

Wyrd

D Penny Dreadful

ONE SHOT

A MALIFEAUX CHRISTMAS CAROL

THROUGH THE BREACH



A MALIFAUX CHRISTMAS CAROL

DPenny
Dreadful

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INTRODUCTION

As the end of the year rolls around, the people on Earth turn their thoughts toward the holidays. Whether one celebrates Christmas, Hanukkah, or another celebration entirely, the holiday season stands as a time for family, good cheer, and reflection over past year.

In Malifaux, the celebrations are much the same as they are back on Earth. People still put up Christmas trees, light their menorahs, laugh over glasses of eggnog, and pass around untouched fruitcakes that are older than most of the people receiving them. As with most things, however, there are some holiday dangers that the people of Malifaux must contend with that are relatively unknown back on Earth.

For instance, in the Northern Hills, the settlers bar their doors and windows as the solstice approaches, for the winged Krampus prowls those frozen hills, snatching up unwatched children and stuffing them into his stitched flesh-bag for reasons unknown.

In the southern Badlands, a huge and vicious creature that has been dubbed the Yule Cat prowls the cracked and frosted ground. For years, it was a singular threat to the settlers of that desolate land, though in recent years, it's been discovered that it appears to be repelled by the scent of fresh wool. Those who would protect their families from the Yule Cat's predations make it a point to purchase new clothing before the winter settles too heavily around them.

Within the city, the biggest sign of the holidays are the heavy snows that blow in from the Ten Peaks. Often averaging over a foot in depth, the snows are cursed by those who have to shovel their homes out from under the white blanket, but they are celebrated by the city's children. For a few days, before the snow turns black with sludge, smoke, and grime, it is a time of snowball fights, snow forts, and snowmen.

But what happens when even these comforting symbols of winter turn bad?

WITHIN THESE PAGES

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

CHAPTER 1: INTRODUCTION

This is the section you're reading now!

CHAPTER 2: ADVENTURE

This adventure begins with the Fated attending the Guild's Christmas Gala. During the celebration, the revelers are attacked by animated snowmen, and the Fated are called upon to defend them.

In the aftermath of the attack, the Fated's investigation leads them across the path of a pair of December Cultists who have been blamed for the frozen massacre. They suspect that the Fated have framed them, but the appearance of more animated snowmen hints at the presence of a third party.

With some clever investigation, the Fated can eventually track the mystery back to its mastermind and confront him... assuming that they're not murdered by his Resurrectionist associate.

CHAPTER 3: F'M CHARACTERS

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

FATED NAME		PLAYER NAME		GUILD SCRIPT	
CURRENT PURSUIT		STATION		DESTINY STEPS FULFILLED	
				○ ○ ○ ○ ○	
				EXP.	

ASPECTS

PHYSICAL		MENTAL	
MIGHT		INTELLECT	
GRACE		CHARM	
SPEED		CUNNING	
RESILIENCE		TENACITY	

DERIVED ASPECTS

DEFENSE		WILLPOWER	
WALK		CHARGE	
WOUNDS		HEIGHT	

ATTACKS

NAME	AV	DAMAGE	RANGE
SPECIAL	RELOAD CAPACITY	TN	
NAME	AV	DAMAGE	RANGE
SPECIAL	RELOAD CAPACITY		

SKILLS

SKILL	AV	RATING	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."



A MALIFAUX CHRISTMAS CAROL

Winter has come to Malifaux, and with it, snow and the traditional end of year celebrations. One such celebration is the Christmas Gala being held by Guild researcher Susan Coren. Susan hopes to use the holiday season to bring the people of Malifaux together and show them a more caring side of the Guild. Unfortunately for her, one of her rivals has other ideas.

Enter Edwin Perry, a mid-ranking Guild enchanter and supervisor with his sights set on a recently opened promotion. Not wanting to leave anything to chance, Edwin has decided that he needs to get rid of his competition. To this end, he has enchanted a number of top hats to create monsters crafted from magic and snow to do the dirty work of assassinating his opposition.

The Fated are present at the first attack, which takes place during Susan's winter celebration. From there, they become the targets of not only Edwin, but also the Cult of December, who believe that the Fated are trying to frame them for the attacks.

Even worse, Edwin hired a sinister third party to draw the Guild guardsmen away from the Christmas Gala, and when the Fated prove to be a thorn in his side, he sets a trap that leads them into the deck of an infamous serial killer.


If the Fated are able to identify the culprit behind the frozen attack, they have a choice to make. Do they take matters into their own hands and fill him full of bullets? Maybe let the Cult of December know who actually tried to blackmail them? Or do they instead blackmail him themselves in order to bring an influential Guild official into their pocket?

PROLOGUE:

FESTIVE TYRANNY

Whether by intention or chance, the Fated find themselves at the Christmas Gala in Juno Square, a wide-open plaza in the Downtown district. It's quite the celebration, and there's plenty of free food for the revelers, around half of whom are either Guild personnel or members of their family.


Read the following text:



Juno Square is bustling with life on this cold winter afternoon. The blizzard of the past few days has let up into a much lighter snowfall, and the streets have been cleared of as much snow as possible, with most of it pushed aside. This snow has been put to good use by the children and families of Malifaux in the construction of a small army of snowmen which have sprung up all throughout the square.

They come in various sizes with a variety of adornments, from the standard coal, twigs, and carrot arrangement to others that sport spare metal and tubing, giving them the appearance of snowmen with pneumatic limbs. A number are wearing fancy-looking top hats. There is even one snowman bearing a curious bronze mask and broken pocket watch that many people seem to be subconsciously avoiding.

Tables covered in all kinds of food, from cooked meats and stews to sugary treats, sit beneath tent-like awnings designed to keep snow off the food. Many people are present, from those helping themselves to the food tables to those who are merely gawking up at the crowning achievement of the celebration, a fifty-foot-tall Christmas tree that's been decorated for the holiday.



The Fated can mingle with the various revelers, who are bundled up against the cold but otherwise are enjoying themselves. It's not so cold as to be unpleasant, and the crowds are ensuring that body heat alone makes the gathering somewhat comfortable.

If the Fated have any friends or acquaintances among the Guild, they might find them among the crowd. Similarly, they might even bump into rivals who are attending the festival, which is sure to be a bit awkward for everyone involved.



SCENE 1:

SNOW WARS

Once the Fated have had a few moments to rub shoulders with the other revelers and help themselves to some of the food, Susan Coren, a Guild researcher, steps forward to make a speech.

Read the following text:



The bustling crowd around you starts to fall silent as a middle-aged blonde woman in a heavy crimson coat steps up onto a soapbox near one side of the plaza. “Merry Christmas, everyone!” She smiles as the crowd erupts into cheers. “I’d like to thank each and every one of you for coming today. The Guild has provided plenty of food for everyone, and Malifaux has provided even more snow!”

There are a few chuckles as she pauses to let the joke settle. “It’s my hope that we can all get to know one another a little better and come together as citizens of Malifaux this winter. Though life might turn difficult every now and then, all of us are here in this strange world together, and it’s only through working together that we can truly make this city our own, no matter how the Resurrectionists or Arcanists might try to stop us. So please, enjoy yourselves!”

Other than a handful of people who seem upset about the woman’s slander of the Arcanists and Resurrectionists, the crowd cheers once more the woman smiles and then steps down off the soap box, allowing the celebration to resume.



The Fated characters can attempt TN 12 Scrutiny Challenges to confirm that the woman seems sincere about wanting the people of Malifaux to get along.

After Susan gives the speech, the Fated should have a few minutes to look around and mingle with each other and the other revelers. If they decide to approach Susan, she’s polite and rather pleased that someone decided to speak with her. She usually spends her time at these events observing the crowd, and many of the attendees are intimidated by her membership in the Guild. As long as the Fated remain polite, Susan is warm, welcoming, and willing to answer most questions the Fated might have.

Here are some of the subjects the Fated might ask Susan about:

EVENTS

Susan is happy to talk about the various events that she organizes for the Guild and will go on about them at length if given the chance. She usually hosts one per season (Christmas, Valentine’s Day, a summer festival, and Halloween), but expresses a bit of sadness that her superiors have insisted that the Halloween celebrations be canceled due to this year’s “Carver massacre,” where a great many people were killed by a pumpkin monster. She avoids speaking too much about the incident.

A successful TN 12 Bureaucracy Challenge reveals that Susan is likely funding part of the bill for these events herself, as the Guild would be unlikely to shell out the scrip necessary for such events on its own.



DANGER

If the Fated express any concern about their safety, Susan reassures them that the Guild has been watching the area for the past few days, and that anything they deemed hazardous has been dealt with. She also notes the various members of the Guild Guard who are stationed discretely around the plaza for protection.

HERSELF

If asked about herself, Susan reveals that she and her family (husband Alfonse and two children, Isaac and Lindsey) moved to Malifaux shortly after the Breach opened. She works as a researcher for the Guild and doesn't go into many details about her duties, but a TN 12 Convince Challenge gets her talking.


Susan is an archeologist and spends much of her time pouring over texts and artifacts dating back to Old Malifaux, before the time of the first Breach. She has studied the Neverborn language and has a very basic understanding of it. Her least favorite assignments are anything having to do with Gremlins, as most of the texts they write involve doing something with alcohol that's not proper for polite society.



DEPARTING GUARDSMEN


After conversing with Susan or enjoying the festival for a while, the Fated will notice a guardsman moving at a brisk pace up to Susan. The expression on his face is deadly serious, and if the Fated are in a conversation with Susan, she politely excuses herself to speak with the man away from the group.

Read the following text:



Susan and the guardsman walk a few paces away from the gathered crowd, far enough away that they won't be easily overheard. Even then, they talk in hushed voices, and Susan's face turns sour after only a few words from the guardsman. Their conversation lasts only a few minutes before she takes a long breath and nods her head.

The guardsman offers her a prompt salute before moving over to the other guards in the square to speak with them. Their conversations are even briefer than the one with Susan, and after he's spoken with each of them, the guardsmen all depart as a single group, leaving only a single one of their number behind to guard the festival.



If the Fated want to eavesdrop on their conversation, a TN 12 Notice Challenge allows them to overhear the guardsman mention that he needs to take some of the security away from the square to deal with a Resurrectionist attack. Susan expresses concern about the festival's defenses but agrees after a moment.

If the Fated made a bad impression with Susan, she uses the interruption as an excuse to move on and away from them. Otherwise, if she was in a conversation with them, she returns to the Fated and apologizes for the interruption. If questioned about the guards leaving, Susan will be honest but vague, merely stating that they were needed for a "situation." She will reassure the Fated that the event is safe even with only a single guardsman.

FALSE STARTS

The Fated should be given time to speak with Susan or otherwise enjoy the festival. Feel free to throw a bit of a minor conflict into the adventure at this point to help keep the Fated a bit off guard about what's happening. Here are some brief ideas as to the sort of events the Fated might encounter:

PICKPOCKET

A young pickpocket steals one of the Fated's wallet or pocket watch. That character can attempt a TN 10 Notice Challenge to notice the thief, who immediately attempts to disappear into the crowd. A TN 8 Athletics Challenge (with a \square for having to push through the crowd) is enough to run the thief down and retrieve the stolen item. If turned in to the one remaining guard, he smacks the thief upside the back of the head and sends them running away with a verbal warning.

MISSING CHILD

A woman in a fur coat begins to panic, crying out that her daughter is missing as her husband starts frantically looking under tables and around the Christmas tree. She makes a big scene of it, imploring the Fated to help her find her daughter... who eventually walks up to her parents just as the Fated start preparing to search for her. The girl wasn't kidnapped; she just wandered away from her parents to get some food. She reacts to any concern about her well-being with pre-teen annoyance and plenty of eye-rolling.

