or they are taken into the depths of the Guild Enclave to face a more terrible fate. This latter punishment is

typically reserved for Arcanists and other spellcasters of truly impressive power who cannot be brought to heel with a simple Control Collar.

There are rumors and stories about just what happens to these captured spellcasters beneath the Guild Enclave, but very few know the truth. Tales are whispered of a "Yellow Crypt" far beneath the Enclave, a place where sorcerers who are powerful enough and impressionable enough are reshaped with magical fire, reborn as their past selves are burned away. If the whispers are correct, this is the source of the twisted creatures called Witchling Stalkers.

What of the families these lost spellcasters leave behind? Those distraught sisters, brothers, mothers, and fathers who desperately seek the loved ones the Guild took from them? Such familial love is a powerful motivator. Who knows how far that bond, if given the right resources, may drive those family members to defy the Guild to get their loved ones back?

WITHIN THESE PAGES

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

CHAPTER 1: INTRODUCTION

This is the section you're reading now!

CHAPTER 2: ADVENTURE

The adventure begins as the Fated are contacted by the Montague family, who wish to hire them to recover their daughter, Clarisse, who was taken by the Guild. Unfortunately, she has since been transformed into a Witchling Stalker.

To retrieve her, the Fated will have to obtain entrance to the Guild Enclave in order to learn the schedule of Clarisse's handler. Then, they must wrestle the unwilling girl away from her handler and get her to an Arcanist safe house, all while being pursued by Guild forces.

When they reach the safe house, however, they will also have to deal with an Arcanist agent who doesn't like the idea of harboring a Witchling Stalker.

CHAPTER 2: FM CHARACTERS

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

The character sheet is divided into several sections:

- FATED NAME**: A blank field for the character's name.
- PLAYER NAME** and **GUILD SCRIP**: Fields for the player's name and their guild scrip.
- CURRENT PURSUIT** and **STATION**: Fields for the character's current quest and rank.
- DESTINY STEPS FULFILLED**: A row of five circles representing progress.
- EXP.**: A field for experience points.
- ASPECTS**: Divided into **PHYSICAL** and **MENTAL**.
 - Physical: Might, Grace, Speed, Resilience.
 - Mental: Intellect, Charm, Cunning, Tenacity.
- DERIVED ASPECTS**: Defense, Willpower, Walk, Charge, Wounds, Height.
- ATTACKS**: Two tables for weapons, each with columns for Name, AV, Damage, Range, and Special.
- SKILLS**: A large table with columns for Skill, AV, Rating, and Aspect.

CALL OUT BOXES

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

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

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

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

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



CHILD OF FLAME

PROLOGUE:

THE HEARTHSTONE CLUB

The Fated receive a hand-delivered invitation to attend a private meeting at the Hearthstone Club, an exclusive social club in Lower Downtown. Except for special occasions, only members and accompanied guests are permitted entry into the club, which makes this somewhat of a rarity.

Ideally, the Fated have done some favors for someone influential or otherwise proved their competence as freelance agents before this adventure begins, but if they are still relatively new in their adventuring careers, they might simply have had an influential friend or acquaintance put in a good word for them with the right mercenary or aristocrat.

When the Fated arrive at the club, they are greeted cordially and led into a lavish meeting room where a few other curious characters idle uncomfortably. If they have had much experience with mercenaries, they might even recognize one or two of the gathered characters from previous adventures. An attendant circulates with drinks, which are quite eagerly snatched up by everyone present.

After a few awkward moments, read the following text:



Finally, an older man and woman enter the room. They are elegantly dressed, clearly moneyed and visibly grieving. The man also carries a leather satchel, which he sets on the table as he looks over the crowd and speaks. “Thank you for coming. Before we get into any details, I must warn you that what we propose will make you a target of the Guild’s immediate and intense attention. If you would rather not bear such attention, now is the time to take your leave.”

The others begin to leave the room immediately, and you can see a flicker of hopelessness in the woman’s eyes as she watches them go. She turns in your direction, as if to see whether or not you intend to follow their lead or remain to help the two of them with their problem.



If the Fated leave the room with the other mercenaries, there is no attempt by the couple to keep them in place, and the adventure effectively comes to an abrupt end. If the Fated remain, then the man and woman regard them with brief smiles before continuing with further information. Read the following text:



The man and the woman sit and invite you to join them. “I am Samuel Montague,” the man says, “and this is my wife Evelyn.” He reaches out to shake your hands and waits for you to introduce yourselves before continuing.

“Tell me,” he says, leaning forward and resting his hands on the satchel. “What do you know of the Guild’s Witchling Stalkers?”



If the Fated profess to know a fair amount about Witchling Stalkers, skip to the next section where Samuel outlines their proposal. Otherwise, read the following text:



A troubled look darkens Samuel’s face, and after a moment, his wife speaks up.

“Witchlings are twisted creatures, capable of stealing magic out of the very air. They are the Guild’s primary weapon against the Arcanists. What few people know is that the Witchlings were once Arcanists themselves, before they were captured by the Guild and...”

She starts to tear up, and her husband takes over for her. “The Guild has a foul ritual that breaks and remakes the Arcanists into those... things, making them utterly loyal to their masters. It’s an abomination against all things decent.”



With the explanation made, Samuel and Evelyn present their proposal to the Fated. Read the following text:



Samuel takes a deep breath. “Our daughter, Clarisse, has - had - some talent with magic. Given time, she could have been quite... quite something. Eight months ago, the Guild took her from us and imprisoned her in the depths of the Enclave. They turned her into... into one of their Witchlings.”

His voice catches in his throat, and Evelyn places a hand on his arm and continues for him. “It took considerable effort and money to discover what happened to her, but we are not the sort of people to sit here and weep while our daughter suffers. We intend to take her back from the Guild, and we wish to hire you to help us do so.”



GUILD CHARACTERS

While this adventure sets the Fated against the Guild, there are several possible reasons why someone closely tied to the Guild might decide to help the Montagues. Characters who are disenchanting with the Guild may have been contacted specifically for that purpose, as their Guild contacts make it easier for them to access the Guild Enclave. Alternatively, the Fated may have come into contact with the Montagues through another adventure and find that their sympathy for the family’s plight - or desire for the wealth they are offering - is greater than their loyalty to the Guild.

SCENE 1:

THE BURNED GIRL

The Montagues are prepared to offer the Fated 50 scrip each for the retrieval of their daughter, but a TN 12 Barter Challenge can increase that up to 60 scrip each, plus an additional 10 scrip per Margin of Success. They're willing to give the Fated 20% of their reward up front, but will only pay the remaining scrip once their daughter is safe.

Once the Fated have ironed out the details of their payment, read the following text:



Samuel opens the satchel and produces some items. The first is a black and white photograph of a lovely girl around the age of sixteen. She bears a strong resemblance to Evelyn and is smiling happily at the camera.

“This is our daughter, Clarisse,” he explains. “I am told that she does not look like this anymore. Apparently the ritual that transforms someone into a Witchling... changes them. Still, it may be useful.”

The second item he produces is a map of Downtown, folded as to show the Guild Enclave and its surroundings. “According to the information we purchased from a Guild accountant, the Witchlings are kept in cell-like barracks at the Guild Enclave, in one of the most secure areas. They are also dressed identically in cloaks and hoods, which makes it impossible to tell them apart at a glance. However...”

The last papers he pulls from the satchel are a series of pencil sketches depicting a slender woman wearing a leather outfit with heavy gloves and carrying an impressive revolver. Even more impressive is the large broadsword sheathed over her shoulder. In some sketches the sword is drawn, and the blade is marked with carefully detailed runes.

“This is Captain Ena Beattie. We have...” He casts a glance at his wife. “...reliable sources that claim she is our daughter’s master. From what we have been told, Witchlings tend to work with a single master until one or the other is slain. When our daughter is taken out from her cage, it is Captain Beattie who chaperones her.”

Samuel leans back and rubs the bridge of his nose. Evelyn smiles apologetically. “Regretfully, we know little else about this woman. Our sources were unwilling to dig too deeply into the background of a Witch Hunter, lest they arouse suspicion and alert Captain Beattie to our plan, so we don’t know what her patrol schedule looks like. There’s one place to find out, however.”

She reaches forward and taps the map at the spot marked as the Guild Enclave.





The Montagues inform the Fated that their contacts – who they avoid naming if at all possible – have set up a safe house in the northern Central Slums. The house will be magically warded against scrying in case the Guild attempts to use their sanctioned spellcasters to try to find their daughter. The address is 23 Faber Street, and they will need a password – “Ashes and Phoenix Eggs” – to get in. They warn the Fated that the safe house will only be an option for four days, so there is a very definite window in which they can rescue Clarisse.

Once the Fated have rescued their daughter, the Montagues intend to have their daughter smuggled back to Earth where they can care for her far away from the watchful eyes of the Guild.

Evelyn also informs the Fated that the man who is maintaining the wards, a fellow by the name of Bowles, does not know that Clarisse is a Witchling. They doubt that he would have accepted the assignment if he knew and avoided mentioning it to ensure his cooperation.

The Montagues leave the rest of the planning to the Fated. They warn that the Guild is unlikely to let their daughter go without a fight. If the Fated question the source of their information, Samuel merely says that they have simply done the necessary research to understand their daughter’s situation. If the Fated succeed on a TN 12 Scrutiny Challenge, they get the impression that the couple has spent a great deal of money to obtain said research, and that they are sincere in their desire to have their daughter returned to them.

GUILD FAVORS

It’s possible that the Fated might have allies or people who owe them favors among the Guild. For the most part, these allies should be able to get the Fated into the Guild Enclave without any trouble, but once there, the Fated will still have to participate in the Search the Enclave Ongoing Challenge. If their ally is particularly helpful, it may be worth allowing the ally to participate, in which case they grant one automatic success on the Search the Enclave Ongoing Challenge each Duration.

SCENE 2:

THE GUILD ENCLAVE

The Guild Enclave is the heart of Guild power in Malifaux. Within its expansive, sprawling halls, the Guild maintains offices, barracks, stables, warehouses, workshops, and construct garages. Some parts are open to the public, but many more are restricted to Guild personnel. Some of the Special Division buildings – most notably the training areas and barracks of the Death Marshals – are separate from the main Enclave building but are still considered to be part of “the Enclave” by the city’s residents.

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



Before you, the Guild Enclave looms oppressively. Its thick, five story stone walls are a symbol of both the Guild’s might and its claim to Malifaux City. The reinforced walls enclose an area of three city blocks, and you can see blunt, buttressed buildings rising from within. The tallest is crowned with an aircar station, and tethers radiate out from it to the distant parts of the city.

The gates are fortunately wide open, and people dressed in both the red and gray uniforms of the Guild and the more varied clothes of civilians come and go freely into the courtyard. There is a sense of confidence in the strength projected by the Enclave which no doubt helps to reinforce the perception that Downtown is the safest region in all of Malifaux. Or at least, the safest region for anyone that counts the Guild as an ally.



Asking the Guild Guard about Captain Beattie’s schedule requires a TN 10 Bewitch Challenge. On a failure, the guardsman just tells the Fated that the schedules of Guild personnel aren’t any of their business and tells them to move along. On a success, however, the guardsman explains that Captain Beattie is part of the Witch Hunters and that their schedules are listed in their own offices, not in the Guard offices like the schedules of the guardsmen.

UNDEAD AND NONHUMAN FATED

While entering the Enclave should be easy for most characters, some characters – particularly constructs, undead, Neverborn, and Gremlins – may find it more difficult to avoid attracting undue attention.

Constructs that travel in the company of a human are allowed in the courtyard, but they’ll attract plenty of attention if they’re equipped with heavy weaponry such as grenade launchers or machine guns. Constructs aren’t allowed to enter any of the buildings in any event (it ruins the floors), but they can sneak inside with a successful TN 13 Deceive Challenge. If the Construct is Height 3, this Challenge has a \square modifier, and Constructs of Height 4 or higher just won’t fit at all; the ceiling is too low.

Undead and Neverborn characters can enter the Enclave freely if the TN of the Scrutiny duel to notice that they are not living, breathing humans is 14 or higher. Otherwise, they must disguise themselves with a TN 13 Deceive Challenge or sneak inside with a TN 13 Stealth Challenge.

Gremlin characters – by virtue of being small and green – likely have the hardest time of it and have no choice but to sneak inside with a TN 13 Stealth Challenge.

Characters that fail these challenges are attacked on sight by a squad of four Guild Guard, one Guard Sergeant, and two Guardians. Stats for these characters can be found on pages 31, 32, and 33, respectively.

Note that passing these Challenges only allows such characters to walk through the front door of the Guild Enclave. They still have to find a way into the restricted areas of the Guild.