HEATED ARGUMENT

Two men get into a loud argument, with one of them defending the Arcanists as being "good, decent people" while the other calls them "murderers and witches." The argument eventually culminates in one of the men pushing the other into a table of food, drawing a great deal of attention... and thoroughly embarrassing both men, who apologize and slink off into the crowd, ashamed at having caused a scene.

ATTACK OF THE SNOWMEN

Eventually, the Fated should be asked to attempt TN 11 Notice Challenges. Read the following text to those who succeed:



In an alleyway leading into the square, amidst a drift of piled up snow, you can make out a suspicious figure. From the look of it, the figure is male and is dressed in a hooded, leather outfit that is trimmed with fur. You can't make out the figure's face, as it's hidden behind a mask of gray cloth. The man seems to be watching the gathering intently, as if expecting something.



If any of the Fated that notice the figure are familiar with the Cult of December, they recognize it as someone dressed in a similar manner to the Cult's hunters and stalkers. If the Fated achieve a Margin of Success on their Notice Challenge, they also realize that there's something off about the figure's appearance, namely that his clothing appears to be of far higher quality than any of the cultists they've ever seen.

This figure is the disguised Edwin Perry, who has dressed up like a member of the Cult of December in order to shift blame from the impending attack onto their number. If the Fated attempt to pursue him, they can do so after the snowmen animate.

See the Chasing the Figure section on page 13 for more details.

Regardless of whether or not the Fated notice the figure, some of the snowmen surrounding the square animate and begin to attack the revelers. Read the following text:



A sound not unlike ice cracking catches your attention. A few gasps and shouts go up from the edges of the square as people start backing away from some of the snowmen which have started to tremble. First one, then another, slowly begin to move, their snowy bodies undulating and twisting as they start bouncing up and down in place, their bodies making a rhythmic “thump thump” sound as their wide, packed-snow bottoms thump up and down against the ground.

At first, there’s some nervous laughter from the revelers who seem to think that the animation is part of the festival. Then one of the snowmen lunges forward, grabs the neck of a woman in a heavy shawl, and twists hard, snapping her neck with a sudden “pop” sound. As her body falls to the ground, the screams start as the revelers begin to panic and run in every direction, flipping over tables to send the food piled upon them cascading to the ground.



The animated snowmen are a variant of Ice Gamin called Snow Gamin. There are a total of three animated Snow Gamin, plus one Snow Gamin per Fated, all of them spread out along the sides and throughout the square, which is 70 yards wide to a side.

The Snow Gamin initially attack anyone nearby, but they gradually begin to converge on Susan Coren and her family, who run to her side once the attacks begin. The one remaining Guild guardsman will attempt to defend her, but he only manages to hold them off for two rounds before the Snow Gamin tear him apart with their stick-like arms.

Susan’s husband, Alfonse, then steps forward and tries to protect his wife, but he only lasts a single round before being devoured by the evil snowmen. After that, any surviving Snow Gamin reach Susan and her children and kill them at the end of the next round.

After each Snow Gamin is defeated, it explodes in a shower of snow and ice crystals, leaving the fancy top hat it had been wearing behind. If Susan, her husband, or any of their children are caught in the blast, they are wounded and lacerated by the ice, but the wounds are not life threatening.

Stats for the Snow Gamin can be found on page 32.



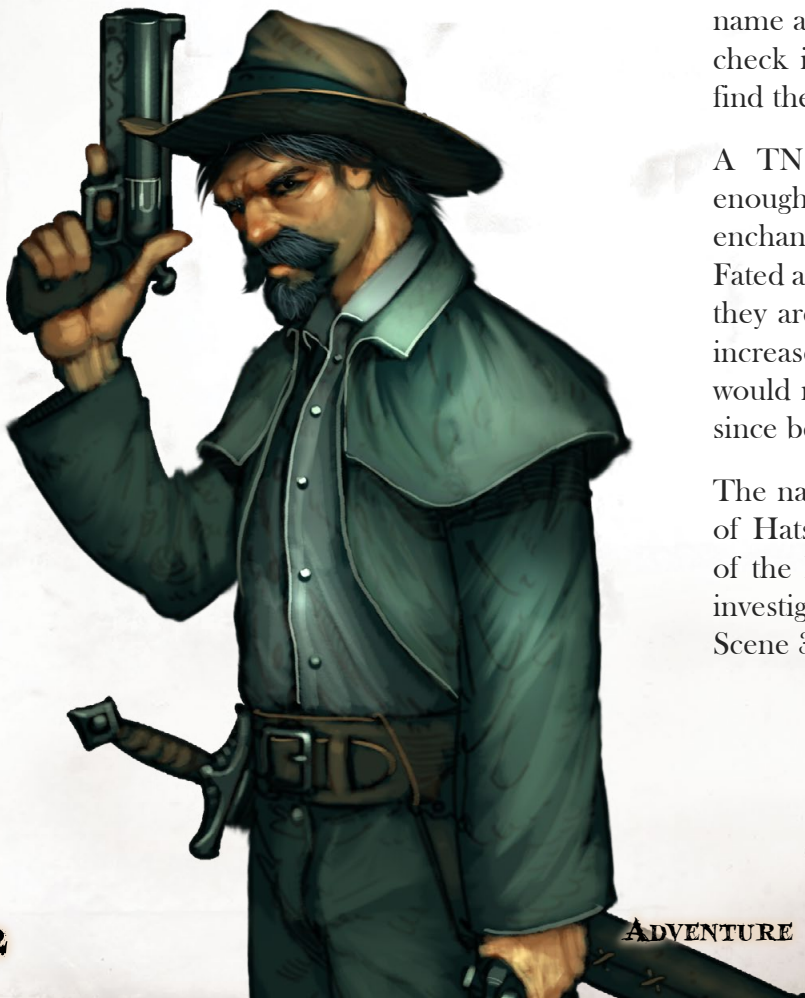
THE AFTERMATH

If the Fated protected Susan and her family, she is understandably thankful for their assistance. Assuming she is in any condition to do so, Susan will personally thank the Fated for protecting her family and will invite them to her office in the Guild Enclave to reward them properly at some point during the next week.

The only exception is if the Fated demonstrated any obvious uses of illegal magic. If they did, then Susan is thankful but cautious. She doesn't offer to reward them, but neither does she report them to the Witch Hunters (which is a reward in its own way).

If the Fated ask about the missing guards, Susan or the lone guardsman left behind at the plaza will explain that there was a report of a Resurrectionist attack on the Blue Hills Tailors in the northern New Construction Zone and that the guards were pulled away from the gala in order to investigate.

If the Fated decide to investigate the disappearance of the guards, proceed to Scene 4: The Distraction on page 21.



FANCY TOP HATS

If the Fated investigate the top hats the snowmen were wearing, a TN 8 Stitching Challenge reveals that they are well made and expensive, not the old, tattered hats that one would expect to find atop a snowman's brow.

If the Fated achieve a Margin of Success on this Challenge, they think to check the inside of the hat for the haberdasher's business card, which is tucked into a band at the top of the hat in the usual manner of their profession. If the hat was burned or otherwise damaged, the Fated will have to succeed on a TN 12 Literacy Challenge to make out the name and address on the card. If the Fated think to check inside the hat for a card, they automatically find the card.

A TN 12 Enchanting + Intellect Challenge is enough to notice that there's some faint, residual enchantment magic clinging to the top hats. If the Fated achieve a Margin of Success on this Challenge, they are able to confirm that the hats were used to increase the amount of time that the Snow Gamin would remain in the world, but that their magic has since been spent.

The name on the business cards is Mindy's House of Hats, and the address is on the western edges of the Downtown District. If the Fated decide to investigate the House of Hats, then proceed to Scene 3: Hats and Wax on page 18.

CHASING THE FIGURE

Edwin Perry, the figure in the alleyway, flees as soon as the Snow Gamin begin their attack. If the Fated decide to chase after him, they'll have to begin doing so on the first round of combat in order to have any chance to catch him. Edwin has prepared for the possibility that he might be chased by the Guild Guard or a reveler and has planned his escape route carefully.

The patch of ground at the entrance to the alley is covered in slippery ice, and any characters that pursue him will have to make TN 11 Acrobatics Challenges to avoid slipping and falling prone. Characters who slip on the ice impose a \square penalty to the Acrobatics Challenge of other characters attempting to push past them and into the alley.

About midway down the alley, Edwin has piled a great deal of snow against the side of one of the buildings. As he darts past it, he swipes at it with one hand, causing the snow to fall down into the alley. The snow counts as Severe terrain, so characters without the ability to ignore such terrain (such as those with Unimpeded, Flight, or Incorporeal) are slowed down as they trudge through it, which gives Edwin a chance to escape.

Once he reaches the far end of the alley, Edwin turns the corner, pulls off his mask and coat, and tosses them aside as he joins the crowd on the street. Characters who have kept up with him can attempt a TN 11 Notice Challenge to catch a glimpse of his face as he flees: he's a clean-shaven, middle-aged man with graying black hair and a noticeable paunch. He moves quickly through the crowd, but a TN 8 Athletics Challenge from anyone that caught sight of him is enough to push people aside and catch Edwin. He denies having anything to do with the celebration, but a TN 12 Scrutiny Challenge reveals that he is panicked, frightened, and out of breath from the escape attempt.

Despite being caught, there's likely little that the Fated can do to prove that Edwin was involved, and without any real evidence against him, the Guild will not press charges or arrest him. Once Edwin has been released by the Guild, he sends Snow Gamin and a Snow Golem to harass the Fated; see Scene 2: Of Cults and Snowmen (pg. 14) for more details.

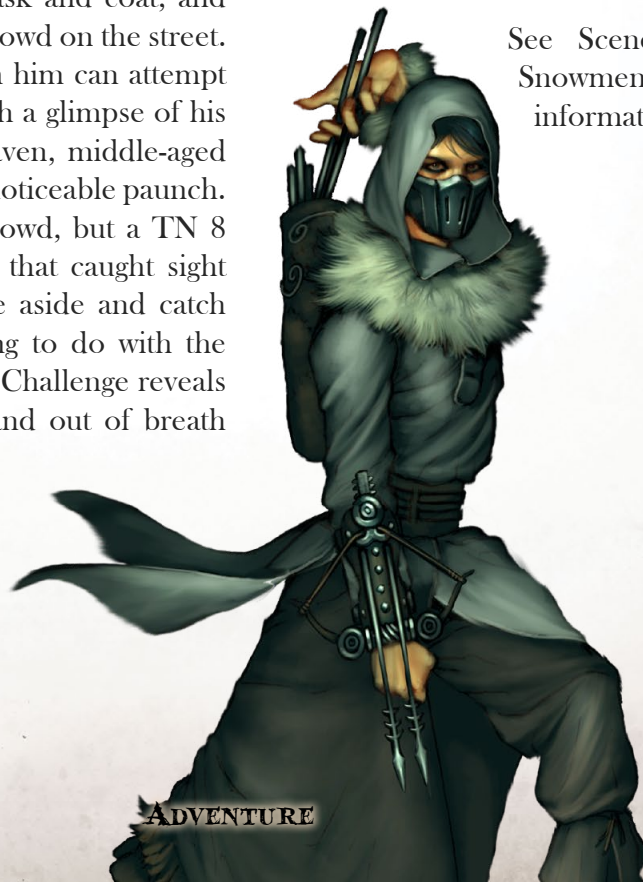
If the Fated kill Edwin, the number of people in the crowd who witness his capture (and possibly his subsequent death) will make them suspects in the resulting murder investigation of a high-ranking Guild official.

If the Fated examine the discarded coat and mask, a TN 8 Stitching Challenge reveals that they are both made from high-quality materials. It is impossible to link either to Edwin, as he purchased them discretely from a tailor in Ridley using a false identity and a crude disguise.