GETTING INSIDE THE ENCLAVE

The Fated have a few options for getting into the Guild Enclave.

PUBLIC AREAS

The Fated can walk right into the Enclave and move freely about the public areas without drawing suspicion, but gaining access to the inner areas of the Enclave is difficult. All of the doorways leading to the restricted areas of the compound are locked and guarded by two members of the Guild Guard. The guardsmen can be distracted with a TN 12 Bewitch, Deceive, or Leadership Challenge, which gives a different character a chance to either lift a key from one of the guardsmen (a TN 12 Sleight of Hand Challenge) or pick the lock (a TN 14 Lockpicking Challenge). On a success, one character can slip into the restricted areas of the Enclave, plus one additional character per Margin of Success.

If the Fated achieve a Margin of Failure on any of these Challenges, the guardsmen realize what they are trying to do and arrest the Fated. If the Fated do not resist, they are escorted to small, cramped interrogation rooms and grilled for hours about their intentions and what they're trying to do. If the Fated are able to pass TN 12 Centering Challenges, they are released a day later with a few new bruises and a warning to stay out of Guild business.

If any of the Fated fail this Challenge, however, the Guild interrogators succeed in breaking them and they spill the plan, which results in every arrested character being tossed in prison to await their trial and, most likely, subsequent hanging for conspiracy to kidnap Guild property. The Guild also issues an arrest order for the Montagues, but fails to find them (as they have made all the necessary preparations and bribes to avoid detection in the belief that the Guild might start looking for them following their daughter's kidnapping).

If the Fated resist arrest, they find themselves in combat with the Guild in the seat of their power. At the start of the third round of combat, two additional Guild Guard arrive on the scene, and two rounds after that, two additional Guild Guard arrive with a Guard Sergeant. If the Fated are able to deal with the guardsmen quickly, they might be able to flee the scene and hide from detection (a TN 12 Stealth Challenge), but on a failure, they end up battling a squad of one Guild Sergeant, one Guild Guard per Fated, and two Guardians. Two additional Guild Guard join the battle at the start of the third round, fifth round, and seventh round.

If the Fated defeat the squad, they can flee from the Guild Enclave, but regardless, any attempts to sneak into the Guild Enclave have their TNs raised by +2 for the duration of the adventure as the Guild becomes particularly alert and on guard for infiltrators.

Stats for the Guild Guard, Guard Sergeant, and Guardians can be found on pages 31, 32, and 33, respectively.

FLIGHT

Fated who are capable of flight can fly over the Enclave's outer wall and onto the roof of one of the buildings within. One minute of flight is required to cover the distance. Characters that have shapeshifted into common birds like pigeons or crows are ignored by the Riflemen stationed on the wall parapets, but anything larger or stranger must pass a TN 12 Stealth Challenge to avoid being seen (and shot). Particularly loud flying devices suffer a \square on this Challenge.

Most of the rooftops have trapdoors or actual staircases leading down, but all of these exits are locked and require a TN 14 Lockpicking Challenge (and lockpicks) to open. Any building taller than five stories (and there are a few towers that qualify) have two Riflemen stationed on the roof, as it cannot be watched by the guards on the walls.

RESTRICTED ENTRANCES

Characters who are employed by the Guild (or disguised as members of the Guild) can enter the compound through one of the restricted entrances. These entrances are clearly marked with signs reading “Guild Entry Only” and are each guarded by four Guild Guard and a Guardian. Read the following text as the Fated approach the entrance:



The restricted entrance is a simple doorway situated at the end of a few wide steps. A group of four guards mill around outside the entrance, chatting quietly with each other as they watch men and women in Guild uniforms pass in and out of the building. Every so often, someone out of uniform attempts to enter or leave, which prompts one of the guardsmen to step forward, speak with them for a few moments, consult a clipboard, and then wave them onward.

A towering, six and a half foot tall steel construct stands nearby, its heavy shield and long blade both held at the ready to cut down anyone who doesn't pass the inspection. Despite its imposing presence, nobody seems to be giving it much attention.



Anyone wearing a Guild uniform is allowed to enter the compound without much of a second glance, but characters who are out of uniform are stopped and questioned. It's a fairly simple interrogation, consisting of asking the person's name, position, and their employer, the last of which is confirmed by checking a clipboard with the listed names of the various heads of department and ranking officers. In theory, they're supposed to check individual names as well, but those change so often that the guards usually don't bother.

Characters not wearing a Guild uniform can talk their way past the guards with a TN 12 Deceive Challenge. Each Fated beyond the first that the character attempts to get into the building in this way increases the TN of the Deceive Challenge by +2. Those who fail this Challenge are directed to the main, public entrance of the Enclave, often with a scowl and a few grumbled threats about wasting the guardsman's time.

Once past the exterior checkpoint, there's a second interior checkpoint as well. Read the following text:



Just inside the entrance the space opens up into a larger foyer. A half dozen armed guardsmen keep stern watch as people file past a curious booth beside the door leading further into the complex. It's difficult to see through the dense lattice screen, but you get the impression that there's someone standing inside it.

Beside the booth is a Guard Sergeant who discourages close inspection. The flow of people into and out of the building stops at two turnstile gates, one to either side of the booth. Seated next to the line leading into the building is a tired-looking duty officer who ensures everyone entering the building signs a large ledger.



The booth contains a decrepit Witchling Stalker that is only used to detect magic, on account of lingering wounds and a missing arm. It automatically senses active magical effects (such as ongoing spells or magical items) on everyone who comes through the door. Anything detected is reported to the Guard Sergeant beside the booth, who then takes the magic source's owner aside for questioning. Members of the Special Divisions - the Witch Hunters, Death Marshals, Amalgamation Office, Elite Division, and, technically, the Nephilim Hunters - have special badges which allow them to bypass this questioning.

Dealing with the Guard Sergeant is an exercise in unpleasantness. He asks whether the Fated are spellcasters, and if they admit that they are, demands to see their license. Unless the Fated work for the Guild or are a registered Steamfitter with the M&SU, they are unlikely to have a license, which leads to the character being “quarantined” for their own protection. Anyone who resists this quarantine is placed under arrest, as described in the Public Areas section on page 11, save that a Witch Hunter does the interrogation, which increases the TN of the Centering Challenge to 14.

Alternatively, the Fated can concoct some sort of false story for the Guard Sergeant, which likely involves a TN 12 Bewitch or Deceive Challenge to come up with a convincing story. If the character is (or is disguised as) a higher-ranking Guild agent or a member of one of the Special Divisions, she can instead make a TN 12 Bureaucracy, Intimidate, or Leadership Challenge to pull rank on the Sergeant and bypass the questioning in that manner.

If a fight breaks out, the Witchling Stalker sits quietly by and watches passively; it is too deteriorated for combat and has been ordered to remain in its booth until told otherwise. The duty officer takes cover and doesn't participate in the fighting, but the six Guild Guard and the Guard Sergeant will fight the Fated while shouting for reinforcements; this draws the Guild Guard and the Guardian manning the checkpoint outside into the battle at the start of the second round of combat, while four additional Guild Guard show up at the start of the fourth round of combat.

Despite appearances, the duty officer is alert. The Fated simply have to scrawl a name in the book to continue, but any characters that use their actual names may find themselves under investigation if they cause a scene within the Enclave, even if they later escape.

INSIDE THE ENCLAVE

Once inside the Guild Enclave, the Fated can begin searching for information. Asking a member of the Guild Guard about Captain Beattie's schedule requires a TN 10 Bewitch or Bureaucracy Challenge. On a failure, the guardsmen either tells them that the schedules of Guild personnel aren't any of their business (if they're not disguised as Guild members) or that they're too busy to look it up (if they are). On a success, however, the guardsmen explains that Captain Beattie is part of the Witch Hunters and that their schedules are listed in their own officers, not in the Guard officers like the schedules of guardsmen.

Directly asking about Captain Beattie or her schedule allows the Fated to make a TN 12 Bewitch or Bureaucracy Challenge. On a failure, the guardsmen they're asking just replies that she's "on assignment," but on a success, he mentions that she's involved in some "deep cover" work and that the only place with a copy of her schedule is likely the Witch Hunter offices.

Once the Fated are ready to begin searching for information in earnest, they can undertake an Ongoing Challenge to eavesdrop, discreetly browse through records, or ask carefully worded questions of Guild agents.

GUILD UNIFORMS

Entering the Enclave is much easier for characters who are dressed as members of the guild. This requires a Guild uniform and a Guild badge, both of which can be obtained by creative characters.

The easiest way to get a uniform is to pull it off a guardsman. The Fated can find a patrol of two to four Guild Guard in Downtown without too much difficulty, or with greater difficulty in other areas of the city. A guardsman's uniform is ruined if its wearer suffers a Severe Critical Effect or is subjected to the Burning or Bleeding Out Conditions. The guardsman's badge is unaffected in any of these situations, however.

Alternatively, anyone with Stitching 3 or higher can make a decent Guild uniform with six hours of work and 2 scrip worth of material. A character with Artefacting 2 can forge a counterfeit badge with three hours of work and 1 scrip worth of materials. Either way, the Fated will need to have the appropriate tools for the Skill in question.

SEARCH THE ENCLAVE

- **SKILLS ALLOWED:** Bewitch, Bureaucracy, Convince, Scrutiny, and Stealth.
- **TARGET NUMBER:** 11
- **DURATION:** 30 minutes
- **SUCCESS REQUIREMENT:** 3 per Fated
- **FAILURE REQUIREMENT:** 1 per Fated

Only Fated who successfully infiltrated the Guild Enclave can participate in this Ongoing Challenge. If a character snuck into the Enclave, she cannot use any Social Skills, but characters who are actually Guild agents gain a **+** to their Challenges.

If a character is willing to pay 5 scrip as a bribe, she can add Barter to the list of her available Skills for that Duration. Each additional 5 scrip the character adds to this bribe gives her a **+** on her Challenge.

At the end of each Duration, the Fated uncover one Puzzle Piece from the list below for each success they achieved. If they successfully complete the Ongoing Challenge, they uncover the Breakthrough, but if they achieve a catastrophic failure, they earn the attention of Guild security. See the Guild Security section on page 15.

PUZZLE PIECES (IN NO PARTICULAR ORDER)

- A file full of approved requisitions sits open on a desk after the clerk excuses himself to use the restroom. A quick examination finds a requisition order from Captain Beattie for a carriage, a driver, and three plainclothes guardsmen for 5:00 a.m. tomorrow morning. The requisition indicates that the coach will be transporting the Captain and something noted as “#451,” but the location is listed as “Classified by order of the Witch Hunters.”
- Whether eavesdropping or looking over some deployment records, the Fated learn that Captain Beattie’s new assignment has her showing up in the morning, leaving for a few hours, and then returning by noon. Whenever she leaves on a Witch Hunter assignment, however, she brings a Witchling Stalker or two with her, and she’s been doing that lately. This morning, she even brought a few members of the Guild Guard for additional support.

- The Fated overhear two members of the Guild Guard discussing a recent raid against an Arcanist stronghold. One of the guardsmen is heavily bandaged, and as the Fated listen, she explains that she was burned after one of the Witchling Stalkers she was standing next to took a bullet to the head and exploded in a fireball. The other guardsman nods his head and says that they explode when they’re killed – a result of the enchantments the Witch Hunters place on them – and that when you’re on assignment with a Stalker, you never want to stand too close to them for that reason. The first guardsman just shakes her head, sighs, and wonders why nobody told her that before the mission.

- One of the daughters of a Guild Guard, a twelve-year-old with red pigtails and a field of freckles across her face, is in charge of bringing the Witchling Stalkers their meals and cleaning up after them. She notes that they’re kept “way down” in the dungeons below the Witch Hunter complex, and that she has to go through three different security checkpoints to get there, so the food is usually cold by the time it arrives. The Witchling Stalkers are creepy and don’t seem to mind, though.

- Captain Beattie has taken a Witchling Stalker out with her every morning for the past week. The Fated can either find paperwork noting that she primarily brings Stalker #451, but every so often she’ll bring Stalker #463 as well. She usually keeps the Stalkers out all day before returning them around noon.

- There are some rumors that Captain Beattie is working on something big. She’s not logging her missions through normal channels, and the Witch Hunters’ primary accountant has been moving money around to pay for an anonymous informant.

- An evidence ledger shows Captain Beattie logging document bundles into lockup every few days, always before noon. The documents are described only with an ID number and the letter “U.”

- Some of the carriage keepers are complaining to each other about how they don’t mind that Captain Beattie has been requisitioning coaches every few days, but they hate how her “pet Witchlings” drag Industrial Zone soot all over the coach interiors, as it’s apparently quite difficult to clean out of the cloth seats.