CONTINUING ONWARD

Once it seems like the Fated have investigated whatever clues they have found, they can continue about their day as best they can. On the following day, however, they're attacked by Edwin and the Cult of December, both of whom are upset with the Fated for different reasons.

See Scene 2: Of Cults and Snowmen (pg. 14) for more information.



SCENE 2:

OF CULTS AND SNOWMEN

This attack only occurs if the Fated attacked the Snow Gamin and brought attention to themselves. If they fled the gala along with everyone else, then Edwin and the Cult have no reason to target them.

The day after the Christmas Gala, the Fated are attacked by not one, but two hostile groups: Edwin, who wants to deal with the Fated who prevented (or attempted to prevent) his creations from killing Susan, and the Cult of December, who believe that the Fated staged the attack in an attempt to villainize the Cult and come across as heroes.

In the morning, Edwin sends the Fated a false, typed message claiming to be from Susan (or another Guild official, if she was killed) asking them to meet her in the square. In actuality, he is attempting to lure them into an ambush, though the December cultists hunting the Fated find them first.

If the Fated do not take the bait, then Edwin begins searching for them using requisitioned Watcher constructs that fly over the city and take pictures of anyone matching the Fated's description. When he finds them, he sets out to deal with them once and for all, arriving midway through the Fated's battle with the December cultists.

THE CULTISTS STRIKE

Anish and Daren are members of the Cult of December who act as spies in Malifaux City. They keep an eye out for anyone who might have earned December's favor and begrudgingly work with other Arcanists in order to fulfill their leader's obligation to the group.

Since the attack, Edwin has been spreading rumors that the Cult of December was responsible for the Snow Gamin, primarily as a means of diverting suspicion from his own activities. Neither Anish nor Daren are happy about this; they don't particularly care what anyone thinks about the Cult, but any sort of scrutiny from the Guild makes their assignment much harder to accomplish.

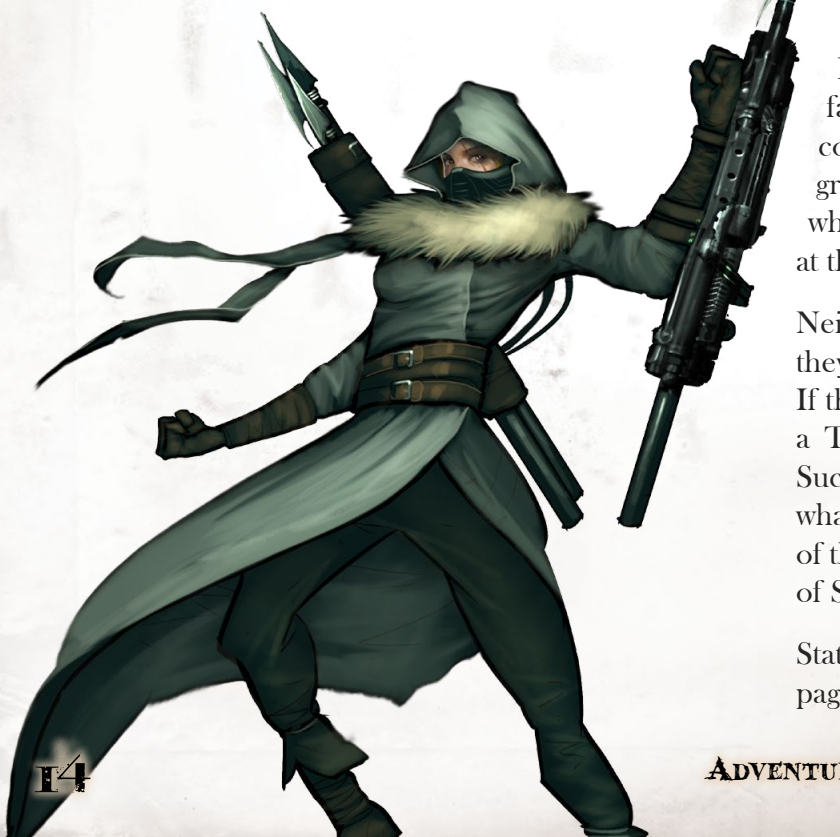
The pair draws upon their Arcanist contacts to divine the Fated's location and then follows them until they deem the group to be easy prey. They won't attack until the Fated are away from a crowd and away from where the Guild might investigate an attack.

If possible, the cultists set up an ambush and wait patiently for the Fated to wander into their trap. If the ambush is successful, each ambushed character may attempt a TN 10 Notice Challenge (with a \square penalty due to the white clothing of the cultists, which blends in with the snow) to avoid being **Slow** on the first round of combat.

The cultists begin the battle by using their Harpoon Guns to yank a single Fated character far from her companions, utilizing a "divide and conquer" philosophy. They attempt to target the greatest threat first, which tends to be any character who showed an aptitude for magic during the battle at the Christmas Gala.

Neither cultist is too interested in diplomacy, but they're not completely deaf to the possibility, either. If the Fated attempt to reason with them, it will take a TN 8 Convince Challenge with one Margin of Success to get them to halt their attack and listen to what the Fated have to say. If the Fated are members of the Cult of December, they do not need a Margin of Success on this Challenge.

Stats for the December Cultists can be found on page 31.



COMBAT, INTERRUPTED

At the start of the third round of combat (or after the Fated have had a few moments to talk to the cultists, if they succeeded in their Convince Challenge to get the cultists to listen to them), things will quite suddenly become more complicated and dangerous. Read the following text:



You can hear them before you see them, the rhythmic slap of packed snow against the hard ground. There's another sound as well, a rumbling deep enough to shake the snow from the roofs of nearby buildings. The sound is enough to give even the two mysterious attackers pause.

Then they come into view, the familiar sight of the bouncing snowmen with frosted, stick arms. Several of them swarm around a much larger snowman, nearly twice the height of a man and even thicker still. Unlike the others, its arms seem to have been fashioned from thick tree branches, and it pulls itself forward with them, leaving a slick trail of ice and flattened snow behind it.

All of the snowmen are wearing top hats, including the large one, which has a tiny hat perched atop its otherwise massive head.



There are two Snow Gamin in the pack, plus one Snow Gamin per Fated character. The larger snowman is actually a Snow Golem, a much larger and more dangerous version of the smaller snowmen. Stats for the Snow Gamin and Snow Golem can be found on page 32.

The snow monsters make it clear that they have no association with the cultists by attacking them (and any innocent bystanders) as freely as they attack the Fated, though they focus on the Fated if given the choice between multiple targets. They begin 40 yards away from the battle and use the (2) Run Action to close the distance as quickly as they can.

The cultists realize rather quickly that the Fated aren't controlling the snow creatures and will call for a temporary truce while they help to fight off the snow creatures. They are quite familiar with Ice Gamin and Ice Golems, and as such, they shout for the Fated to "take the big one" as they focus their attentions on the smaller (and less dangerous) Snow Gamin.

CULTISTS VS GAMIN

During the battle between the Cultists and the Gamin, the two groups of Fatemaster characters will likely end up attacking each other. This callout box provides an easy shortcut to make the combat between these characters quick and easy.

If the December Cultists attack the Snow Gamin or Snow Golem, they hit with each attack they make and inflict Weak damage on their target.

If the Snow Gamin attack the Cultists, they hit with each attack they make and inflict Weak damage on their target.

If the Snow Golem attacks the Cultists, it hits with each attack it makes and inflicts Severe damage with each attack.

Cultists who are reduced to 0 Wounds or below by Gamin attacks are knocked unconscious, but if the attack came from the Snow Golem, the Cultist dies in a particularly bloody and messy manner.

AFTER THE BATTLE

After their mutual enemies have been defeated, if the cultists are still alive, they will admit that the Fated are probably not the ones they're after, though that's as close to an apology as they offer. As long as the Fated do not try to continue their conflict (either during or after the combat with the snow creatures), Anish and Daren will see no reason to continue their fight.

If the Fated attempt to convince the cultists to help them find the true culprit behind the attacks, it takes a TN 8 Convince duel with one Margin of Success to enlist their help. If the Fated are members of the Cult of December, they do not need a Margin of Success on this Challenge.

On a failure, the cultists refuse and begin investigating the matter on their own; they do not come up with any useful information, however. On a success, the cultists promise to help the Fated deal with the culprit if they discover who is responsible for the attacks. They set up a time and place to meet with the Fated and then take their leave before authorities arrive to investigate the battle.

HOME INVASION

If the Fatemaster wishes to place the Fated into a bit of a difficult situation, it could be interesting to have the cultists attack their homes instead of jumping them in the street. This sort of attack works best when it comes in the middle of the night... which is exactly when Edwin decides to send his Snow Golem and Snow Gamin to attack the Fated.

This works particularly well if the Fated are staying with allies or other loved ones who they must work to protect from the cultists (and, later, the snowmen).

In this situation, feel free to delay the arrival of the Snow Gamin and Golem a bit longer than usual, until the fight has reached a tense point.

SEARCHING THE SCENE

There are a number of clues that the Fated might discover during this scene that will help them in uncovering Edwin's plot. If the Fated don't think to search the remains of the Snow Gamin, they can be nudged in that direction by having either Anish and Daren bend down and start examining one of the top hats, which should be enough to bring them to the Fated's attention.

Here are some of the things the Fated might investigate or notice:

TOP HATS

Much like in Scene 1, the top hats might be the clue that the Fated need to continue their investigation. If investigated, a TN 8 Stitching Challenge reveals that they are well made and expensive, not the old, tattered hats that one would expect to find atop a snowman's brow. If the Fated achieve a Margin of Success on this Challenge, they think to check the inside of the hat for the haberdasher's business card, which is tucked into a band at the top of the hat in the usual manner of their profession. If the hat was burned or otherwise damaged, the Fated will have to succeed on a TN 12 Literacy Challenge to make out the name and address on the card. If the Fated think to check inside the hat for a card, they automatically find the card.

A TN 12 Enchanting + Intellect Challenge is enough to notice that there's some faint, residual enchantment magic clinging to the top hats. If the Fated achieve a Margin of Success on this Challenge, they are able to confirm that the hats were used to increase the amount of time that the Snow Gamin would remain in the world, but that their magic has since been spent.

The name on the business cards is Mindy's House of Hats, and the address is on the western edges of the Downtown District. If the Fated think to investigate the business, then proceed to Scene 3: Hats and Wax on page 18.

COMMAND PAPERS

Hidden inside each of the hats is a slip of paper that has been etched with magical runes, detailed descriptions of the Fated (gained either from watching them fight his Snow Gamin or from Guild reports after the fact), and instructions to find the Fated, kill them, and then return to a specific address in the Easterly Slums. A TN 14 Sorcery Challenge will reveal that, while the command papers seems to be properly inscribed and enchanted, it's really not necessary to commanding Gamin; they usually just do whatever the summoner commands them to do without needing much more direction than that. If a character knows the Summon Gamin Magia, the TN lowers to 9.

CULTISTS

If the Fated noticed Edwin in his December Cultist costume, the Fated will notice that while the clothing of the cultists appears to be similar to the clothing worn by the cultist in the square, there are some subtle differences. The biggest is that the clothing worn by Anish and Daren appears to be well-worn and designed to avoid attracting much attention, while the costume of the cultist from the square stood out from the crowd.



THE INVESTIGATION CONTINUES

Depending upon which clues the Fated have found and decided to follow, they have a few options available to them.

If the Fated think to investigate the House of Hats, then proceed to Scene 3: Hats and Wax (pg. 18).

If the Fated found the command papers in the top hats and decide to investigate the address, then proceed to Scene 5: A Date with a Hatter (pg. 23).

A TOUGHER FIGHT

If the Fated are particularly strong, then the battle with two December Cultists might not be enough to challenge them. In this case, it's a good idea to give them a bit of additional support in the form of Myraa, a Sabertooth Cerberus.

The cultists have been keeping the Cerberus in the basement of their hideout for a week now, more or less for a situation just like this. Malifaux City can be a dangerous place, and it's always good to have a backup plan.

Myraa has been stuck inside for a full week and is more than a little bit cranky because of it, so when brought outside and given free reign to attack the cult's enemies, she's more than willing to oblige. In this case, Daren waits on a nearby rooftop with the beast, taking potshots down at the Fated with his harpoon launcher while Myraa leaps down into the middle of the fight.

Truthfully, the two cultists are sort of hoping that Myraa doesn't survive the fight. The cost of feeding her has proven to be higher than they expected, and she's recently gone into heat, which has made their nights in the hideout both loud and uncomfortable.

Stats for the Sabertooth Cerberus can be found on page 38.

SCENE 3:

HATS AND WAX

If the Fated found Mindy's business card tucked into the top hats during Scenes 1 or 2, then it gives them the address and motivation to investigate Mindy's House of Hats. On the other hand, if the Fated think to investigate the top hats on their own, without finding her business card, then the other haberdashers in town will eventually point them in Mindy's direction.

OTHER HABERDASHERS

If the Fated show any of the top hats to another haberdasher in town, the first thing they do is check the inside of the hat for a business card, which turns up Mindy's business card. The haberdasher explains that it's something of a common practice for them to tuck their business cards into their hats, as it allows people to remember where the hat was purchased, so that they can have it repaired if it becomes damaged... or, more hopefully, so that they can share it with their associates who admire the haberdasher's work.

Unfortunately, haberdashery is something of a cut-throat business (there's only so many uncovered heads to go around), so the haberdasher does his or her best to convince the Fated that they should just purchase one of their hats, instead of Mindy's hats, even going so far as to imply that dealing with Mindy might be dangerous. "She was involved with that Seamus fellow," they'll whisper. "All those people that he killed, and he left her alone? Seems a bit suspicious to me, that's all I'm saying."

If the Fated don't have one of the top hats with them but still attempt to speak with a haberdasher, he or she points them toward Mindy as soon as they mention that the hats are involved in criminal activities, with the warning above.

ENTERING THE HOUSE OF HATS

If the Fated have a business card or were given the address by another haberdasher, then finding the House of Hats is easy. The shop is located in the southern portion of the Downtown district, and Mindy keeps it open from dawn until an hour after dusk. As long as the Fated arrive during business hours, they will find the door unlocked.

Read the following text:



Like the rest of the buildings on the street, Mindy's House of Hats is a two-story tall construction of red brick. Unlike the other buildings, its ground floor is partially sunken into the road, requiring you to descend a few short steps to reach the front door.

A small bell rings overhead as you enter the shop, but you find yourself freezing in surprise halfway through the door. The showroom is filled with tables, upon which stand row after row of decapitated heads, men and women, young and old, each of them wearing a stylish and fashionable hat. The heads closest the door have been placed in such a manner as to stare at any newcomers, while those further back have been turned so as to keep an eye on someone as they walk to the store's counter. It's only after you're recovered from your surprise that you realize that, while lifelike, the heads are actually wax duplicates of severed heads, rather than the actual thing.

An attractive woman with short, red hair sits behind the counter, reclining on a comfortable looking seat. She's leaning forward on the counter, watching your reaction with an impish grin. "Welcome to my humble shop," she greets you.



The woman behind the counter is the eponymous Mindy. She finds peoples' first reactions to her wax sculptures to be incredibly amusing: If the Fated comment upon the heads or ask her any questions about them, Mindy claims that she has them made by a master wax sculptor so that her clients can see what they might look like in one of her hats; she has a few mirrors in the back, but she prefers not to use them, on account of having once glimpsed a ghost moving around inside of them.

If the Fated succeed at a TN 12 Scrutiny Challenge, they realize that Mindy isn't being entirely honest, and if pressed, she admits that she actually makes the wax sculptures herself. The story about the ghost in the mirror is completely true, though there's no sign of it if the Fated convince her to bring the mirror out from the back.

For the most part, Mindy remains friendly with the Fated, but with the underlying hint of a businesswoman who is excited for a new customer. If the Fated appear particularly shabby or poor, she remains friendly but with some concern that their appearance may give her store a "reputation."

Actually getting information from Mindy about her hats is difficult, as she believes in the privacy of her customers. Many of them are people of wealth, and to simply give out their information to potential hooligans could prove dangerous to both her clientele and her business. Talking her into giving up any information about the hats requires a TN 12 Barter Challenge and at least 5 scrip, or a TN 14 Convince or Intimidate Challenge. If the Fated mention that the hats are tied to a criminal investigation, then the TN of these Challenges drops to TN 9 for the Barter Challenge or TN 11 for the Convince or Intimidate Challenges.

On a failure, Mindy refuses to give up the information and feigns ignorance if the Fated press her further, claiming that "one hat looks like any other."

On a success, however, Mindy agrees to get them the information they want and excuses herself to go into the backroom of her store. Once there, she spends ten to fifteen minutes sorting through stacks of seemingly ill-managed paperwork and hat-making clutter before emerging with a work order. The work order is from one Edwin Perry for twenty custom top hats. The work order is hand-written and in explicit detail, from the measurements to the expensive materials used in the hats to how they should be constructed. Mindy points out that he requested that she chant some magical words over the hats as she was making them, which was an annoyance, but nothing too especially troubling. Finally, an incredibly high price is written out in different handwriting, and at the bottom are Mindy's and Edwin's signatures.

The words that Mindy was instructed to chant are written on the work order, which is actually a Grimoire that contains the Summon Gamin Magia and the Ice and Increased Duration Immuto. The Summon Gamin Magia has been reprinted on page below for your convenience.

THE SUMMON GAMIN MAGIA

ASPECT	AP	TN	RESIST	RANGE
Intellect	1	10📖	-	5 yards

The caster summons a Gamin to do her bidding.

Effect: When cast, a Gamin is summoned within range on a surface that can support its weight. The caster may command the Gamin with the (1) Order Action. If the Gamin acts on the turn it was summoned, it gains the **Slow** Condition.

The summoned Gamin lasts for 3 turns before disappearing.

Requirements: This Magia must include at least one Elemental Immuto.

QUESTIONING MINDY

The Fated may have further questions for Mindy, who is generally happy to answer them. Some of the possible subjects the Fated may broach are:

EDWIN PERRY

Mindy doesn't actually know that much about Edwin. As far as she's concerned, he's just another high-class, high-paying customer. She can at least provide the Fated with a description: Edwin is a middle-aged man with graying black hair. He's not very good-looking, but neither is he particularly ugly. He was a first-time customer, and he seemed a bit unsure of himself, as if it were the first time he was buying a hat.

Top Hats: Mindy didn't think that it was odd to get an order for so many top hats at once. She assumed that they were intended to be holiday gifts, since he wanted them before the Guild's Christmas celebration. She did find his exacting instructions a bit annoying, but she's had stranger requests.

PRICE

If questioned about the high price that Mindy charged Edwin, she simply smiles and says that when he came in, Edwin said that money was no concern, and she called him on it.

He glanced at the price and blanched slightly, and Mindy thought that he was going to argue against it, but instead he just took out his wallet, pulled out a handful of high-denomination bills, and handed them over without a word.

All in all, Mindy was pretty pleased with the deal. Haberdashery, as she tells the Fated, is a cut-throat business, and Edwin's order went a good way towards ensuring that her next year would be a comfortable one.

WAX HEADS

Mindy will bashfully admit that she started working on the wax sculptures to impress a former lover. The relationship didn't last, but she found that she enjoyed sculpting as a hobby and kept at it. Eventually, she started to use the heads to display her hats for her customers, so that they could see what her work looks like on a person's head at a glance. That the heads disturb first-timers to her store amuses her to no end.

SEAMUS / LOVER:

If asked about her lover, Mindy will hesitantly admit that she dated a fellow hatter for a short time after she moved to Malifaux. She is surprisingly calm and blasé about what became of him: "We were a couple for a while, but eventually I noticed him acting rather peculiar, so I broke things off. He went on to become a pretty famous serial killer around these parts, so I think I dodged a bullet there."

DEPARTING THE STORE

Once the Fated have finished asking her questions, Mindy suggests that they take a few minutes to look around her store. If any of the Fated aren't wearing hats, she'll make a casual suggestion that they would look more dashing/handsome/attractive with one of her hats on their heads. She's not above a bit of flirting if it means getting a sale.

After the Fated are finished at her store, Mindy bids them farewell. As long as they didn't attempt to intimidate or frighten her, she suggests that they come back to her store for any of their future hat-based needs.

SCENE 4:

THE DISTRACTION

Another avenue that the Fated may find fruitful for determining the attacker's identity is to investigate the sudden need for guards elsewhere in the city. Susan or the remaining guardsman, if either of them are still alive and in a condition to talk, can tell the Fated that there were reports of a Resurrectionist attack and that extra guns were needed.

There is still a chance for the Fated to follow this trail even if they didn't get the information from Susan or the guardsman. They may recognize one of the guardsmen that was pulled away from Susan's event while the guardsman is on patrol and ask him or her about what happened. Alternatively, they could always investigate a Guild Guard station in the area.

In any case, it takes a TN 10 Barter Challenge and at least 1 scrip or a TN 12 Barter, Convince, or Intimidate duel to get the guardsman to reveal that there was a Resurrectionist attack in the New Construction Zone that they were called in to investigate. The guardsman claims that the report ended up being exaggerated and that there was only a few zombies waiting for them at the Blue Hills Tailors when they arrived.

If the Fated are associated with the Guild, an hour of work and a TN 10 Bureaucracy Challenge will turn up the same information.

THE BLUE HILLS TAILORS

The Blue Hills Tailors, located on the southwestern edge of the northern New Construction Zone, was the site of the attack. It's a simple shop that specializes mostly in low to medium cost dresses and evening wear for women. If the Fated choose to investigate it on the same day as the attack, they'll find the windows broken and the shop closed, although the owners will still be present, along with several members of the Guild Guard who are overseeing the clean up.

If the Fated investigate on a later day, they'll find that the windows to the shop are boarded up, though it still remains open to customers. The Guild has also stationed a guardsman outside the shop "just in case."

In either case, the owners, Hans and Jessica Robbinson, are an older couple who manage the other dressmakers more than they actually work themselves anymore. When the Fated arrive, both are present and willing to speak with the Fated. The husband, Hans, is fairly excited about the events that transpired. He claims that he hasn't seen anything to get his blood pumping like that "since the war." His wife is more concerned than excited, and she frequently mentions the damage done to their storefront when the topic comes up.

THE ATTACK

The severity of the attack on the Blue Hills Tailors was quite over exaggerated. While the Christmas Gala was going on, a quartet of undead women in rotting "evening wear" staggered out of the snow and toward the store. Though they frightened everyone present, most of the damage to the tailors' storefront was done by the bullets of the Guild's guardsmen, who arrived on the scene with uncanny speed.

The situation was quickly handled and the undead were hauled away by the Death Marshals that arrived shortly thereafter. The attack was terrifying for those who were present, but nobody was harmed (save for people tripping as they fled the scene), making it a burst of excitement to an otherwise dull day. Everyone notes how inspiring it was to see the Guard turn up so quickly and with so many guardsmen; there were fifteen of them gunning down the shuffling zombies.



THE GUILD RESPONSE

If the Fated arrive on the day of the attack, a Guard captain is questioning the Robinsons. If the Fated arrive later, the Robinsons can direct the Fated to him by name: Alexander Muller.