• A few guardsmen complain about how Captain Beattie is always so uptight and formal. She never attends the bachelor or birthday parties of the guardsmen, but in the end, they write this off as her being “just another upright Witch Hunter” instead of “normal folk” like the Guard.

BREAKTHROUGH

If the Fated successfully complete the Ongoing Challenge, they end up coming across the room that the Witch Hunters use to plan out their deployments and track their assignments. Read the following text:



As you creep down a hallway in the part of the Enclave given over to the Witch Hunters, you come across a large room with wide glass windows on three of the four walls. More interesting, though, is the large map on the fourth wall, which shows the city of Malifaux in extraordinary detail.

The map is marked with various colored pins and bits of similarly colored string, no doubt tracking the movements of fugitives with magical abilities. After a few glances at the notes pinned up next to the map, you manage to work out that the green pins indicate Resurrectionists, the purple pins mark possible Neverborn activity, and the yellow pins are rogue spellcasters unaffiliated with another faction. By far the most numerous of the pins on the map, however, are the reds and blues, which denote the forces of the Witch Hunters and the Arcanist agents they are hunting. The heads of the red pins are numbered in tiny, exact digits.

A sheet next to the map reveals a key that matches up each of the numbered pins with a Witch Hunter, and a quick comparison and search of the map allows you to locate the pin representing Captain Beattie’s current assignment. It stands alone, just inside the Industrial Zone, downwind from a factory complex that is marked with three different blue pins. The pin is jabbed into an alley just off of Bradbury Way, right next to address number 1953.



GUILD SECURITY

If the Fated catastrophically fail the Ongoing Challenge, they attract the Guild’s unwanted attention. The Fated can attempt TN 8 Notice Challenges to catch sight of a red-haired Witch Hunter in an iron mask and a long duster talking with a clerk who points in their direction. Anyone who has been in Malifaux for longer than a month recognizes the woman as Sonnia Criid, the leader of the Witch Hunters and arguably one of the most powerful sorcerers in Malifaux.

If the Fated noticed Criid, they can quickly make their escape and avoid her attentions without having to make a Challenge flip, though this results in them being unable to participate further in this Ongoing Challenge (though they could always try to sneak back into the Enclave on a subsequent day).

If the Fated don’t flee (or fail to notice Criid), then she approaches them and demands to know who they are and what they’re doing in the Witch Hunter section of the building. Lying to Criid is quite difficult – she’s very good at sussing out the truth from people – and any attempts to do so require a TN 21 Deceive Challenge.

If the Fated fail and are members of the Guild, Criid assumes that they’re attempting to shirk their duties or visit one of the people under her authority and chastises them about fraternizing with fellow Guild agents. She then takes note of their names and ranks and informs them that she will be reporting them to their superiors, since they “clearly have too much free time” with their current work load. The Fated will end up burdened with double shifts for months to come.

If the Fated are not members of the Guild, then they are guilty of trespassing in a restricted area at the very least. Criid is (justifiably) paranoid about the potential of Arcanist spies attempting to discern how much the Witch Hunters know about their operations, and she immediately places the characters under arrest and takes them in for interrogation.

Criid's version of interrogation is essentially extended torture that ends with the character either reduced to a pile of ash or transformed into a Witchling Stalker, depending upon whether or not the character has any innate magical abilities or not. Captured characters can attempt TN 16 Centering Challenges to avoid confessing their plan to Criid, in which case her first order of business is to have Stalker #451 - Clarisse Montague - executed to prevent her from falling into the hands of her parents, who she (correctly) believes to have Arcanist backers. She then begins hunting the other Fated to bring them in for questioning as well, which likely means that the Fated will have to deal with the attention of the Witch Hunters for at least a few sessions to come.

If the Fated resist arrest, the Fated are in for a tough fight. At the start of the fourth round of Dramatic Time, and every two rounds thereafter, a Witchling Handler (use Captain Beattie's Stats on page 36) and two Guild Guard (pg. 31) join the battle. Because the Fated are fighting in a hallway, they might approach from either (or both) end, or dart out from any of the rooms lining the hallway. Sonnia Criid's stats can be found on page 34.



Fated who successfully complete the Ongoing Challenge should know where Captain Beattie will be in the morning. Any map of Malifaux will show that it should take her about an hour to get to the marked point in the Industrial Zone, though the Fated do not know the specific route she will take to get there.

Even if the Fated failed the Ongoing Challenge, they likely have some idea that Captain Beattie is making frequent early morning trips somewhere, and that she's bringing Clarisse Montague with her on those trips.

The Fated have a few options for catching Captain Beattie. If they completed the Ongoing Challenge, they can just go to 1953 Bradbury Way and attempt to ambush her there; see Scene 3: The Meeting for more information on the area and Beattie's arrival.

Particularly aggressive Fated may try to ambush Captain Beattie in her home or as she travels to or from the Enclave. Since they have a picture of her, they can wait outside the Enclave to ambush her. The area of Downtown around the Enclave is relatively safe and well patrolled so if Captain Beattie has time to shout out for help, a patrol of four Guild Guard will arrive to investigate three rounds later. Unfortunately, she doesn't have the Witchling Stalker with her when she's not on assignment. Stats for Captain Beattie and the Guild Guard can be found on page 36 and 31, respectively.

Alternatively, the Fated could attempt to set themselves up as the guardsmen that will be accompanying her to the site (which requires them to once again infiltrate the Guild Enclave, remove the Guild Guard that were assigned to her mission from the picture, and then pass a TN 9 Deceive Challenge to avoid making Beattie suspicious; fortunately, the guards are supposed to be out of uniform, so the Fated don't have to worry about dressing the part) or just try to follow her carriage as it departs from the Guild Enclave at 5:00 a.m. (which requires a TN 10 Notice Challenge to catch sight of her carriage and a TN 11 Track Challenge, as well as a carriage or some horses fast enough to keep up with the carriage, to follow it).

SCENE 3:

THE MEETING

Captain Beattie has managed to plant an infiltrator, a man named Joseph Ballentine, into the Miners and Steamfitters Union. It took months for him to earn enough trust to move about their offices without too much suspicion, and for the past two weeks, he's been abusing that trust to smuggle records and documents out of those offices, a little at a time.

The papers that Ballentine obtains are especially sensitive, and Captain Beattie has been receiving the deliveries directly to keep the number of people involved in the investigation to a minimum. She brings the Witchling Stalker and Guild Guard for added protection, as the M&SU is unlikely to take the security breach lightly if they find out about it. She has hope that the records will eventually prove that the M&SU has been sheltering Arcanists, and while she's found a few interesting leads so far, she hasn't yet found anything concrete.

Captain Beattie keeps the case files close, and the smuggled documents are buried in the evidence lockup until they're needed. If the Fated happen to come into possession of Ballentine's notes, they're a collection of duty rosters, payroll stubs, and other uninteresting documents that are nevertheless quite valuable in the hands of the Witch Hunters.



When the Fated arrive at the alley (regardless of what time they show up), read the following text:



A three-yard gap sits between 1953 and 1955 Bradbury Way. The buildings at each address are both four stories tall, letting little light into the passage between them. It runs back some fifteen yards, where it ends at a flagstone courtyard. Two similar alleys, both narrow and full of garbage, branch out to the left and right of the courtyard, forming a T-shaped intersection.

Modern fire escapes are bolted to the ancient Malifaux stonework of the four tenement buildings framing the courtyard, allowing easy access all the way up to their rooftops. There's not much in the way of hiding places, but there are a few barred windows that overlook the courtyard, offering obscured vantage points overlooking the gloomy space below.



If the Fated get to the alley ahead of Captain Beattie, they have time to set up an ambush for her.

None of the tenement buildings open out onto the courtyard, but the individual apartments that look out over it can be entered from within the buildings with either TN 12 Lockpicking or TN 12 Athletics Challenges (depending on whether the Fated attempt to open the locked doors quietly or bust them down). These apartments are primarily occupied by factory workers, many of whom are already at work this early in the morning, though the Fated may still have to deal with spouses, family members, children, or other residents that may be in the apartments. All of the apartment windows are covered with heavy bars.

BEATTIE'S ARRIVAL

It takes about an hour for her to travel from the Guild Enclave to the alley, so she arrives at 6:00 a.m., and Ballentine shows up a few minutes earlier. When the two of them arrive, read the following text:



Footsteps draw your attention to the alleyway. A rough-looking man dressed in worker's clothing steps lightly through the garbage, glancing back over his shoulder every so often. He keeps his cap pulled low to hide his face, and one of his arms presses a small leather satchel protectively against his stomach. He reaches the courtyard and looks around nervously.



If the Fated are hiding in the courtyard when Ballentine arrives, they have to pass TN 10 Stealth Challenges to avoid being noticed by the infiltrator. If they're hiding in a ground floor apartment, they gain to this Challenge, while those hiding in an apartment above the ground floor gain .

If Ballentine catches sight of the Fated, he just keeps on walking through the other alley, not stopping. His orders are to maintain his cover, and he doesn't risk any chance of detection by lingering too long at a meeting that's been compromised, even if they look like Guild agents. His only contact is Captain Beattie.

When Captain Beattie arrives a few minutes later, read the following text:



A few minutes later, the sounds of horses announce the arrival of the Guild's unmarked carriage. Doors can be heard opening, and a few moments later a commanding woman in a red leather coat appears in the alleyway, flanked by three men with drawn pistols. As they reach the courtyard, the men fan out in military precision as the woman that must be Captain Beattie steps forward. A hooded figure in a gray robe and hood trails after her, remaining at her side like a faithful dog.



The Witchling Stalker accompanying Beattie is Stalker #451, Clarisse Montague.

If Ballentine is waiting for her, he hands off the satchel of M&SU paperwork to Beattie. If the Fated are watching, a TN 12 Notice Challenge reveals the logo of the Miners and Steamfitters Union embossed on the satchel's side. They speak in whispers for a few moments, setting up another meeting in three days' time, and then Beattie slips Ballentine some scrip – his salary, as well as some money for bribes – and then watches as he leaves. Once he's out of sight, Captain Beattie and her retinue return to the carriage and drive back to the Enclave.

If the Fated have frightened off Ballentine but are not standing in plain sight, Beattie waits for fifteen minutes before calling an end to the meeting. She and her retinue return the carriage and drive back to the Guild Enclave; they make another attempt to contact Ballentine the following morning. If the Fated are making no attempt at hiding, however, Captain Beattie asks them what they're doing there and orders them to move along. If the Fated resist or attempt to attack her, she assumes they are agents of the M&SU and orders her retinue to attack.

If there are any spells cast in the courtyard, either during the meeting or ongoing when it arrives, the Witchling Stalker perks up and whispers a warning to Captain Beattie, who immediately draws her pistol and alerts her guardsmen. They scan the courtyard for an ambush, requiring the Fated to make TN 12 Stealth Challenges to remain out of sight. If there are any ongoing spell effects in the area, the Witchling Stalker uses its Dispel Magic ability to neutralize them. In the event that the Fated are detected, Captain Beattie orders an attack. Otherwise, she brings a quick end to the meeting and orders a retreat to her carriage (and, eventually, back to the Guild Enclave). Per protocol, she and Ballentine shift their future meetings to a second, previously agreed upon meeting place on the other end of the Industrial Zone to discuss their options going forward.

THE FIGHT

During the fight, Captain Beattie and the Witchling Stalker focus their attention upon a single enemy, while the Guild Guard pick out another target and gun it down. The Witchling Stalker attempts to dispel any hostile magic the Fated might be using, which makes it difficult to subdue through magical means.

If the fight turns against her, Captain Beattie usually tries to retreat to the carriage, leaving her Witchling Stalker behind to delay the Fated. If she suspects that the Fated are attempting to capture the Witchling Stalker alive, however, she doesn't hesitate to pull it back from combat or, failing that, to put a bullet into it (preferably while it's in the middle of a group of Fated to damage them).

Stats for Captain Beattie, the Witchling Stalker, and the Guild Guard can be found on pages 36, 37, and 31, respectively.

The nearest Guild patrol is five minutes away, but at the end of that time, four Guild Guard will show up on the scene to investigate the gunfire. If the Fated killed Captain Beattie, they send a runner back to their post to make a report over the aethervox, which brings Captain Stone, one of Beattie's peers and coworkers, onto the case. If Captain Beattie survives, she sends the runner to alert the Guild and send for reinforcements that she can use to chase the Fated down.



THE ESCAPE

Ideally, the Fated will have some means of escaping quickly with the Witchling planned out in advance.

Despite its size, the Witchling is surprisingly light and can be carried by a single character with Might 0 or higher or by two characters with Might -1 or lower. If the Witchling is conscious, the Might required for one person to carry it is increased by +2, as its struggles make carrying it difficult and awkward. In addition, the Witchling struggles against the Fated, calling out for assistance and promising to bring flaming vengeance down on the "witches" that captured it in a ruined, croaking voice.

Alternatively, the Fated might have either stolen, purchased (30 scrip, plus 75 scrip each for two horses), or rented (2 scrip) a carriage to help them escape. In the event of a rented carriage, most reputable drivers will send for the Guild Guard as soon as people start carrying an obviously kidnapped victim into their vehicle, but a TN 14 Bewitch, Convince, or Intimidate Challenge is enough to persuade the driver to overlook it "just this once." If the driver knows that the victim is a Witchling Stalker, however, the TN increases to 17, as nobody wants to get on the wrong side of the Witch Hunters, and kidnapping one of their creepy pets seems like a good way to do just that.

If the Fated escape with the Witchling, it can be calmed down after an hour with a TN 14 Bewitch Challenge, but it immediately starts making a ruckus again as soon as it sees any Guild agents that can "save it from the witches."

UNSEEN CONNECTIONS

Two things might foil the escape plans of even the cleverest Fated. Unless the Fated are working directly for the Witch Hunters, they likely have little way to know about either of these complications.

Resonant Swords

A Witchling Handler's runed broadsword and the broken broadswords of its Witchlings are magically linked. A Witchling Handler can use one of these swords to get a sense of direction and distance to any of the others that are linked to it, which gives

Captain Beattie a powerful tool to track the Fated in the event that they take one of the swords with them. Similarly, if the Fated kill Captain Beattie and take her runed greatsword, Captain Stone can use the broken greatsword of the Witchling to track its intact counterpart.

The warded safe house blocks the connection between a sword and its counterparts once it passes inside.

Sympathetic Bonds

The runed broadswords are not the only things that link a Witchling to its Handler. A unique rune that is branded into the Witchling's skin allows a Witchling Handler to sense the location and distance to its Witchlings, provided that the two are no more than three miles apart. This allows Captain Beattie to track the Witchling if she survives, but it does nothing to help Captain Stone follow the creature if the Fated kill Captain Beattie.

The warded safe house also blocks this sympathetic bond.

BROKEN IN BODY

The Fated may attempt to tend to the Witchling's wounds or remove its hood and mask to gag it. Read the following text if this happens:



Clarisse is no longer the beautiful girl in her parents' picture. She's disturbingly thin, her skin is blackened and burned, and numerous scars crisscross the ruined sea of her charred flesh. Some of the damage is deliberate: mystic words and symbols have been branded into her flesh in multiple places. An iron collar is fused around her neck; it looks like it was put on while it was still hot from the forge.



SCENE 4:

THE ESCAPE

In the grand scheme of things, the loss of one Witchling is no great concern to the Guild. For a Handler, though, Witchlings are a point of pride, a product of dozens of hours of training and conditioning to forge a broken body and mind into a weapon that the Guild can use. To make matters worse, there's always the off chance that the Arcanists might find some way to restore the memories of a Witchling and partially reverse the process, which has been a private concern of the Witch Hunters for the past few years, ever since one of their Witchlings regained its memory and disappeared without a trace.

Needless to say, Captain Beattie isn't content to just let the Fated get away with her Witchling. Following her battle with the Fated, Captain Beattie takes to the sky in an aircar and uses the link from her sword or sympathetic bond to track the Witchling.

Captain Stone most likely doesn't know about the missing Witchling (and generally just assumes that it exploded), but the Fated were clearly involved in the death of one of his coworkers, which is reason enough to chase them down.

Either way, the Witch Hunter in question immediately sends an alert through the Aethervox network ordering that the Industrial Zone be blockaded to prevent the Fated's escape. Hunter and Watcher constructs are brought in to help track them, and between their pursuit and the blockaded streets, the Fated will find it somewhat difficult to reach the safe house in the Central Slums without incident.

Fleeing from the Guild pursuers is handled with an Ongoing Challenge, found on the next page.

ABSCONDING

- **SKILLS ALLOWED:** Geography, Navigation, Stealth
- **TARGET NUMBER:** 10 (12 if they didn't scout out escape routes ahead of time)
- **DURATION:** 20 minutes (40 minutes if on foot)
- **SUCCESS REQUIREMENT:** 3 per Fated
- **FAILURE REQUIREMENT:** 1 per Fated

Every character present must participate in this Ongoing Challenge.

If the Fated are fleeing using horses, a carriage, or a wagon, they may use Husbandry in addition to the other listed Skills.

If the Fated successfully complete the Ongoing Challenge, they successfully reach the safe house. Proceed to Scene 5: The Safe House on page 26.

If the Fated suffer a catastrophic failure, the Guild's hunting party catches up with them. See the Caught! Section on page 24 for more details.

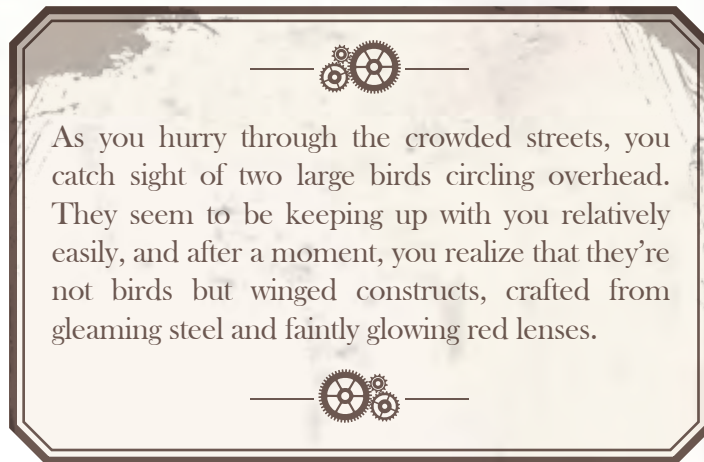
At the end of each Duration, if the Fated have not completed the Ongoing Challenge or suffered a catastrophic failure, they encounter one of the following Pursuit Events, in whatever order the Fatemaster wishes, before the next Duration begins. If the Fated take a particularly long time to complete the Ongoing Challenge, many of these Pursuit Events - such as the Checkpoints - can be repeated with minor changes to their descriptions.

PURSUIT EVENTS

- Eyes in the Sky Pg. 21
- Shift Change Pg. 21
- Checkpoint Pg. 22
- Striking Miners Pg. 23
- Eager Hunter Pg. 24

Eyes in the Sky

A pair of Watcher constructs catch up to the Fated. Read the following text:



The Watchers follow the Fated for the duration of the Ongoing Challenge. They remain twenty yards above the Fated until they're destroyed and increase the TN of the Ongoing Challenge by +1 per Watcher.


If the Fated have attacks with enough range to reach the Watchers, they have an effective Defense of 4 (9) and a Willpower of 5 (10). They have 4 Wounds and Armor +1, and if reduced to 0 Wounds, they fall from the sky like rocks. If damaged but not destroyed, they immediately wheel away and fly back to their controllers to prevent themselves from being damaged beyond repair.

Shift Change


The Fated pass a number of factories just as steam whistles begin to sound all up and down the street, signaling the end of one shift and the start of another. The Fated gain **4** to their Skill Challenges during the next Duration due to the workers spilling out into the streets and making their trail difficult to follow.


Checkpoint


The Fated's path leads them directly into a Guild checkpoint! Read the following text:



Ahead, there is a growing crowd in the street. The Guild Guard has set up a makeshift barrier across the road. Everyone who wants to pass is being questioned, and carriages and wagons are being searched, regardless of ownership or status of passenger. A tall, steel construct with a massive shield stands behind the barrier, ready to chop at anyone rushing the barrier with its massive broadsword.




The Fated can attempt to bluff their way through the checkpoint while hiding the Witchling, but doing so requires a TN 12 Deceive Challenge. If the Witchling is conscious, this Challenge receives a  as it starts thrashing about and calling out for the Guard to free it from “the witches.” On a failure, the guardsmen discover the Witchling, realize the Fated are the people they’re searching for, and attempt to arrest them (as described in the Public Areas section on page 11). If the Fated resist arrest, there are six Guild Guard and a Guardian manning the checkpoint; their stats can be found on pages 31 and 33 respectively.

The Fated can also try to avoid the checkpoint before they reach the guardsmen. Each character can make a TN 8 Stealth Challenge (or a TN 10 Husbandry Challenge, if they’re mounted or driving a carriage or wagon) to slip away from the crowd without being noticed. If the Witchling is conscious, the character suffers a  to her duel due to its thrashing about and calls for help. If any of the Fated fail this Challenge, the guardsmen take notice of them and give chase; unless those characters can succeed on TN 10 Athletics Challenges (or TN 10 Husbandry Challenges, if they’re mounted or driving a carriage or wagon) to outrun the guards, they are caught and the guardsmen attempt to arrest them as described

above. If the Fated avoid the checkpoint in this way, it delays them long enough to generate one failure on the Ongoing Challenge.

Alternatively, the Fated could attempt to rush the barrier and push through the checkpoint. If they are on foot, then this becomes a simple battle between them, the six Guild Guard, and the Guardian as the other people at the checkpoint flee in terror. During the fight, the Guild Guard attempt to use the abandoned carriages and wagons as cover while the Guardian just strides forward bravely.

If the Fated are mounted or driving a carriage or wagon, they can attempt to spur their horses into either jumping over or ramming the checkpoint, as appropriate. Doing so requires a TN 13 Husbandry Challenge, or a TN 15 Husbandry Challenge in the event that they are driving a wagon or carriage. On a success, they make it past the checkpoint as the guardsmen leap aside, but the Guardian gets to make a single attack with a  to its attack and damage flips against a character rushing the barrier. On a failure, the horses stop just short of the barrier, and the guardsmen attack the Fated as described above.



Striking Miners

The Fated's path is blocked by a group of striking miners, complete with picket signs and angry shouting. Read the following text:



You are forced to a stop as the road you're following is blocked by a mob of angry, shouting miners. They're dressed as laborers, with coveralls and rolled up sleeves being the most common item of attire, but there are plenty of miner's hats and pickaxes to be seen as well. Wooden signs bristle upward from the group like a porcupine, bearing slogans such as "On Strike" and "Safer Constructs, Safer Mines," and "I'm So Angry I Made a Sign."

The group of miners seems to be refusing to let anyone pass, and judging from the crowd that's gathering, it seems to be quite effective at drawing attention to their protest. Three Guild guardsmen are present as well; one of them is trying to negotiate with the angry mob, with little success, while the other two are looking back and forth nervously, as if debating whether or not they should flee while it's still an option.



The guardsmen were on patrol, in search of the Fated, when they ran into a protest by the workers of the Miner's and Steamfitter's Union. The workers are striking on account of a string of recent deaths in a Contract Town, all of which were caused by Guild constructs that malfunctioned and caused a cave-in. Or at least, that's the story that the Union leadership has passed down to the workers; none of them were actually present for the accidents.

The Fated have a few options here. They could back away from the crowd and try another route, but the striking miners are spread across several blocks, so any attempts to do so end up delaying the Fated and will contribute a Failure toward the Ongoing Challenge.

They could attempt to push through the crowd. If the Fated are on foot, doing so is an exercise in futility, as the miners push back against them and hurl insults, stopping just short of outright assault. If they're mounted or driving a carriage, it takes a TN 10 Husbandry Challenge to convince the horses to endure the beatings they receive; at least one of the animals is punched right in the face by a short, blonde miner with a particular grudge against the animals.

A successfully intimidating bit of shouting (as well as a TN 12 Intimidate Challenge) will get the miners to back down and let the Fated pass, but it also draws attention to them and alerts the guardsmen to their presence; increase the TN of the Ongoing Challenge by +2 during the next Duration only as the guardsmen direct the Witch Hunter pursuing the Fated in the right direction.

The Fated could also attempt to incite the miners to violence against the Guild with a successful TN 12 Leadership Challenge; on a success, the violence that has been simmering beneath the surface of the protest erupts in violence as the miners charge the guardsmen and start beating them to death with rocks, mining picks, and other handy items. Believing that the Fated are on their side, the miners allow the Fated to pass.

If the Fated achieve a Margin of Success on the Leadership Challenge, the miners are so invigorated by the character's words that they continue to harass Guild agents - including those hunting the Fated - for hours to come; remove one Failure from this Ongoing Challenge.