If the Fated ask the captain what happened, he reveals that report of the attack came from a nervous gentleman who ran up to one of the nearby Guard posts. Upon receiving the report, Muller ordered one of his subordinates to retrieve backup from the Christmas Gala while another was dispatched to inform the Death Marshals. If the Fated succeed on a TN 10 Bureaucracy Challenge (with a + if the Fated are members of the Guild), they will realize that Muller broke protocol by drawing guardsmen from the Christmas Gala instead of reporting the attack to the nearest Guard station and waiting for them to dispatch reinforcements, which is the standard operating procedure. If questioned about this, Muller claims that he made a snap decision to save lives and excuses himself from the conversation. A TN 12 Scrutiny Challenge reveals that he's afraid and hiding something.

In truth, Muller was paid by Edwin to ignore the normal protocol and instead pull guardsmen from the Christmas Gala. If it's the same day as the attack and the Fated mention it to Muller, he stops dead in his tracks and his face goes pale. A TN 10 Scrutiny Challenge reveals that he is suddenly very, very afraid. It's enough to convince him to speak with the Fated privately about the bribe, though he refuses to admit his involvement to his superiors, going so far as to lie under oath to cover his tracks. It takes a TN 10 Convince or Intimidate Challenge with one Margin of Success to get Muller to agree to publicly admit to his part in the crime.

If Susan was seriously injured or killed during the attack (or the Fated succeed on a TN 10 Deceive Challenge to make him believe that she was), then he becomes visibly shaken and tells the Fated that Edwin and Susan were rivals for a recent promotion. From all accounts, it sounded as if Susan was going to get it, but an attack on the Christmas Gala - not to mention her injury or death - would push Edwin back to the top of the list.

If the Fated convince Muller to speak with them privately, some of the topics he may speak to them about are as follows:

THE ATTACK ON BLUE HILLS TAILORS

Muller talks openly about the attack on Blue Hills Tailors and can give them the details that the Guild has thus far been able to work out. The undead women came out of the snow, attacked the store, and were put down by the guardsmen that showed up on the scene. He doesn't know anything else about the undead women or who might have been controlling them.

THE ATTACK ON THE CHRISTMAS GALA

Muller was completely unaware that the Christmas Gala was going to be attacked, and he tries hard to convince the Fated of his innocence, more to assuage his own guilt than because he cares about their opinions. If the Fated seem like they might turn him in, he offers them 5 scrip to keep it a secret, though a TN 12 Barter or Intimidate Challenge talks him up to 8 scrip, which is all he has on him.

EDWIN PERRY

Muller doesn't know too much about Edwin Perry, save that he's a ranking member of the Guild and that he's a magewright (i.e. one of the Guild's many enchanters). He knows that he and Susan have been competing for the same promotion, but Muller considers him to be the sort of person who sits in his office all day while "the rest of us" are out doing real work. He can give the Fated a description of Edwin: he's a middle-aged man with a graying hair and a bit of a paunch.

SCENE 5:

A DATE WITH A HATTER

This last path of investigation details what happens if the Fated investigate the control papers left in the hats of the Snow Gamin and Snow Golem that attack the Fated in Scene 2. Unbeknownst to the Fated, the paper is a ruse that Edwin planted in order to lead the Fated into a trap in case his initial attack failed.

If the Fated investigate the attack on the Blue Hills Tailors, then they might have an inkling of what sort of trouble Edwin has gotten himself into. The Guild enchanter attempted to make a deal with the murderer, Seamus, to murder Susan outright. That deal fell through when Seamus took a look at Susan and declared that she was “not his type,” and no amount of Edwin’s money seemed able to change the disturbed serial killer’s mind. Edwin then fell back onto his current plan, the one involving the use of Snow Gamin to attack the Christmas Gala, and gave Seamus a Soulstone in exchange for creating a distraction that would lure the guardsmen away from the event.

When the Fated intervene and prove to be a threat to his plans, Edwin decides to kill two birds with one stone and sets up a trap that will send them right into Seamus’ arms. Regardless of whether Seamus kills the Fated or the Fated kill Seamus, Edwin figures that he’ll have taken care of at least one loose end (and, perhaps, passed the blame for the attack off onto Seamus).

THE ADDRESS

The address on the command paper leads the Fated to the Easterly Slums. There they find an old house with boarded up windows and a small garden that is filled with weeds. In spite of its appearance, the house seems to be in good repair. There are two entrances: the front door, which is unlocked, and a locked door in a tight, uncomfortable alley behind the building.

Should the Fated ask around about the building, an hour of questioning will give them the following information, absolutely none of which is helpful:

- The building is abandoned on account of being haunted.
- The building is actually owned by an Arcanist who uses it for smuggling.
- The building is alive and eats children who venture too close to it.
- The building is home to a mad inventor who is building a strange device.
- The building houses another Breach that leads to an even more horrifying version of Malifaux.

Seamus tends to move around a fair bit, mostly on account of being a serial killer with a hefty bounty on his head, so he only remains in the house for two days after the attack on the Christmas Gala. At some point during the second night, he grows bored with his current residence and wanders off, leaving the house abandoned until he has need of it again.



SEAMUS AND HIS GIRLS

If the Fated enter the building while Seamus is present, they'll find the murderous gentleman in the parlor, reclining on a dusty old couch. His infamous top hat will be resting over his face, giving him the appearance of someone taking a nap. Surrounding him are a quartet of undead women in skimpy evening wear, all of them glass-eyed as they shuffle in place and occasionally release a low groan. A TN 7 Scrutiny Challenge with at least one Margin of Success will reveal that, somehow, the undead women are as bored as their master.

If the Fated attempt to sneak through the building to get a drop on Seamus, they will have to pass a TN 17 Stealth Challenge to do so, though they gain a **+** to their flip due to the distraction of his undead zombies.

Should the Fated fail the Stealth duel, don't bother to attempt it, or announce themselves by calling out or knocking on the door, then Seamus immediately pops up from his lounging. The four undead women around him - his Rotten Belles - will turn their attention to the Fated and start to shamble toward them, but only for a step or two before a click from Seamus' tongue stops them. If the Fated are outside, Seamus answers the door with a chipper grin.

Either way, read the following text:



The man in front of you is thin, so much so that his half-coat almost seems to hang off his shoulders. His dark hair is unkempt, from the mess of it that spills out from beneath his top hat to the long muttonchops that run down the sides of his face. His weathered lips are pulled back in a disturbing grin, and in a flash of insight, the faint sense of recognition snaps into place in the forefront of your mind.

You've seen that same face, that same grin, staring back at you from the countless "Wanted" posters plastered across the city, some of them so old that the ink has faded into illegibility. The man before you is none other than the Red Chapel Killer, Seamus, Malifaux's most infamous and elusive serial killer with over a hundred murders laid at his feet... and a five thousand scrip bounty on his head.

"ello there!" he says, leaning forward as he tips his hat in greeting. "Seems like you lot have wandered into a right bad situation, doesn't it girls?" The undead women around him groan in half-hearted agreement.



A CHATTY HATTER

Seamus treats the Fated as if they were old friends, though his comments always come across as creepy and macabre. Being the gentleman that he is, he offers them a seat before asking if they have any last words or requests.

The Fated can ask Seamus whatever they wish. Some topics that they might bring up are as follows:

THEIR IMMINENT MURDER

If the Fated ask if (or why) Seamus intends to murder them, it draws a few giggles out of him. "I've got a reputation to uphold," he points out with a smirk. He then raises a hand, using it to shield his mouth as he stage-whispers "Can't let down the ol' fan club," and motions to the blank-faced zombie women.

THE BLUE HILLS TAILORS / EDWIN PERRY:

Asking about Edwin or the recent attack causes Seamus to tell them that he recently had an agreement with a "Guild bloke" that involved murdering one of his rivals. Seamus passed on the offer, and the man instead gave him a Soulstone in exchange for causing a bit of panic in a certain part of the northern New Construction Zone. If the Fated ask for the man's name, Seamus shrugs and says that it was some sort of "barmy explorer's name."

HIS REPUTATION

Seamus makes no attempts to disguise the fact that he's the Red Chapel Killer. If the topic is brought up, he rolls his eyes dramatically and says that "it's a shame to be named after such a depressing district." He then goes on at length about the poor decor and service at the brothels of the district, though he does admit that the name has a sort of low charm to it.

WELL, THAT ESCALATED QUICKLY ...

After a few minutes of conversation with Seamus, the Fated must attempt a TN 16 Bewitch Challenge to keep him entertained. They gain a **+** to this Challenge if they're talking about necromancy, girls, murder, Seamus' dapper fashion sense, or his sinister reputation. On a success, he is amused enough by the Fated to hold off on murdering them for a few minutes longer, effectively allowing the Fated to stall for time.

If the Fated achieve a Margin of Success on this Challenge, Seamus laughs, holsters his pistol, and slaps the character on the back, claiming that they're "alright." He then calls to his "girls" and leaves the building as he throws the Fated some keys, telling them to "keep the place tidy" for him. If any of the Fated are attractive women, he leans in close before he goes and whispers that he will "see them later," which is sure to send chills down the spine of anyone who knows of Seamus' reputation.

If the Fated fail the Bewitch Challenge, Seamus decides to liven things up by drawing his pistol and firing it at the Fated, most likely at the most attractive female character present; he likes to make an impression, and he's found that to be a good way to do it. After the shot, he starts whistling and reloading his pistol, pausing only to motion to the Fated and send his undead servants rushing toward them in a hissing mob.

After at least two of his Rotten Belles have been destroyed, or after he takes at least 4 points of damage, Seamus decides to take his leave. On his next turn, he quickly moves to the locked back door, unlocks it as a 1 AP Action, and departs, leaving his undead minions behind to cover his escape.

Stats for Seamus and the Rotten Belles can be found on pages 34 and 35, respectively.

After Seamus retreats, there's nothing more of value that they can learn from the house or the remaining Rotten Belles.

SCENE 6:


CONFRONTING PERRY

If the Fated have determined that Edwin Perry is behind the attack on the Christmas Gala (and, possibly, an attempt on their own lives as well), then they will most likely attempt to confront him at some point. Edwin isn't particularly fond of the idea of getting into a blood vendetta with the Fated; if his attempts to assassinate the Fated fail, he cuts his losses and decides not to antagonize them again until after he's secured his new promotion.

As a result, the Fated can choose to confront Edwin however they wish. There are three likely ways they can do this: ambushing Edwin as he walks to or from work, confronting him at his home or office, or turning him in to the Guild.

AMBUSH ON THE STREET

If the Fated want to deal with Edwin themselves, then the safest option is to ambush him on his way to or from work. Edwin takes the same route every day, and unless the Fated give away their presence by failing a TN 11 Stealth Challenge, a day or two spent tailing him reveals his route. Though he usually keeps to public areas on his way between his Downtown home and the Guild Enclave, he also takes a number of shortcuts, particularly in the morning so that he can arrive early to work.

Setting up an ambush requires a TN 11 Stealth challenge. If the Fated involve the Cult of December in this ambush, they assist the Fated and give them a  to this Challenge. On a failure, Edwin notices them and flees into the crowd before the Fated can spring their trap. For the next few months, he takes different routes to and from work and travels with an escort of two Guild guardsmen.

On a success, Edwin Perry is unaware of the ambush, and the Fated have a free round of combat against him before he can act (at which point he most likely attempts to flee while shouting for help). If he's able to shout for at least two rounds, then after one minute (10 rounds), a three-man Guild Guard patrol arrives to investigate the disturbance.

If Edwin is pressed into combat, he doesn't use any of his magical abilities if there are any Guild Guard present and conscious. If there are no Guild Guard present, he summons Snow Gamin and uses his Encase in Ice action while attempting to retreat. He only uses his Don the Special Hat action if there seems to be no alternative; the transformation into a Snow Golem is incredibly painful.