Eager Hunter

One of the Hunter constructs that is tracking the Fated catches up to them and attempts to bring them down. Choose the Fated character with either the lowest Speed (if they're on foot) or the fewest ranks in Husbandry (if the Fated are mounted or driving a carriage or wagon, but not those within a carriage or covered wagon) as the Hunter's target and read the following text:



There's some commotion to your left as a sleek, steel construct shaped like a hunting cat comes bounding down a cross street. You can see the red lenses of its artificial eyes focusing as it springs forward, releases a burst of steam as it lands, and then launches itself into their air, pouncing directly toward [Fated]!



The Hunter makes a single Steel Claws attack against the chosen character before landing on the ground adjacent to them. If the Fated are mounted or in a carriage, they can simply outrun the Hunter, which isn't quite as fast as either option. It gets a single Harpoon attack against the Fated as they flee, however, and it attempts to spear a driver or a mounted character in an attempt to use its Drag trigger to pull them to the ground.

If the Fated are on foot, the Hunter attacks them mercilessly, clawing at anyone in combat in an attempt to draw blood and create more of a trail and using its harpoon to drag anyone that attempts to flee back to it.

CAUGHT!

If the Fated suffer a catastrophic failure, the Guild forces catch up to them. Read the following text:



As you hurry through the slums, your heart sinks as you realize that the street has been barricaded at the end of the block, some sixty feet ahead of you. Overturned wooden barrels, carts, and furniture fill the street, the latter of which seems to have been forcibly pulled out of the nearest homes, judging from the trail of broken chairs and splintered table legs that litter their doorsteps. Behind the barricade are two Guild snipers, visible only on account of their wide-brimmed hats and the glint of the gun scopes that are even now sighting in on your position.



If Captain Beattie is chasing the Fated, continue with the following text:



You turn away from the barricade to find Captain Beattie and her pursuit squad on the other end of the street, fencing you in. She's joined by another squad of guardsmen, and they're flanked by two steely, hound-like constructs. "Looks like you've reached the end of the line," Captain Beattie muses with a humorless smirk.



If Captain Stone is chasing the Fated, instead continue with the following text:



You turn away from the barricade to find a large man in a red longcoat standing in the street, backed up by a patrol of Guild guardsmen and two steely, hound-like constructs. “You’re under arrest,” he calls out as he cracks his knuckles. “Please resist. It’s been a really lousy day so far, and I’m looking forward to paying you back for Captain Beattie.”



The Fated face a battle against either Captain Beattie or Captain Stone, both of whom use Captain Beattie’s stats on page 36. The Witch Hunter is accompanied by one Guild Guard per Fated and a total of two Hunters, as well as the two Riflemen behind cover at the far end of the street, 20 yards away. The Witch Hunter and his or her patrol start the battle ten yards from the Fated on the other side. Stats for the Guild Guard, Hunters, and Riflemen can be found on pages 31, 38, and 39, respectively.

The Hunters spring forward, tying the Fated up in melee as the Witch Hunter deals with any Fated that exhibit any sort of magical abilities. The Guild

Guard focus on shooting anyone else and charge forward into combat if the Hunters fall. The Riflemen remain behind in cover and use the Focus Action to take aim at the Fated and shoot at them from an extended range. If the Fated are mounted or driving a carriage or wagon, the Guild Guard and the Riflemen focus their attacks upon the horses to slow the Fated down. Stats for horses (as well as mounted combat rules) can be found on page 40.

Once the Guild have been defeated, the Fated can continue onward to the Safe House without further incident. If the Fated surrender to the Guild at this point, they are tossed into cells for a few hours before being dragged in front of a judge who either sentences any non-magical Fated to death by hanging (if they killed any Guild personnel) or a life sentence in the mines (if they avoided killing anyone). Magical Fated are taken by the Witch Hunters and either pressed into slavery via a Control Collar (if they are attuned to a Grimoire or have only one Manifested Power) or transformed into a Witchling Stalker (if they have two or more Manifested Powers).



SCENE 5:

THE SAFE HOUSE

When the Fated arrive at the safe house, read the following text:



Twenty Three Faber Street is an unremarkable row house on an unremarkable street in an unremarkable neighborhood of the Central Slums. Nobody is waiting outside for you, and nobody seems to be watching from the windows of the neighboring houses.



There's no back door to the safe house, it runs directly up against another building. If any of the Fated have ranks in the Counter-Spelling skill, they can feel a strange sort of tingling as they approach the door, a side-effect of the magical wards which shield the safe house from detection.

The door is locked and barred from the inside. If the Fated knock, the warder, Bowles, asks for the password: "Ashes and Phoenix Eggs." The Fated only have one chance to get this right. If they fail (or if the Fated show up with the Guild right on their heels), Bowles immediately flees out of the secret exit in the basement and doesn't come back. Otherwise, he lets them in.

Even if the Fated frighten Bowles away, they can still force their way into the house. A window is easily broken, but the opening behind the glass has been boarded up from the inside and requires a TN 12 Athletics or Labor Challenge to break through. If the Fated use an appropriate melee weapon to assist them with this - such as a large hammer - they gain a **+** to their duel. Breaking down the door is more difficult; it's been reinforced and takes a TN 14 Athletics or Labor Challenge to bust down.

The act of breaking through the windows and doors makes enough noise to alert the neighbors, who in turn send for the Guild Guard. Two Guild Guard arrive a half hour later to investigate.

Once the Fated have entered the safe house, read the following text:



Like all row houses, this one is long, narrow, and dark. The only windows are at the front, and they are carefully barricaded so that only thin cracks of light shine through here and there. The side walls adjoin other row houses, but they've been muffled by mattresses which have been stacked against them, one after another. The only light comes from a single lantern.

The main floor has a sparsely furnished sitting room out front, a small kitchen in the back, and an empty dining room snuggled between the two. The only fresh water in the house comes from a single faucet in the kitchen. Three cages filled with pigeons take up most of the kitchen countertops.

A narrow stairway leads up to a cramped second floor containing two empty bedrooms, a restroom, and two shallow closets. Another stairway leads down into a basement, which is little more than a single, large room filled with broken furniture. The whole place smells strongly of dampness and mildew.



There is food in the kitchen, and anyone with at least one rank in the Culinary skill can get a meal cooking without too much trouble.

If the Fated explore the basement, a TN 16 Notice Challenge reveals that the back wall contains an expertly crafted concealed door that opens to a narrow, descending tunnel. The passage leads into the sewers and is intended as an emergency escape route in the event of Guild discovery. If the Fated ask Bowles about any escape routes, he freely shares the location of the secret passage with them.

MAGICAL WARDS

The safe house is warded against detection; anyone outside the house cannot use magic to locate anyone or anything inside the house, including the Witchling and its sword. Any other kind of magic can still be used within the building.

Bowles is an Arcanist, but he's expendable and he knows it. He doesn't take any risks and flees at the first sign of trouble. He's an older man in his late fifties, though the years haven't been kind to him; he's overweight and balding, with the sort of face that makes him seem a decade older. He has to renew the warding spells every four hours, and he's going on twenty four hours of doing so with only a few hours of sleep.

Once the Fated arrive, Bowles starts releasing the homing pigeons that he keeps in the kitchen, one every half hour. One hour after he sends the first message, a pigeon returns with a reply saying that the Montagues are on their way. They arrive in two hours (three hours after the Fated arrive).



THE HIDDEN WITCHLING

Bowles doesn't know that the Fated's "guest" is a Witchling Stalker. Unless they are taking steps to deliberately hide the Witchling's appearance, he realizes what she is on sight. Even if he doesn't see her, he tells the Fated that the wards are failing much faster than they should; he's forced to refresh them every hour, rather than every four hours.

If the Fated reveal the Witchling to Bowles, he tries to act nonchalant about its presence, but a TN 14 Scrutiny Challenge reveals that he's extremely anxious and screaming internally at the idea of having anything to do with a Witchling Stalker. Unless the Fated are able to convince him that the Witchling won't be a problem (which requires a very difficult TN 16 Convince Challenge), he waits ten minutes, building up his courage before he tries to wander close to the Stalker and stabs her with a concealed knife (which deals 3 damage to the Witchling, though a Fated can spot the hidden knife with a TN 12 Notice Challenge).

If the Fated don't intervene, Bowles proceeds to stab the Witchling to death (which causes it to explode in a fireball, killing him in the process). If the Fated

move to stop him, he flees through the secret passage in the basement. Fifteen minutes after he flees, the wards fail. If Captain Beattie or Captain Stone is still pursuing the Fated, she arrives with her Guild forces (two Hunters and one Guild Guard per Fated) one hour later and besieges the safe house. The Hunters are capable of breaking down the door or windows in two rounds of dedicated clawing and throwing their weight against it. Stats for Captain Beattie, the Guild Guard, and the Hunters can be found on pages 36, 31, and 38, respectively.

THE MONTAGUES ARRIVE

Two hours after Bowles sends a homing pigeon to contact the Montagues (three hours after the Fated arrive at the safe house), the Montagues arrive at the safe house. When they do, read the following text:



A clatter of hooves announces the arrival of an unremarkable coach in front of the house. Samuel and Evelyn climb out of the carriage, along with three people, two women and a man, that you don't recognize. All three of them move with the grace and alertness of trained mercenaries.

Once everyone has disembarked, Samuel says a few words to the driver and sends the coach down the street. The Montagues and their escort wait until it's out of sight before walking up to the door and knocking.



If Bowles is still at the safe house, he asks the Montagues for the password and they respond correctly. The two of them are very apprehensive and immediately ask to see their daughter. If she did not survive the kidnapping attempt, they are devastated and refuse to pay the Fated any further money for their work.

If the Witchling survived, however, they immediately go to her side. Read the following text:



The Montagues are both elated to see their daughter, but their excitement turns to horror when they see the burns and scars covering her body. The Witchling doesn't recognize her parents at first, but as they hold her hands and tell her stories about her childhood, there's a faint spark of memory in her eyes. She murmurs the word "Papa...?" which causes both of her parents to choke up with tears.

Suddenly, the Witchling's expression furrows into a scowl. "No," it rasps, raising its hands and grinding their palms into the sides of its head. "Lies of witches... lies, burning lies..."

Eyes filling with tears, Evelyn motions to one of the mercenaries, who produces a clean kerchief, pours some sharp-smelling liquid into it, and then steps forward, pressing the cloth against the Witchling's face until its red-ringed eyes roll up into the back of its head and it slips into unconsciousness.



The entire exchange takes ten minutes. If the Witch Hunter has already been defeated - or if the Fated managed to keep the wards from falling - then the Montagues pay the Fated for their time, wait for the carriage to return (Samuel told the driver to return in fifteen minutes), and then leave with their daughter.

If the Fated failed to retrieve the Witchling, or if the Witchling died, then it's a tense fifteen minutes as the Montagues wait for their carriage to return. It's not difficult to tell that they're upset with how things turned out.

CONCLUSION

If the Fated successfully turned the Witchling over to the Montagues, then Samuel and Evelyn leave the city that very night. They eventually manage to smuggle their daughter through the Breach and back to Earth, a very expensive process made possible only through their Arcanist connections.

It's up to the Fatemaster whether the Arcanists are able to restore some or all of Clarisse's memories. If they do, it might signal the start of further attempts to kidnap Witchlings that had been important members of the organization before their capture and transformation, which might mean further work for the Fated. Of course, it's also possible that the process is irreversible and that Mr. and Mrs. Montague spend the rest of their years caring for a burned, brainwashed daughter who no longer remembers them and wishes only to return to Malifaux and its "home."