If Edwin transforms into a Snow Golem, read the following text:



Edwin's eyes are wide in panic as he pulls a flattened top hat out of his coat. "I really didn't want to do this..." he murmurs, resignation heavy in his voice. He punches the interior of the flat hat, popping the top out to its full length, and places it on his head.

A pale shade of blue creeps downward across his skin the moment the hat touches his head, and a moment later, it cracks open, revealing not muscle, bone, or blood, but powdery white snow that falls from the wounds. You can hear bones cracking and snapping as the man's body grows taller and more muscular.

The transformation is quick, and judging by the expression on the towering snowman's cracked and twisted face, quite painful. His clothing is in tatters, little more than shredded remnants upon his new, frozen form.



HOME CONFRONTATION

If the Fated confront Edwin at his downtown apartment (which they can find by following him home from work and making a successful TN 9 Stealth Challenge to avoid spooking him), then his surprise at being confronted in his own home gives the Fated **+** to any Social Skill Challenges made against him. If they launch directly into combat, then Edwin cannot take an action on the first round of combat.

Edwin's home is a modestly sized, one-bedroom apartment with a tiny kitchen area on the second floor of the building. Though he keeps his living area clean, he has several desks and work tables that take up much of the available space. Fighting inside the apartment counts as fighting in Severe Terrain, and Hard Cover is plentiful.

With no chance of the Guild Guard showing up to save him, Edwin immediately begins summoning Snow Gamin and using his Encase in Ice action to hinder the Fated. He's cornered in his home, and as soon as it looks as if the battle is going against him, he attempts to transform into a Snow Golem as described above.

If the Fated search Edwin's apartment, a TN 12 Notice Challenge allows them to find a thick, leather-bound tome that is cold to the touch regardless of the temperature of its surroundings. This book is Edwin's Grimoire, which originally belonged to a captured member of the Cult of December. The tome has since "gone missing" from the Guild's vault, the result of some clever paperwork on Edwin's part.

The Grimoire contains the Elemental Engulf and Summon Gamin Magia (see pg. 19), as well as the Blast, Ice, and Increased Duration Immuto.

Stats for Edwin Perry can be found on page 37.

WORK CONFRONTATION

Edwin works at the Guild Enclave as an enchanting supervisor, and he spends much of the day in his office or in one of the enchanting workshops. Unfortunately for the Fated, it's also heavily guarded by the Guild, and if they start a fight or start threatening Edwin in public, they're likely to bring a mess of Guild Guard down on top of them.

Getting an appointment with Edwin Perry is as easy as making an appointment with his secretary. He is visited often enough that a few new names on his schedule won't be seen as suspicious unless the Fated have particularly strange or unique names that he might remember. Unless the Fated can succeed at a TN 12 Bureaucracy Challenge, they'll have to wait at least a week for Edwin's schedule to clear up. On a success, his secretary will arrange for them to meet with him later that day.

Edwin's office is exceptionally tidy and clean, and not a single tool or object is out of place. If the Fated start a fight in the Enclave, Edwin shouts for help. At the start of the fourth round of Dramatic Time, and every two rounds thereafter, two Guild Guards rush down the hallway and into Edwin's office as they shout for further reinforcements. Edwin absolutely refuses to use any sort of magic in the Guild Enclave; even if it seems likely that the Fated will kill him, he knows that the Witch Hunters will do much worse if he reveals his sorcerous abilities.

Stats for Edwin Perry and the Guild Guard can be found on pages 37 and 36, respectively.

TALKING IT OUT

If the Fated attempt to reason with Edwin, he's initially shocked and fearful of them. If they don't immediately attack, however, he attempts to weasel his way out of a fight. He's not afraid of a battle, but he knows when the odds are against him, and his fear of being caught has him on something of a hair trigger.

If given the chance, Edwin will offer the Fated a chance at a partnership. If they keep his secret and help him out a little (perhaps Susan Coren is still alive...), then he'll be in a position to help them out in kind. A TN 12 Scrutiny Challenge admits that he's being honest, but also that Edwin can likely only be trusted in the short term. If the Fated succeed on a TN 12 Convince or Intimidate Challenge, Edwin even attempts to sweeten the deal by offering them 10 scrip up front.

Similarly, the Fated might attempt to blackmail Edwin. He won't like it, but if the Fated seem genuine in keeping up their end of the agreement (and succeed on a TN 12 Convince or Intimidate Challenge), he'll go along with it.

If the Fated seem uninterested in working something out, however, Edwin attempts to flee and call for backup.

TURNING EDWIN IN

Should the Fated try to turn Edwin over to someone else in order to see justice done, there are two likely candidates for this: the Guild and the Cult of December.

THE CULT OF DECEMBER

If the Fated turn their information over to the Cult of December, then Anish and Daren thank the Fated and leave without much more conversation. A few days later, the front pages of the Malifaux City Record and the Malifaux Tattler both contain a story about Edwin Perry, a "loyal and humble Guild magewright" who was found strung up by his feet and skinned a few blocks from his home.

The article in the City Record focuses more upon the horror of such a crime taking place so close to the holidays, while the Tattler runs graphic and shocking pictures of the skinned Perry and demands that culprits - which it heavily implies are members of the M&SU - be brought to justice "before any other lives are unnecessarily and uncircumstantionally extinguished by this taxiderminomical savage."

THE GUILD

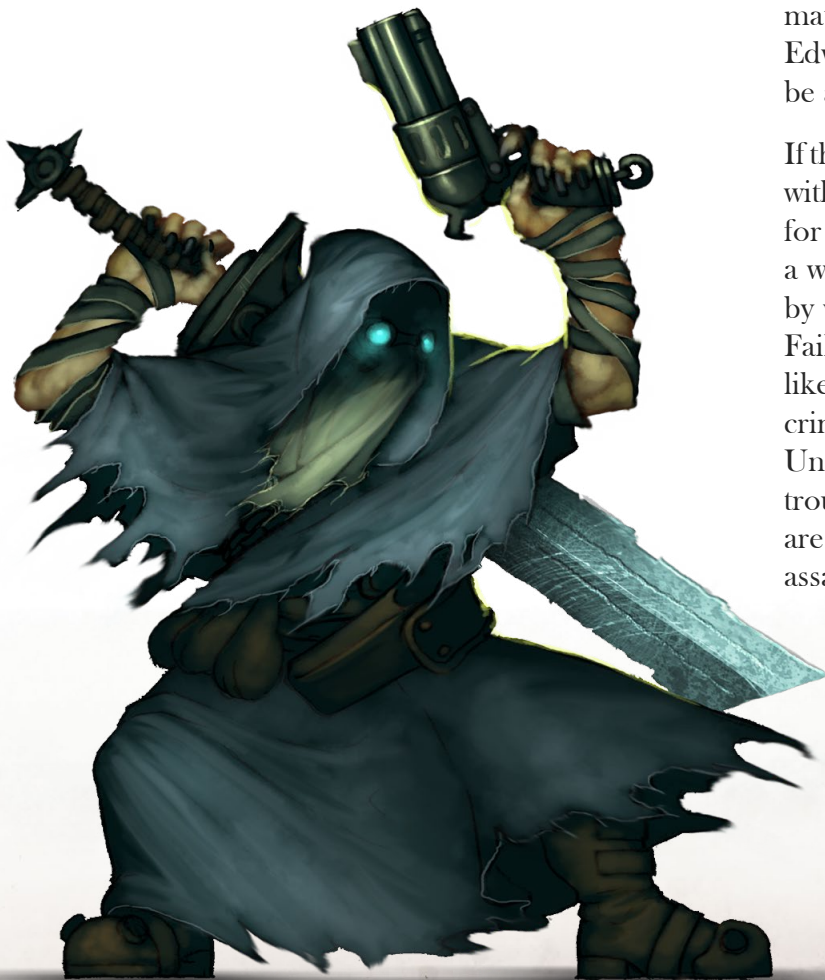
If the Fated turn their information over to the Guild, then it leads to an investigation. The investigation lasts about a week, and its results depend upon how many of the following events take place:

- Susan Coren survived the Christmas Gala attack.
- The Fated recovered Edwin's "December Cultist" disguise and turn it over to the Guild inspectors.
- The Fated turn at least one of the Snow Gamin top hats over to the Guild inspectors.
- The Fated turn the Edwin's bill of sale from Mindy's House of Hats over to the Guild inspectors.
- The Fated convince Alexander Muller to admit to his part in the attack and implicate Edwin as its mastermind.
- The Fated discover Edwin's connection to Seamus and inform the Guild inspectors.
- The Fated discover Edwin's Grimoire and turn it over to the Guild's inspectors or Witch Hunters.

If zero to one of these events take place, then the accusations against Edwin Perry don't carry any weight, and the Guild exonerates him completely for the crime. Edwin finds the Fated's attempt to have him arrested to be a bother, but ultimately, they're quickly forgotten in light of his new promotion.

If two to three of these events take place, then the investigation raises some serious concerns for the investigators, but in the end, they are unable to prove that Edwin Perry was actually involved with any of it. He's cleared of all charges, but the investigation ruins his career and causes him to be passed over for his promotion. Edwin holds the Fated to be personally responsible, and if he's not dealt with in a permanent fashion, the Fated will find their future efforts stymied by Guild interference and further Snow Gamin attacks.

If four or more of these events take place, there's enough evidence to convict Edwin Perry of attempting to murder Susan Coren (and, possibly, associating with a known Resurrectionist). Perry is sentenced to a death by hanging, but the Witch Hunters intervene due to his use of "witchcraft" in creating the Snow Gamin. The next time the Fated are involved with the Witch Hunters (for good or ill), one of the Witch Hunters is trailed by a hunched over Witchling Stalker that almost seems to recognize the Fated...



CONCLUSION

If the Fated successfully killed Edwin or had him arrested and convicted, the Snow Gamin attacks immediately cease. Unless Edwin was convicted of his crimes, the Guild eventually ends up blaming either a rogue Arcanist or the Cult of December for the attacks. The attack on the Christmas Gala is looked upon by many as "a sign of the times," and there's not much Christmas cheer to go around this winter.

If the Fated were particularly heroic in leaping to the defense of the revelers at the Christmas Gala, they might even end up with their pictures in the paper (courtesy of a reporter who was there to write a story on the event) or with a few admirers who owe their lives to the Fated.

Similarly, if the Fated managed to peacefully resolve their issues with the Cult of December, then their relations with that group will likely improve, albeit slightly. If they called upon the Cult to help them deal with Edwin, then Anish and Daren might come to the Fated at a later time, asking for assistance in a matter of their own. If the Fated didn't participate in Edwin's death, the Cult might even consider this to be a "favor for a favor" situation.

If the Fated blackmailed or entered into a partnership with Edwin, he holds up his end of the agreement for a few months, but eventually starts looking for a way to remove the Fated from his life, most likely by working through intermediaries such as Seamus. Failing that, he will falsify evidence to make it look like the Fated were responsible for a significant crime and then put a Guild bounty on their heads. Until then, however, he will help the Fated get out of trouble with the Guild as best he can, though if they are partners, he will also expect them to help him assassinate a few political rivals from time to time.

As far as Edwin is concerned, there's no point in having a blunt tool if you don't plan to use it.



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 the Snow Golem, for instance, they're going to be in for a tough battle, and increasing its 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 December Cultists by a point or two might be a good idea. This makes them much better combatants, and with their numbers, this should be enough to present a challenge to any Fated who they ambush. If they still need a bit of a boost, feel free to throw the Sabertooth Cerberus into the mix to add a bit of extra "bite" to the encounter.