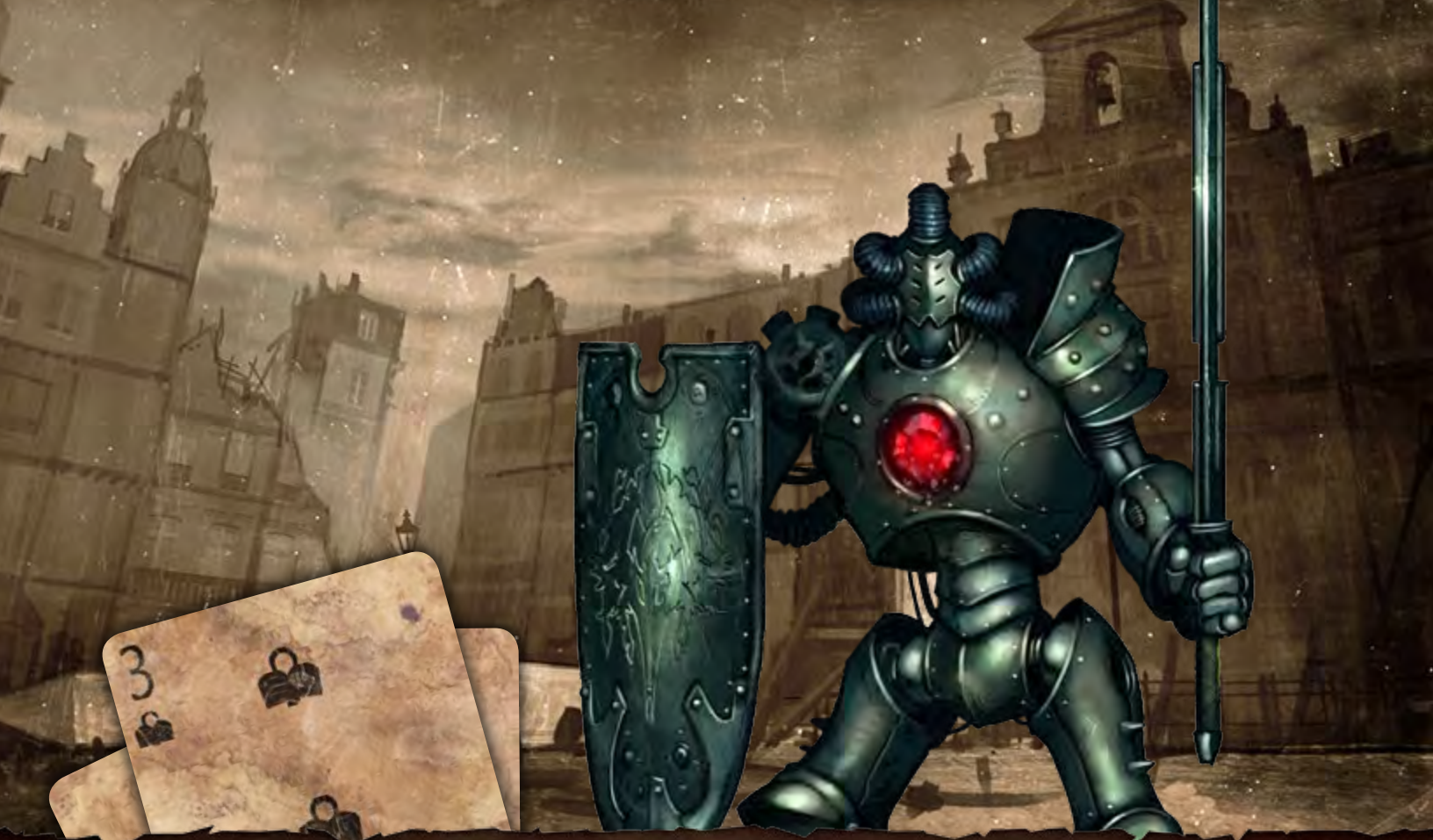
If the Fated failed to deliver the Witchling to the Montagues, the couple is disappointed, but they don't hold it against the Fated. They knew that it was a longshot when they planned out the kidnapping, but it still breaks their hearts.

It's entirely possible that the Fated ended up attracting a great deal of Guild attention during this adventure. Most likely, the Guild places a bounty on their heads (around fifty scrip if they avoided killing anyone, plus an additional 5 scrip per person they killed or Guild construct they destroyed during the mission; feel free to estimate this number if you lost track during the adventure). Killing Captain Beattie or Captain Stone adds another 50 scrip to this bounty.

If the Fated are in the possession of either the Witchling's blade or the blade of one of the Witch Hunters, the Guild has a much easier time in tracking them down. It's possible that the Fated might not even realize that the weapons are the reason why the Witch Hunters seem to be able to find them at every turn.

Characters who demonstrated the ability to use magic may also earn the attention of the Witch Hunters, while those who trafficked in necromancy or used undead during the adventure may draw the attention of the Death Marshals. Neither organization is known for giving up a hunt, and any Fated that come to their attention will likely be hunted to some degree or another until the end of their days.





FATEMASTER CHARACTERS

The following pages contain the stat blocks for the Fatemaster characters that the Fated are likely to encounter over the course of the adventure. They have been created with an eye toward ease of use by the Fatemaster and include everything needed to run these characters in a combat situation.

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

In general, Fatemasters should be wary about increasing the Rank Values of the characters in this adventure by more than a few points; this adventure doesn't involve much combat in the beginning, but if the Fated are facing off against Captain Beattie, for instance, they're going to be in for a tough battle, and increasing her Rank Values runs the risk of creating an encounter that the Fated can't overcome.

If your Fated are truly dangerous in combat, however, then increasing the Rank Value of the Guild Guard by a point or two. This makes them much better combatants, and with their numbers, this should be enough to present a challenge to any Fated who undertake the mission given to them by the Montagues.

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

GUILD GUARD

The Guild Guard is the division of the Guild that handles general peacekeeping and law enforcement within the city of Malifaux and the surrounding areas. Typically traveling in pairs or small groups, they are authorized to make arrests and dispense justice in accordance with the Guild's draconian laws, but in actuality, there is a great deal of discrepancy in just how much justice one can expect to receive from a guardsman. Many of them are corrupt, and it's commonly accepted among many of the city's residents that bribes are a necessity when dealing with the Guard.

Dressed in their distinctive red and gray uniforms, the Guild Guard are easy to spot in a crowd. While the Guild believes that this conspicuousness serves a purpose in deterring criminals from committing crimes, in practice it just encourages residents to practice their activities in areas the Guild doesn't care about (and thus, doesn't patrol).

For the most part, the Guild Guard don't deal with major crimes, as most of those fall within the purview of one of the Special Divisions. The Arcanists and Resurrectionists are both handled almost exclusively by the Witch Hunters and Death Marshals, respectively, the Amalgamation Office becomes involved in most crimes that involve constructs, and the Special Division sometimes takes control of certain investigations without explaining their reasons to the Guard. Each Special Division has the ability to pull the Guild Guard into an investigation, however, which they tend to do when trying to create a dragnet to catch fleeing criminals.



GUILD GUARD

Minion (5), Living, Guardsman

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

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

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

(1) Refurbished Infantry Sword (Melee)

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

♣ *Critical Strike:* When damaging the target, this attack deals +1 damage for each ♣ in the final duel total.

(1) Refurbished Collier Army (Pistol)

AV: 4♥ (9♥) ===== Rg: ♣ 12 ===== Resist: Df
Target suffers 1/3/4 damage. Capacity 8, Reload 2.

♥ *Arrest:* After succeeding, the target gains the following Condition until the end of its next turn:
"Arrest: This character must discard a card to perform a movement action."

GUARD SERGEANT

Enforcer (7), Living, Guardsman

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

Skills: Evade 3, Intimidate 3, Leadership 3, Heavy Melee 3, Notice 2, Pistol 3, Teach 2, Toughness 2, Track 1.

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

Frightening Authority: Other friendly Guardsmen characters within 6 of one or more characters with this Ability gain + to their Willpower duels.

Attennn-Hut!: Other friendly Guardsmen within 6 of one or more characters with this Ability gain +1 Rank Value and are immune to **Slow**.

(1) Breaching Axe (Heavy Melee)

AV: 5 (12) ----- Rg: 1 ----- Resist: Df

Target suffers 2/3/4 damage.

☞ *Critical Strike:* When damaging the target, this attack deals +1 damage for each ☞ in the final duel total.

(1) Collier Single Action Army (Pistol)

AV: 5 (12) ----- Rg: 12 ----- Resist: Df

Target suffers 2/3/4 damage. Capacity 6, Reload 2. This weapon grants its wielder + to Intimidate Challenges.

(0) Shout Orders (Leadership)

Target friendly Guardsman within 10 yards immediately performs a (1) Action.

GUARD SERGEANT

As the Guild's martial forces shifted from a military force to a constabulary force, the organization found itself in need of people with the ability to manage its growing number of guardsmen. Their need for leadership triggered a rush of promotions, and nepotism ran rampant as the Guild filled its ranks with soldiers who were, quite frankly, unqualified for any sort of leadership position.

Being a Guard Sergeant, however, is a trial by fire. Between the predations of the Neverborn, the insidious threat of the Resurrectionists, and the subtle plans of the Ten Thunders, the newly promoted sergeants either met an early end or found themselves forged in a crucible of conflict.

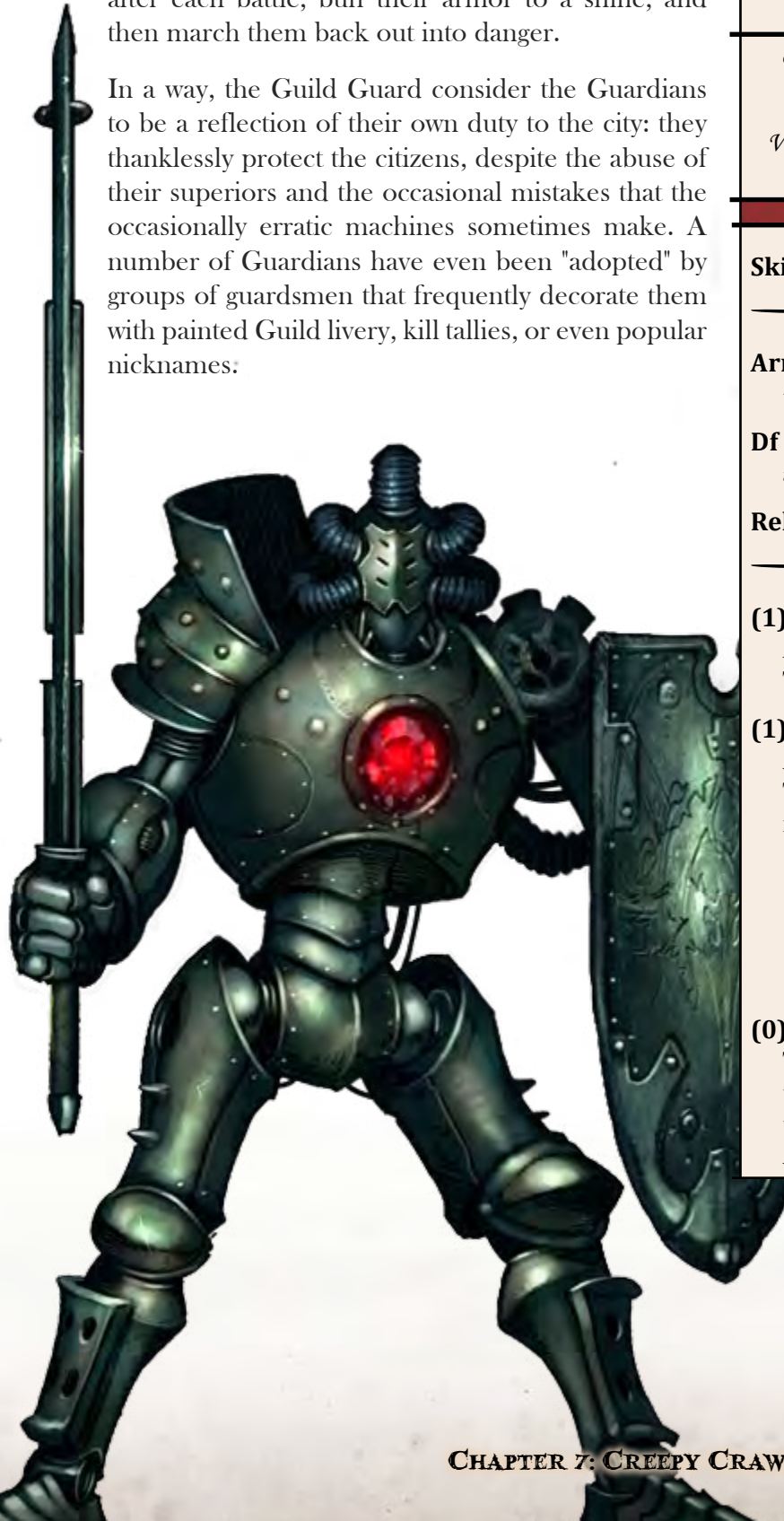
Anyone who holds a position of Guard Sergeant today is a tried-and-true warriors and ruthless leader who is more than willing to spend the blood and lives of her subordinates to complete her mission, whatever that might be.



GUARDIAN

The Guardians were some of the first constructs built by the Guild, and they played an important role in the reclaiming of Malifaux City. Years later, the Guardians are starting to show their age, but the guardsmen of the Guild continue to patch them up after each battle, buff their armor to a shine, and then march them back out into danger.

In a way, the Guild Guard consider the Guardians to be a reflection of their own duty to the city: they thanklessly protect the citizens, despite the abuse of their superiors and the occasional mistakes that the occasionally erratic machines sometimes make. A number of Guardians have even been "adopted" by groups of guardsmen that frequently decorate them with painted Guild livery, kill tallies, or even popular nicknames.