The fight against Seamus has the greatest potential to wipe out a group of Fated characters. It's suggested that Seamus remain in the back of the fight, allowing his undead harem to do the majority of the fighting. If any of the Fated seems well and truly capable of handling themselves, have Seamus attempt to shoot that character with his pistol. There's a good chance that he'll end up hitting one of his Rotten Belles instead, at which point he can just curse at her for not moving out of the way as he reloads and prepares for the next shot.

DECEMBER CULTIST

Minion (6), Living

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

Skills: Acrobatics 1, Archery 3, Athletics 1, Centering 2, Evade 2, Homesteading 1, Notice 2, Sorcery 3, Stealth 2, Toughness 2, Track 2, Wilderness 3.

Frozen Heart: This character is immune to Horror Duels and the **Paralyzed** Condition.

From the Shadows: When called upon to make an Initiative flip, if no enemy is aware that this character is an unfriendly combatant (either because they believe this character is an ally or are simply unaware of its presence), this character may immediately take one additional turn after the Initiative flip (but before characters begin resolving their turns in order) for each instance of this Talent that the character possesses. If multiple characters have this talent, resolve each in Initiative order.

(1) Frozen Touch (Sorcery/Intellect)

AV: 5 (11) --- TN: 10 --- Rg: 1 --- Resist: Df
Target suffers 1/3/4 damage and becomes **Slow**.

(1) Harpoon Gun (Archery)

AV: 5 (11) --- Rg: 12 --- Resist: Df
Target suffers 2/4/6 damage and becomes **Slow**.
Capacity 1, Reload 2.

☞ *Pull and Drag:* After damaging, push the target towards you a number of yards equal to your Might Aspect (minimum 1 yard).

(2) Grim Feast

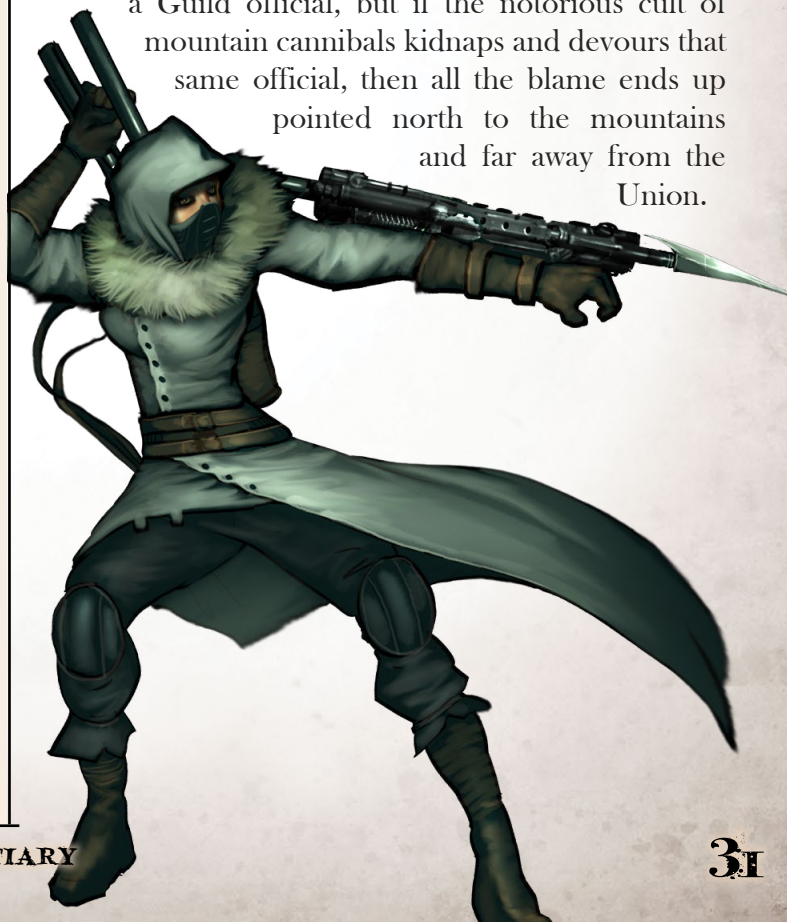
This character may devour the corpse of a Living or Undead character of Minion rank or higher within 1 yard to gain the following Condition for 1 hour: "**Well Fed +1:** This character gains +1 to her Physical Aspects, to a maximum Aspect Value of 4. The value of this Condition may not exceed +3." Once devoured, the corpse cannot be turned into an Undead creature.

DECEMBER CULTIST

The members of the Cult of December pay homage to an ancient entity of hunger and frost. December's whisper is subtle, heard in desperate times of famine and despair, and it draws the desperate and hungry to the distant Ten Peaks. In those frozen mountains, December's newest cultist is welcomed into her new life by his other servants, who teach her how to survive in her harsh new home.

Survival in the Ten Peaks, as it turns out, often involves cannibalism, and those who cannot make peace with hunting and feeding upon the lowlanders below are eventually devoured by those cultists with less discerning appetites. Those who prove willing to embrace the harsh lifestyle of the cult and swear fealty to the Tyrant known as December are trained in the use of harpoon guns and frozen magic as well as basic tracking and stealth.

Due to a pact between their leader, Rasputina, and the Arcanists, December's cultists are sometimes called upon to leave their frozen homes and travel abroad. The Arcanists value them for their tracking and hunting capabilities and frequently use them as scapegoats in their plans. After all, the people would be horrified to learn that the M&SU had assassinated a Guild official, but if the notorious cult of mountain cannibals kidnaps and devours that same official, then all the blame ends up pointed north to the mountains and far away from the Union.



SNOW GAMIN AND GOLEM

Snow Golem and Snow Gamin are variations on the Ice Golems and Gamin that are frequently used as expendable warriors by the Cult of December. Unlike their more solid brethren, these magical constructs are composed of densely packed snow rather than ice. This allows them to masquerade as innocent snowmen, making them excellent assassins that can hide in plain sight during the winter months.

Though not particularly common, Snow Gamin can be just as dangerous as their firmer cousins when it comes to combat. They lack the armor of most Gamin, on account of the snow that makes up their bodies being easy to knock free of their forms, but they make up for this deficiency by being able to draw snow from their surroundings into their bodies to repair their wounds.

This is a trait shared by the larger Snow Golems, which are towering creatures of packed snow and long, branch-like arms. The grinning appearances of a Snow Golem often lead its opponents to underestimate its prowess, but the belief that these smiling giants are harmless evaporates the moment one of them grabs a companion and slams them into the ground so hard that it shatters bone and cobblestone alike.

Since they lack legs, Snow Gamin and Snow Golems have to move by either bouncing or dragging themselves along the ground with their stick-like arms. They tend to prefer the former, as it allows them to cover ground more quickly, but it also makes a great deal of noise. In situations where the rhythmic slapping of packed snow against snow would give away a Snow Gamin's position, it is capable of pulling itself quietly along the ground using its stick legs, though this often results in the front of the Snow Gamin ending up streaked with dirt and grime from the street.

Even if a Snow Gamin or a Snow Golem is defeated, it has one final trick up its metaphorical sleeve. When they are destroyed, the magic that animates these creatures explodes outward, sending freezing snow and shards of wood and ice crystals out in every direction, often killing their attacker even as their own borrowed life departs.



SNOW GAMIN

Minion (5), Construct, Gamin

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

Skills: Evade 3, Notice 2, Pugilism 2, Thrown Weapons 2.

Demise: When this character is killed, all characters within (X)2 suffer 1 damage and become **Slow**.

Snow Regeneration +1: If this character is surrounded by snow, it heals 1 damage at the start of its turn during Dramatic Time.

Snowman: This character is indistinguishable from a normal snowman when not moving.

Rush +1: This character's Charge Aspect has been increased by +1.

(1) Frosty Bite (Pugilism)

AV: 4 (9) ----- Rg: \mathcal{M} 1 ----- Resist: Df
Target suffers 1/3/4 damage.

\mathcal{M} *Chill:* After damaging, the target becomes **Slow**.

(1) Elemental Blast (Thrown Weapons)

AV: 4 (9) ----- Rg: \mathcal{M} 8 ----- Resist: Df
Target suffers 1/3/4 damage.

\mathcal{M} *Chill:* After damaging, the target becomes **Slow**.

SNOW GOLEM

Enforcer (8), Construct, Golem

Might 5	Grace 0	Speed 0	Resilience 3
Charm -3	Intellect -1	Cunning 1	Tenacity 3
Defense 3 (11)	Walk 4	Height 3	Initiative 2 (10)
Willpower 5 (13)	Charge 6	Wounds 10	

Skills: Evade 2, Notice 2, Pugilism 3 \mathcal{P} , Toughness 4.

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

Demise: When this character is killed, all characters within (X)2 suffer 2 damage and become **Slow**.

Melee Expert: This character generates 1 additional AP on its turn, but this AP may only be used to make a Close Combat attack.

Snow Regeneration +1: If this character is surrounded by snow, it heals 1 damage at the start of its turn during Dramatic Time.

Snowman: This character is indistinguishable from a normal snowman when not moving.

Rush +2: This character's Charge Aspect has been increased by +2.

(1) Frosty Maw (Pugilism)

AV: 8 \mathcal{P} (16 \mathcal{P}) ===== Rg: \mathcal{M} 2 ===== Resist: Df
Target suffers 3/4/6 damage.

\mathcal{P} *Toss:* After succeeding, this character may choose to reduce the damage from this attack to 0. Push the target up to 10 yards in any direction. The target becomes **Prone**.

\mathcal{M} *Chill:* After damaging, the target becomes **Slow**.

(3) Smash (Pugilism)

AV: 8 \mathcal{P} (16 \mathcal{P}) ===== Rg: \mathcal{M} 1 ===== Resist: Df
Target suffers 9/10/12 damage.

\mathcal{M} *Chill:* After damaging, the target becomes **Slow**.

VARIANT ICE GAMIN AND GOLEMS

Snow Gamin and Snow Golems are variant versions of Ice Gamin and Ice Golems. Any character that summons an Ice Gamin or an Ice Golem may choose to summon the Snow version of that Construct instead of the Ice version at no additional difficulty.

SEAMUS, THE RED CHAPEL KILLER

Master (12), Living

Might 1	Grace 3	Speed 2	Resilience 5
Charm 2	Intellect 1	Cunning 3	Tenacity 4
Defense 4 (16)	Walk 5	Height 2	Initiative 4 (16)
Willpower 7 (19)	Charge 6	Wounds 12	

Skills: Bewitch 2, Centering 5, Deceive 4, Intimidate 4, Leadership 2, Martial Arts 2, Melee 3, Necromancy 3✕, Notice 2, Pistols 3, Stitching 3, Toughness 5, Track 2.

Feast of Fear: When another character fails a Willpower duel within 6 of this character, this character may heal 2 Wounds or end a Critical Effect affecting him.

Impossible to Wound: Damage flips against this character suffer \square and may never be Cheated.

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

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

(1) Backhand (Martial Arts)

AV: 4 (16) ===== Rg: /// 1 ===== Resist: Df

Target suffers 1/2/4 damage.

✎ *Bored Now:* After damaging, this character may move up to 3 yards in any direction.

(1) .50 Flintlock (Pistols)

AV: 6 (18) ===== Rg: r 10 ===== Resist: Df

Target suffers 4/6/8 damage. This weapon grants its wielder \blacktriangle to Intimidate Challenges. Capacity 1, Reload 4.

(0) Terrorize (Intimidate)

AV: 8 (20) ===== Rg: 6 ===== Resist: Wp

Target gains the following Condition until the start of this character's next turn in Dramatic Time or for five minutes in Narrative Time: "**Terrified:** This character has \square on all attacks it makes against any character with the Terrorize Manifested Power." Characters with the Relentless Ability are immune to this Condition.

SEAMUS, THE RED CHAPEL KILLER

The Red Chapel Killer is the most notorious serial killer to stalk the streets of Malifaux City. With hundreds of murders attributed to his hand, from the bodies of children found in alleyways to several high-ranking Guild officials, Seamus is the bogeyman who keeps families indoors at night and all but the most desperate prostitutes off the street come sundown.

Catching Seamus has proven difficult for the Guild, primarily on account of his sinister reputation. The sheer number of murders attributed to a tall, lanky man in an oversized top hat means that the Guild has difficulty separating Seamus' actual murders from those that are merely blamed on him by jealous boyfriends or husbands looking for an easy scapegoat for their beloved's murder.

Unlike many murderers, Seamus takes pride in his reputation and violent nature. He frequently travels with a bevy of Rotten Belles that he has created from his favorite victims. He's not afraid to use the undead women as a distraction to cover his escape, which has no doubt contributed to the length of his sinister career.



ROTTEN BELLE

Disturbingly attractive in their moldering dresses, most Rotten Belles were prostitutes, harlots, or courtesans in life, though there have been a few reports of otherwise respectable women being transformed into Rotten Belles after the deaths.

Rotten Belles are most commonly spotted either in the company of Resurrectionists who enjoy having "pretty" zombies in their employ or lurking just outside the saloons and brothels they once called home, where they use the shadows to conceal their decaying visages until their prey is within range of their teeth and claws.

Though not as intelligent as some other undead, Rotten Belles possess a sort of feral cunning that makes them dangerous despite their appearances. They can't speak in more than a low groan, but some of the fresher Rotten Belles can still manage a giggle or sway their hips in an inviting manner, and after a few drinks, most of their victims aren't discerning enough to think twice about just who they're following into a dark alley.

As undead creatures, Rotten Belles have no need for sustenance, but they still seem to take pleasure in chewing on the corpses of their victims. Even when covered in blood and viscera, however, a Rotten Belle can still shock an attacker to stillness by letting her torn dress slip down to reveal the undead bosom beneath.



ROTTEN BELLE

Minion (5), Undead, Belle

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

Skills: Bewitch 3, Deceive 1, Notice 2, Pugilism 3, Toughness 1.

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

Pounce: When an enemy character ends a push or move within this character's engagement range that is not part of a Walk or Charge Action, this character may immediately take a (1) AP Close Combat attack against the enemy character.

(1) Teeth and Nails (Pugilism)

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

(1) Lure (Bewitch)

AV: 5 (10) ----- Rg: 18 yards --- Resist: Wp
A Living target moves a number of yards equal to its Walk Aspect directly towards this character. This movement must end as close to this character as possible.

Confusing Feelings: After succeeding, the target gains the following Condition until the end of its next turn:
"Confusing Feelings: This character suffers a \square on all duels which it is the defender."

(1) Undress (Bewitch)

AV: 5 (10) ----- Rg: 6 yards ---- Resist: Wp
A Living target becomes **Slow**.

GUILD GUARD

The Guild Guard is the constabulary arm of the Guild that concerns itself with law enforcement within the borders of Malifaux. In addition to patrolling the streets and arresting those who break the law, these guardsmen also stand watch around important Guild strongholds, such as the Guild Enclave in Malifaux City and any number of smaller offices scattered through the city or any of the outlying Contract Towns. A good portion of their job is just being visible and reminding everyone (humans and Neverborn alike) that the Guild controls Malifaux.

Despite the Guild propaganda that portrays its guardsmen as the valiant protectors of law and order, the truth of the matter is that the Guild Guard tend to be somewhat corrupt. Guardsmen are frequently underpaid for their duties, and speaking out against one's superiors often results in long shifts in the city's more dangerous districts. Dissatisfied with their jobs, most guardsmen eventually end up turning to bribery in order to augment their low wages.

In fact, the bribery of guardsmen has become so common in Malifaux that many of its residents will offer bribes to guardsmen without being asked, simply to ensure that the search for their missing children or the person who murdered their wife is given full priority. It's difficult for new recruits to resist these bribes, particularly when partnered up alongside an older guardsman who often encourages them not to turn down free scrip.

Though they have traditionally been the first target of budget cuts within the Guild - for some time, the Guild Guard were issued refurbished swords and pistols that could barely be considered functional - the arrival of the new Governor General in 1906 saw a reverse of this trend. Now, the weapons carried by the Guild's guardsmen are on par with the city's mercenaries and criminals, an equivalence which has resulted in a sharp reduction of casualties and a gradual increase in morale.

GUILD GUARD

Minion (5), Living, Guardsman

Might 1	Grace 2	Speed 0	Resilience 0
Charm -1	Intellect -1	Cunning -1	Tenacity 3
Defense 4 (9)	Walk 4	Height 2	Initiative 2 (7)
Willpower 5 (10)	Charge 4	Wounds 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) Standard Issue Sword (Melee)

AV: 4 (9) ----- Rg: ♣ 2 ----- 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 Navy (Pistol)

AV: 4♣ (9♣) ----- Rg: ♣ 12 ----- Resist: Df

Target suffers 2/3/4 damage. Capacity 6, 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."



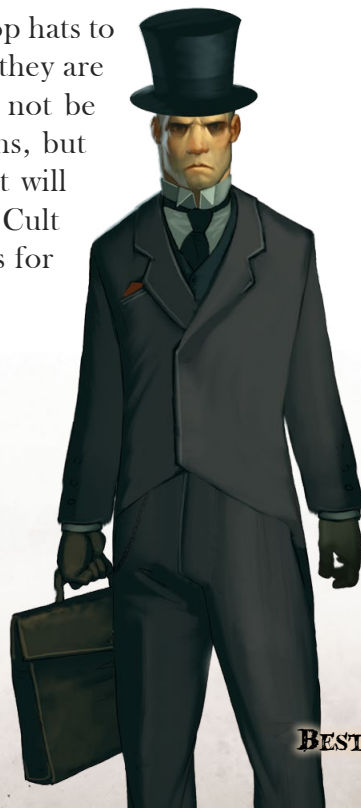
EDWIN PERRY

Edwin Perry is a more recent immigrant to Malifaux, having only come through the Breach within the past year and a half. He had a promising career back on Earth, and when the chance to come to Malifaux as part of a promotion was offered to him, he snapped it up, thinking that it would help propel his career forward even faster than it would on Earth.

Unfortunately, his position as an enchanting supervisor didn't help his career very much at all. Instead, it seemed to dead-end his advancement, and he's watched as most of his erstwhile peers back on Earth gradually climbed to higher positions than his own. If there was any boon to his time in Malifaux, it was that his own magical talents began to develop in ways he hadn't expected.

Edwin worked hard to hone his command over ice and snow during the night, in the hopes of using such magic to further his career, perhaps with a transfer into the Witch Hunters. Unfortunately, his split attention caused his work to suffer, and he soon found his slow advancement completely halted. Rather than blame himself, Edwin blamed his coworkers.

A new position has recently opened up, and Edwin is determined to make it his own. He's decided that the best course of action is to just get rid of the opposition, which has led him to enchant a number of top hats to animate any snowmen they are placed upon. It might not be the most direct of plans, but Edwin is certain that it will allow him to use the Cult of December as patsies for the murder.



EDWIN PERRY

Enforcer (7), Living

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

Skills: Acrobatics 1, Bureaucracy 3, Centering 2, Counter-Spelling 2, Deceive 3, Enchanting 4♣, Notice 2, Sorcery 2♣, Stealth 2, Toughness 1.

Cynic: This character gains ♣ on any duel made to resist deception (including Deceive and Pick Pocket Challenges, as well as the Trick Action).

Efficient Summoner: When this character takes a (1) Order action to command a summoned creature, it may command every summoned creature under its control, and their orders may be different.

Stay Focused: This character may discard a card to end the **Focused** Condition on himself. If he does so, every friendly character within 6 yards that can see or hear him gains **Focused +1**.

(1) Weak Flailing (Martial Arts)

AV: 2 (9) ===== Rg: ♣ 1 ===== Resist: **Df**
Target suffers 0/1/2 damage.

(1) Encase in Ice (Sorcery/Intellect)

AV: 4♣ (11♣) == TN: 10♣ == Rg: 5 yards == Resist: **Wp**
Target suffers 1/2/3 damage and becomes **Slow**.

(1) Summon Snow Gamin

This character may discard a card to summon a subordinate Snow Gamin on any surface that will support its weight within 6 yards. If the Snow Gamin acts on the round it was summoned, it gains **Slow**.

(2) Don the Special Hat


This character may discard a card to pull out a special top hat and place it atop his head. This character becomes a Snow Golem for 5 rounds and may not act this turn. The transformation does not heal this character but does change its Wounds Aspect.

SABERTOOTH CERBERUS

Enforcer (8), Living, Beast

<i>Might</i> 4	<i>Grace</i> 2	<i>Speed</i> 2	<i>Resilience</i> 3
<i>Charm</i> -3	<i>Intellect</i> -4	<i>Cunning</i> 2	<i>Tenacity</i> 3
<i>Defense</i> 5 (13)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 4 (12)
<i>Willpower</i> 5 (13)	<i>Charge</i> 8	<i>Wounds</i> 10	

Skills: Acrobatics 3, Athletics 4, Centering 3, Evade 3, Notice 2, Pugilism 2, Stealth 3, Toughness 4, Track 4, Wilderness 2.

Three-Headed: This character gains  to attack and damage flips it makes when it has half or more of its Wounds remaining.

Rush +2: This character's Charge Aspect has been increased by +2.


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

Terrifying (Living) 11: Enemy Living characters must pass a TN 12 Horror Duel when they end their turn within this character's engagement range or target this character with a harmful action.

(1) Flurry of Teeth (Pugilism)

AV: 6 (14) ----- Rg:  1 ----- Resist: Df

Target suffers 3/4/6 damage.

 *Maul:* After damaging, take this action again against the same target.

(0) Leap (Athletics)

This character immediately moves up to its Charge Aspect, ignoring intervening terrain and characters during the move.

(0) Stalk

This character may discard a card to give a target enemy character within line of sight the following Condition until it takes this action again or Dramatic Time ends, whichever comes first: **Stalked:** At the end of this character's turn, if it took a Walk or Charge Action, the character that applied this Condition may take a Walk Action that must end closer to this character than where it began."

SABERTOOTH CERBERUS

The Sabertooth Cerberus is a creation of the Order of the Chimera, a group of spellcasters who meddle with the building blocks of life, altering creatures and themselves in ways they believe result in "better" specimens. The Sabertooth tiger was one of the first creatures they "improved" upon arriving in Malifaux, and after two generations, the magical enhancements they made to the animals have begun to breed true.

Three heads mean three minds, and the Sabertooth Cerberus frequently squabbles with itself, fighting over food despite the fact that all the heads share the same stomach. It's only when hunting that the three heads of the Cerberus act in concert with one another, turning an already deadly predator into an apex predator the likes of which has rarely been seen on either Earth or Malifaux.

Because they share the same habitat, the Cult of December will sometimes use a Sabertooth Cerberus as a sort of attack dog, though the feline natures of these altered animals means that such relationships are invariably short-lived. Eventually, one side or the other decides that it would be easier to just eat its erstwhile ally rather than go hunting that day.



'TIS THE SEASON...

...for mayhem and disaster!

The Guild's Christmas Gala is an attempt to provide a bit of festive cheer to the beleaguered residents of Malifaux City. Instead, it brings death and sorrow, and only the Fated can put things right again. But who's responsible for the celebration's disastrous turn? The Cult of December? The Resurrectionists? Or someone else entirely?

A Malifaux Christmas Carol is a challenging One Shot adventure for the Through the Breach roleplaying game. It requires the Fated Almanac to play.



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