GUARDIAN

Minion (6), Construct

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

Skills: Centering 3, Evade 4, Melee 3, Toughness 4.

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

Df (🛡️) Grinding Halt: This character immediately gains an additional Armor +2 for the duration of this Action.

Relentless: This character is immune to Horror Duels.

(1) Flatblade (Melee)

AV: 5 (11) ----- Rg: 🗡️ 3 ----- Resist: Df
Target suffers 2/3/4 damage.

(1) Shield (Melee)

AV: 5 (11) ----- Rg: 🛡️ 2 ----- Resist: Df
Target suffers 1/2/3 damage. Push the target 1 yard away from this character.

🗡️ *Shield Bash:* After succeeding, all enemy characters within (X)2 of this character are pushed 4 yards away and gain the following Condition until the end of their next turn: "**Stunned:** This character may not declare Charge Actions."

(0) Protect

Target adjacent character gains +2 Defense while it is inside this character's engagement range. This effect lasts until the end of Dramatic Time, or until this character takes this Action again.

SONNIA CRIID, WITCH HUNTER

Master (13), Living, Witch Hunter

| | | | |
|----------------------------|-----------------------|---------------------|-----------------------------|
| <i>Might</i> 2 | <i>Grace</i> 2 | <i>Speed</i> 1 | <i>Resilience</i> 5 |
| <i>Charm</i> -1 | <i>Intellect</i> 4 | <i>Cunning</i> 4 | <i>Tenacity</i> 3 |
| <i>Defense</i> 4 (17) | <i>Walk</i> 5 | <i>Height</i> 2 | <i>Initiative</i> 4 (17) |
| <i>Willpower</i> 7 (20) | <i>Charge</i> 5 | <i>Wounds</i> 12 | |

Skills: Bureaucracy 3, Carouse 2, Centering 5♣, Counter-Spelling 5, Deceive 3, Enchanting 5♣, Evade 2♣, Harness Soulstone 3, Heavy Melee 3, History 3, Intimidate 4, Leadership 2, Literacy 5, Necromancy 3✕, Notice 3, Prestidigitation 3♣, Scrutiny 4, Sorcery 4📖, Toughness 5, Track 2.

Df/Wp (♣♣) Reflect Magic: After this character succeeds against a Spell or Manifested Power, the attacker suffers 2/3♣/5♣♣ damage. This damage flip receives ☐.

Pyrokinesis: When a character within 12 gains the **Burning** Condition from a source other than this Ability, this character may target any number of characters within 6 of that character and give each one **Burning +1**.

Swift: This character generates an additional General AP on her turn.

(1) Runed Greatsword (Heavy Melee)

AV: 5 (18) ----- Rg: 2 ----- Resist: Df
Target suffers 3/4/6 damage. This damage flip gains + if this attack is not being made as part of a Charge. This weapon grants its wielder + to Intimidate Challenges.
✕ *Drain Magic:* After damaging, end all magical effects and Conditions gained from Spells or Manifested Powers on the target, then heal 1 Wound for each such effect.

(1) Flameburst (Sorcery/Intellect)

AV: 8📖 (21📖) ----- Rg: 5 ----- Resist: Df
Target suffers 2/3♣♣/5♣♣♣ damage. Every character damaged by this attack gains **Burning +2**.

(1) Interrogate (Necromancy/Tenacity)

AV: 6✕ (19✕) ----- Rg: 5 ----- Resist: Wp
The target must truthfully answer one question, plus one question per Margin of Success.

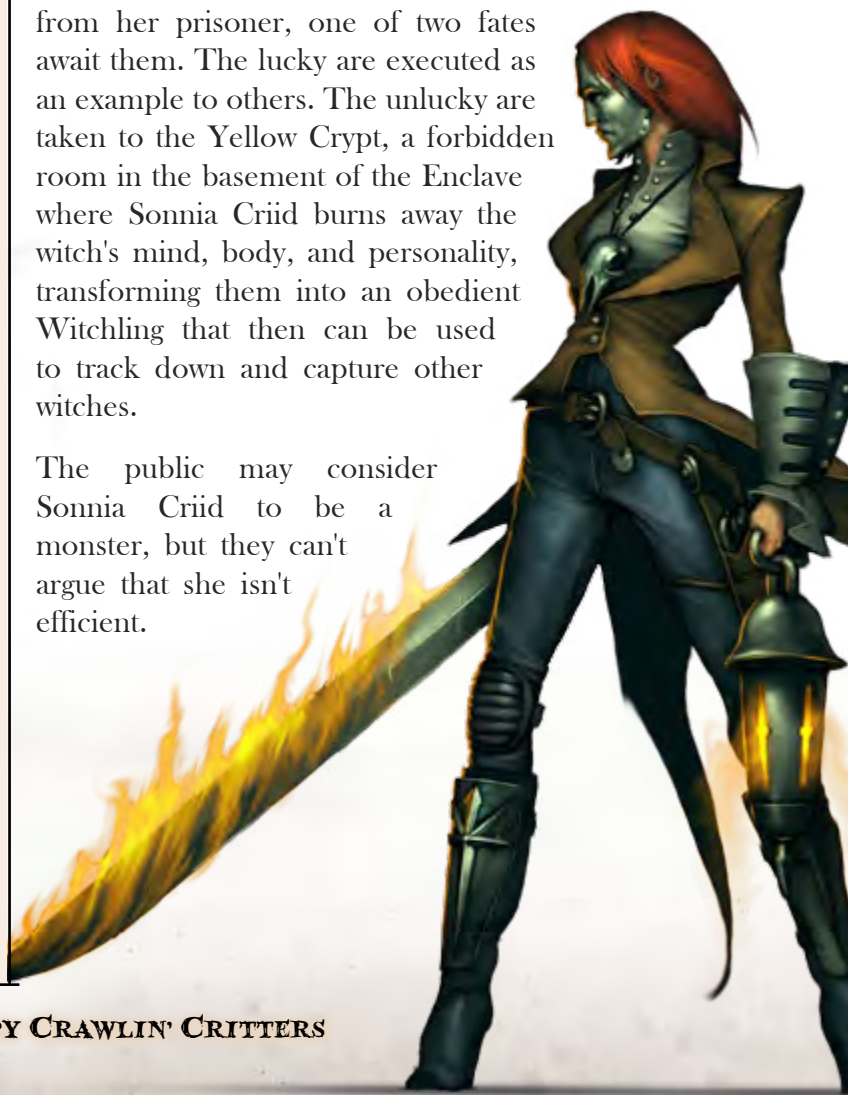
SONNIA CRIID

Sonnia Criid is the ruthless leader of the Witch Hunters, the Special Division that is tasked with the discovery, tracking, and neutralization of rogue spellcasters. Most of the citizens of Malifaux believe Sonnica to be a conservative woman who abhors the idea of magic, but that belief couldn't be further from the truth. Sonnica Criid is a powerful and progressive sorceress whose thirst for new magical knowledge rivals that of the most academic Arcanists.

Whenever a spellcaster is dragged into the dungeons beneath the Guild Enclave, his or her personal effects are set aside until Sonnica can pour through them, devouring every scrap of magical knowledge her prisoner has gathered. If there is any hint that the spellcaster might have discovered something she does not know - a certain twisting of magic unfamiliar to her or a manifested power that she has not yet seen or documented - Sonnica personally steps in to oversee the interrogation of her victim.

When there is nothing left to learn from her prisoner, one of two fates await them. The lucky are executed as an example to others. The unlucky are taken to the Yellow Crypt, a forbidden room in the basement of the Enclave where Sonnica Criid burns away the witch's mind, body, and personality, transforming them into an obedient Witchling that then can be used to track down and capture other witches.

The public may consider Sonnica Criid to be a monster, but they can't argue that she isn't efficient.



JOSEPH BALLENTINE

Joseph Ballentine is a hard-working spy in the employ of the Guild. It's taken him months to infiltrate the Miners and Steamfitters Union, but after plenty of long nights spent buying drinks for his fellow miners and losing at poker, he's finally established enough connections and good will to earn some trust from his superiors.

Ballentine immediately took advantage of that trust to start smuggling reports and records out of the city's M&SU offices. He doesn't know exactly what he's helping the Guild uncover, but the involvement of the Witch Hunters is enough to let him hazard a guess, were he so inclined. Thus far, he's avoid that particular inclination like a man avoiding the plague, and during his meetings with Captain Beattie, he's made certain to express how little he cares about connecting the dots. Ballentine just wants to finish his job and move onto the next without catching a Guild bullet for knowing too much.



Things have started to get a bit tense lately, as the Union has noticed that some of its records have gone missing, which is generally a sign that it's time for Ballentine to disappear and take a long vacation. Normally, he would have already left, but Captain Beattie has been insistent about his continued service. After each one of their meetings, he returns to the Union offices expecting to find one of their Gunsmith assassins waiting for him. It hasn't happened yet, but Ballentine knows that it's just a matter of time.

Needless to say, he's a little bit paranoid at the moment.

JOSEPH BALLENTINE

Minion (5), Living

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

Skills: Bewitch 2, Centering 1, Convince 1, Deceive 3, Notice 2, Pick Pocket 2, Pistol 3, Scrutiny 2, Stealth 2.

Strike First: When this character attacks someone who believes him to be friendly or who has not yet acted during Dramatic Time, he may add a suit of his choice to his final duel total.

Slip Away: This character gains \blacktriangle to his Defense flips made to avoid disengaging strikes.

(1) Kick The Knee (Martial Arts)

AV: 2 (7) ----- Rg: \blacktriangle 1 ----- Resist: **Df**
Target suffers 0/1/2 damage.

(1) .49 Flintlock (Pistol)

AV: 5 (10) ----- Rg: \blacktriangle 1 ----- Resist: **Df**
Target suffers 4/5/7 damage. Capacity 1, Reload 4. This weapon grants its wielder \blacktriangle to Intimidate Challenges.

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

CAPTAIN BEATTIE

Enforcer (8), Living, Witch Hunter

| | | | |
|----------------------------|-----------------------|---------------------|-----------------------------|
| <i>Might</i> 2 | <i>Grace</i> 3 | <i>Speed</i> 2 | <i>Resilience</i> 2 |
| <i>Charm</i> -1 | <i>Intellect</i> 2 | <i>Cunning</i> 0 | <i>Tenacity</i> 3 |
| <i>Defense</i> 5 (13) | <i>Walk</i> 5 | <i>Height</i> 2 | <i>Initiative</i> 5 (13) |
| <i>Willpower</i> 6 (14) | <i>Charge</i> 6 | <i>Wounds</i> 8 | |

Skills: Bureaucracy 2, Centering 4, Counter-Spelling 3, Enchanting 3, Evade 3, Heavy Melee 4, Intimidate 2, Leadership 3, Notice 3, Pistol 3, Scrutiny 3, Sorcery 3, Teach 2, Toughness 3, Track 3.

Df/Wp (☞☞) Reflect Magic: After this character succeeds against a Spell or Manifested Power, the attacker suffers 2/3/5 damage. This damage flip receives ☐.

Df (☞) On My Orders: After succeeding against an enemy character, a friendly Minion character within 12 yards of this character may take a (1) Walk Action toward the attacker. If the friendly Minion is a Witchling, it may then make a (1) Close Combat attack.

Thalarian Doctrine (Magical Theory): This character gains + on any Spell that targets a character with a Magical Theory other than the Thalarian Doctrine.

(1) Runed Greatsword (Heavy Melee)

AV: 6 (14) ----- Rg: ☞ 2 ----- Resist: Df
Target suffers 3/4/6 damage. This damage flip gains + if this attack is not being made as part of a Charge. This weapon grants its wielder + to Intimidate Challenges.
✗ *Drain Magic:* After damaging, end all magical effects and Conditions gained from Spells or Manifested Powers on the target, then heal 1 Wound for each such effect.

(1) Burn Them All (Sorcery/Tenacity)

AV: 6 (14) ----- Rg: 10 ----- Resist: Wp
Target suffers 2/3/4 damage. Every character damaged by this attack gains **Burning +1**.

(1) Collier Single Action Army (Pistol)

AV: 5 (13) ----- Rg: ☞ 12 ----- Resist: Df
Target suffers 2/3/4 damage. Capacity 6, Reload 2. This weapon grants its wielder + to Intimidate Challenges.

CAPTAIN BEATTIE

After Sonnia Criid burns away a witch's personality and mind, the resulting creature is little more than a charred and empty husk. It falls to Witchling Handlers such as Captain Beattie to train the resulting wretches, coaxing together just enough of the former witch's personality to allow it to serve the Guild's wishes.

Once the new Witchling is once again capable of speaking and walking, the true conditioning begins. Using a mix of lies, half-truths, and Guild maxims, the Witchling Handlers make merciless use of the witch's former life to brainwash it, transforming it into a weapon with as much capability for independent thought as a well-trained dog.

While Sonnia Criid has little concern for the past lives of her Witchlings, her Handlers are a different story. Most of the Witchlings in a Handler's service were once witches that they chased and caught, and working alongside the burned remains of their former enemies takes its toll on all but the most jaded minds.



WITCHLING STALKER

It is dangerous to be a mage when there are Witch Hunters such as Sonnia Criid to contend with. Sonnia not only excels at killing mages but also at turning their powers back upon themselves, creating the burned and charred creatures known as Witchlings. These wretches creatures were once men and women, but they have been stripped of their humanity, memories, and personalities.

Where Witchlings once channeled powerful magical forces, now they can only negate the magic of others. This makes them ideal hunting dogs for the Witch Hunters, who make liberal use of Witchlings not only for their ability to sniff out magic but also to send a reminder to others: dabble not in strange magics, or you might end up as one of these terrible creatures.

Some of the fire that Criid uses to burn away a Witchling's soul remains within them, smoldering like dim coals. During battle, Witchlings can draw upon this flame to cloak their blades and bullets in magical flame which is further enhanced by the runes carved into their blades and pistols.



WITCHLING STALKER

Minion (6), Living, Witch Hunter, Witchling

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| <i>Might</i> 3 | <i>Grace</i> 2 | <i>Speed</i> 2 | <i>Resilience</i> 0 |
| <i>Charm</i> -1 | <i>Intellect</i> -1 | <i>Cunning</i> -1 | <i>Tenacity</i> 2 |
| <i>Defense</i> 5 (10) | <i>Walk</i> 5 | <i>Height</i> 2 | <i>Initiative</i> 4 (10) |
| <i>Willpower</i> 5 (13) | <i>Charge</i> 6 | <i>Wounds</i> 6 | |

Skills: Athletics 1, Centering 3, Counter-Spelling 3, Enchanting 1, Evade 3, Melee 3, Notice 2, Pistol 3, Toughness 2, Track 2.

Df (♣) Drawn to Pain: After this character fails, but before it suffers damage, move this character a distance equal to its Walk speed directly toward the attacker.

Fiery Demise: When this character is killed, all characters within (X)2 suffer 1 damage and gain the **Burning +1** Condition.

Searing Mark: All characters damaged by this character gain **Burning +1**.

Sense Magic: When a Spell or Manifested Power is cast within 30 yards of this character, it may attempt a Counter-Spelling Challenge (TN 20 - the spell's TN). On a success, this character learns the exact location of the caster and can sense any magical effects produced by the Spell or Manifested Power for its duration.

(1) Shattered Rune Blade (Melee)

AV: 6 (12) ----- Rg: ♣ 1 ----- Resist: Df
Target suffers 2/3/5 damage.

✕ *Drain Magic:* After damaging, end all magical effects and Conditions gained from Spells or Manifested Powers on the target, then heal 1 Wound for each such effect.

(1) Runed Pistol (Pistol)

AV: 5 (11) ----- Rg: ♣ 12 ----- Resist: Df
Target suffers 2/3/4 damage. Capacity 6, Reload 2.

📖 *Cataclysm:* This attack gains +♣ to its Severe damage.

(1) Dispel Magic (Counter-Spelling/Tenacity)

AV: 5 (11) ----- Rg: 12 ----- Resist: Wp
End all magical effects and Conditions gained from Spells or Manifested Powers on the target.

HUNTER

Minion (6), Construct

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|----------------------------|------------------------|----------------------|----------------------------|
| <i>Might</i> 3 | <i>Grace</i> 2 | <i>Speed</i> 3 | <i>Resilience</i> -1 |
| <i>Charm</i> -5 | <i>Intellect</i> -5 | <i>Cunning</i> -5 | <i>Tenacity</i> -5 |
| <i>Defense</i> 4 (10) | <i>Walk</i> 6 | <i>Height</i> 2 | <i>Initiative</i> 2 (8) |
| <i>Willpower</i> 4 (10) | <i>Charge</i> 7 | <i>Wounds</i> 7 | |

Skills: Centering 2, Pneumatic 3, Toughness 3, Track 1.

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

Pneumatic Tracker: This character may substitute its Pneumatics Skill in place of its Cunning Aspect when using the Track Skill.

Prey on the Unaware: This character's attack flips gain \blacklozenge against characters that have not yet taken their turn during Dramatic Time.

(1) Steel Claws (Pneumatic)

AV: 6 (12) ===== Rg: \lll 1 ===== Resist: Df
Target suffers 2/4/5 damage.

- \blacklozenge *Critical Strike:* When damaging the target, this attack deals +1 damage for each \blacklozenge in the final duel total.
- \blackspade *Leap on Chest:* After damaging, the target takes the Drop Prone Action and may not stand up while within this character's engagement range.

(1) Chain Harpoon (Pneumatic/Grace)

AV: 5 \blacklozenge (11 \blacklozenge) ===== Rg: \lll 10 ===== Resist: Df
Target suffers 2/3/5 damage and gains the **Slow** Condition. This weapon can only be fired once per turn.

- \blacklozenge *Pull and Drag:* After damaging, push the target towards you a number of yards equal to your Might Aspect (3 yards).

HUNTER

The Hunter constructs were originally designed to track down and escaped convicts, smugglers, and bandits. Their segmented bodies and specially-sprung legs were designed to make it an agile and stealthy predator, while its steel claws were strengthened to allow it to slice through flesh and bone with ease.

To further compliment the Hunter's role, they were constructed with chain harpoons on their backs, allowing them to spear their fleeing prey at range. Once fired, the harpoon immediately retracts back into the Hunter's chassis, reloading the weapon and yanking anyone unfortunate enough to be impaled by the weapon back towards the prowling machine.

Hunters were an immediate success for the Guild. The constructs were excellent trackers and hunters, and their introduction to prison compounds and labor camps resulted in a significant drop-off in the number of escaped convicts at those sites. The various Special Divisions each requested a cadre of Hunters to support their existing forces, much to the annoyance of the various Guild engineers who had worked on the machine.

The Hunter, as it turned out, had been developed in conjunction with the Miners and Steamfitters Union, and each Hunter that the Guild commissioned required them to pay a significant licensing fee to the Union. It was enough of an inconvenience that the Guild accountants placed restrictions on how many Hunters could be commissioned each pay quarter, much to the annoyance of the various Special Divisions. Today, most of the Hunters are under the jurisdiction of the Amalgamation Office, which loans the constructs out to the other Special Divisions as needed.



GUILD RIFLEMAN

Riflemen are selected from the best that the Guild Guard have to offer. Their advanced training in marksmanship and target selection makes them experts with their custom rifles, and they are used by the Guild both as snipers and as support for their other troops.

Riflemen are elite troops, and the Guild treats them as such. They're often brought in as symbols of intimidation when a situation seems as if it might escalate into violence; more than one fleeing criminal has surrendered upon sighting the glint of a Rifleman's scope from the roof of a distant building.

In combat situations, Riflemen typically focus on high profile targets like command squads or small groups of flanking troops. They often work in small groups, setting up on high ground or behind barricades that keep them safe while giving them a commanding view of the battlefield. Even when caught off-guard, however, they are formidable adversaries who are quite capable of firing brutally accurate shots while moving.



GUILD RIFLEMAN

Minion (6), Living, Guardsman

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|----------------------------|-----------------------|---------------------|----------------------------|
| <i>Might</i> 1 | <i>Grace</i> 0 | <i>Speed</i> 0 | <i>Resilience</i> 0 |
| <i>Charm</i> -1 | <i>Intellect</i> 3 | <i>Cunning</i> 1 | <i>Tenacity</i> 2 |
| <i>Defense</i> 4 (10) | <i>Walk</i> 4 | <i>Height</i> 2 | <i>Initiative</i> 3 (9) |
| <i>Willpower</i> 5 (11) | <i>Charge</i> 4 | <i>Wounds</i> 5 | |

Skills: Acrobatics 1, Athletics 1, Centering 3, Evade 2, Long Arms 3, Melee 3, Notice 3, Stealth 2, Teach 2, Toughness 1, Track 3.

Taking Aim: When this character gains the **Focused** Condition, it lasts until the start of its next turn.

Stand and Fire: When an enemy character declares a Charge Action within line of sight of this character, this character may reduce its **Focused** Condition value by 1, to a minimum of 0, to immediately deal 2 damage to the charging character.

(1) Knife (Melee)

AV: 4 (10) ----- Rg: /// 1 ----- Resist: Df
Target suffers 1/2/3 damage.

(1) Sniper Rifle (Long Arms)

AV: 6 (12) ----- Rg: r 14 ----- Resist: Df
Target suffers 2/4/7 damage. Capacity 4, Reload 1. The Range of this weapon is multiplied by x10 for each + it gains from the **Focused** Condition.

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

HORSE

Horses tend to be somewhat uncommon in Malifaux. The costs of housing and feeding them is significant, and those horses that are not used for specific tasks - such as pulling a carriage - are often more trouble than they are worth.

To make matters worse, the latent magical energies of Malifaux tend to exert a subtle but constant pressure on animals from Earth. More than a few ranchers in the Northern Hills have been forced to put down a beloved mount after it started attacking and eating the other animals in its pen, for instance.

Despite these strange accounts, horses continue to come to Malifaux one train car at a time. Their usefulness cannot be overstated, especially when one needs to travel quickly across areas where the railroad has yet to venture. The Guild knows about the tendency of animals to "turn" after enough time spent in Malifaux, and they've passed laws requiring regular inspections of all horses Breachside to counter this unique hazard.

HORSE

Peon (3), Living, Beast

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| <i>Might</i> 3 | <i>Grace</i> 1 | <i>Speed</i> 4 | <i>Resilience</i> 2 |
| <i>Charm</i> 0 | <i>Intellect</i> -3 | <i>Cunning</i> -2 | <i>Tenacity</i> -1 |
| <i>Defense</i> 6 (9) | <i>Walk</i> 8 | <i>Height</i> 2 | <i>Initiative</i> 6 (9) |
| <i>Willpower</i> 2 (5) | <i>Charge</i> - | <i>Wounds</i> 7 | |

Skills: Acrobatics 1, Athletics 3, Evade 1, Martial Arts 1, Notice 2, Toughness 2, Wilderness 1.

Better Part of Valor: This character's Walk has been increased by +2, but it has lost its Charge Aspect.

(1) Hoof (Martial Arts)

AV: 5 (8) ----- Rg: $\frac{1}{4}$ 1 ----- Resist: Df
Target suffers 1/2/4 damage.

Fighting on horseback isn't especially difficult, but it does require training and the trust of one's mount. Gunshots can be very loud, and a horse that is surprised by a sudden gunshot will sometimes bolt in fear. For this reason, the Guild tends to keep its stables near its firing ranges, ensuring that the animals under their care become accustomed to gunfire from a young age.

MOUNTED COMBAT

A character with a Husbandry Skill of 2 or higher can ride a non-Swarm mount into combat and still have one hand free to use a weapon. With a Husbandry Skill of 4 or higher, the character can guide the mount with her knees, allowing her to keep both hands free.

A mounted character must use the mount's Walk Aspect in place of her own Walk and Charge Aspects. A ridden mount does not get a turn during Dramatic Time, but the character riding it may spend AP to force her mount to perform Actions (including any attacks it might have). The mount counts as a subordinate character for the purposes of these Actions. If the mount has a Talent that affects movement or charging - such as Flight or Pigcharge - the character gains that Talent while riding her mount. If a character or her mount are pushed, both move together.

Each time a mount is injured, the character must make a Husbandry Challenge against a TN equal to 6 + the damage dealt; on a failure, the character is thrown from the mount, takes 1/2/4 damage, and immediately takes the Drop Prone Action. The mount likely flees from the combat. If the mount is the character's Animal Companion, the character automatically passes this Challenge.

These rules have changed slightly since they first appeared in *Into the Steam*.



A DANGEROUS RESCUE MISSION...

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...finds the abilities of the Fated matched against the might of the Guild.

The Fated are hired to retrieve the kidnapped daughter of a wealthy couple and return her, safe and sound, to her grieving parents. The only catch? She was captured by the Guild's Witch Hunters... and has since been transformed into a loathsome Witchling Stalker.

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Child of Flames is a challenging One Shot adventure for the Through the Breach roleplaying game. It requires the Fated Almanac to play.



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