

# BROTHERHOOD OF THE RAT



Wyrd

STORY ENCOUNTER





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# BROTHERHOOD OF THE RAT

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# CONTENTS

## INTRODUCTION..... 4

Brotherhood of the Rat..... 6

## ENCOUNTERS..... 8

Infestation (1 Player)..... 9

Swarmed! (2 Players)..... 14

The Piper's Call (3 Players)..... 16

## ADVENTURE..... 20

Prologue ..... 21

Scene 1: Harlequin Tavern ..... 24

Scene 2: The Rat Warren ..... 28

The Blighted Condition ..... 33

Stat Blocks ..... 34







# RATS!

Welcome to the Brotherhood of the Rat! This boxed set that is intended to be used in three different ways.

First and foremost, the models included in this boxed set - Rat Catchers, Rat Kings, and Malifaux Rats - can be used in the Malifaux Second Edition skirmish game. These models can be used in the Outcasts faction in order to bring the overwhelming numbers of the vermin inhabiting Malifaux's sewers to your tabletop. Matching stat cards for each of these models have been included in this box.

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

There are three scenarios in this booklet. The first is Infestation, a solo encounter that includes solitary rules for defending the player's hideout against a wave of plague-infected rats! This scenario is essentially a puzzle: what combination of crew and tactics will allow you to score the most points? Can you score higher than your friends, or will the rats eat well tonight?

The second scenario is Swarmed, a two-player encounter that is guaranteed to get some use out of your Malifaux Rats. Whenever it rains, the rats boil up from the sewers and river like a black tide to escape the rising water...and sometimes, that means that a skirmish ends up with a few dozen extra participants!

The third scenario is The Piper's Call, a three-person encounter that works well for players who only have a handful of models but still want to play a game with their friends. In this encounter, one player plays the role of the defender, while the other two attack from opposite sides in an attempt to overwhelm the defender's forces.

Finally, we've included a brand new *Through the Breach* adventure in this booklet! In Extermination, the players will find themselves elbow-deep in diseased rats and in need of a professional to help dig them back out! Fortunately, the city's rat catchers have fair and reasonable rates...



# BROTHERHOOD OF THE RAT

The outer walls of the Guild Enclave are plastered with dozens of Wanted posters, each displaying the name of a hardened criminal that the Guild wants dead. The posters change from week to week as old bounties are claimed and new bounties are placed, but a few never seem to change: Seamus, the Red Chapel Killer, Lilith, the leader of the Neverborn resistance, and Som'er "Teeth" Jones, a Gremlin boss of particular influence among his kin.

The oldest bounty, however, belongs to a much more pervasive and dangerous threat: the Malifaux Rat.

The vermin are nearly the size of a large dog and are not afraid of attacking small children or - in greater numbers - full grown adults. It only took a few days in the reclaimed Malifaux for the Guild to realize the rats were going to be a problem and post their first bounty, which offered a single scrip for each dead rat brought to them. This proved to be an enticing offer for some of the less sophisticated people that came through the Breach, and soon the vermin population was engaged in a war with the city's vigilant rat catchers.

It proved to be a lucrative business; there were always plenty of rats in the city's sewers, and clever rat catchers could often take a job to clear out a house, get paid for their work, and then take the rats' corpses to the Guild to collect a bounty on top of that. Sure, there was a chance that you might catch a disease or loose a few fingers here and there, and the stench of the sewers never really seemed to leave their clothes, but it was good money (and even better money if you started breeding rats and releasing them into the cellars of rich folks).

Everything changed during the Piper's Plague. Almost overnight, the rats became more violent and bloodthirsty. The rat catchers were unprepared for this unexpected aggressiveness and many lost their lives beneath a tide of beady eyes and biting teeth. Worst yet, some



new plague had gotten into the rats, and now each bite carried with it a chance of contracting a disease that could kill a healthy man within hours. There were even stories of the rats tangling up beneath discarded clothing and trying to walk the streets as people.

As the death toll among the rat catchers (and the city) spiralled out of control, a man named Warwick gathered his fellow rat catchers together for a meeting. Under his leadership, the formerly independent rat catchers came together in brotherhood of mutual support. Warwick shared what small scraps of magic he had learned to keep the rats pacified and under his control, and soon the rat catchers were back in the game, fighting against the hordes of vermin to keep the city safe. The Guild doubling the price of the Rat Bounty was just a tidy little bonus.

This week's meeting is in the Penitent Viaduct, down by the Dead Man's Cistern around second bell. Warwick's right and bloody pissed that some of you ain't coming to the meetings, so consider this one mandatory. You bring yourself and your dues — and any back dues, for those of you that have been missing meetings — and he'll let it slide. Miss the meeting and yer rat food.

Meeting's gonna be about the Piper. I know some of you ain't been taking this seriously, but he's real and he's out there, and Warwick wants us all on the same page. Too many of us are disappearing lately, and there ain't no bones showing up, if you catch my drift.

—Nickers

# MALIFAUX ENCOUNTERS

While the Rat Catchers, Rat Kings, and Malifaux Rats often find themselves under Hamelin's direct influence, the Tyrant's reach is not quite as long as He might hope, and as a result they can often be found working alongside anyone willing to pay them for a job (in the case of Rat Catchers) or with a bit of moldy cheese (in the case of Rat Kings, Malifaux Rats, and particularly desperate Rat Catchers).

Included in the next few pages are three Malifaux Story Encounters that showcase the contents of this box. Infestation is a single player encounter that plays out almost like a puzzle, Swarmed! is a two-player encounter that focuses on the endless tide of rats that show up on both sides of the battlefield, and The Piper's Call is a three-player encounter that allows two players to square off against a third.

Whether you enlist the aid of the rat catchers and their minions or take up arms against them, these Story Encounters present you with challenges that are not only a good way to learn the game but also unique tests of skill.

Warwick,

We got some problems over in the Industrial Zone. Geissel Metalworks is out — they're saying that they've got some new clockwork mousers to take care of their rats and they ain't gonna be needing our services no more. I caught a glimpse of one of them things, and they ain't just pushing for lower rates — the thing killed three rats in the blink of an eye!

We gotta do something before they start spreading those things around to the other factories. Can you imagine what will happen if they get 'em into mass production?

— Jimmy the Hand

If Geissel's trying to shove us out of business, then we'll shove back harder. Get Rosco and Dylan and as many sacks of rats as the three of you can carry and go pay the factory a visit tonight. Flood the whole bloody building with the little biters, and when the clockwork comes around to do its thing, tangle up some of the rats and send 'em right at it. Bloody mouser might do alright against rats, but I ain't seen the machine yet that can stand up to a few pissed off Kings.

- Warwick

## INFESTATION

Malifaux is a dangerous place that is filled with dangerous people, and sometimes it's just not worth risking your own life to put someone else into the ground. Fortunately, there are plenty of mercenaries and other nefarious types that can be hired to take on such risks themselves. One such group is the Brotherhood of the Rat; this federation of rat catchers has been hired to kill everyone in your safe house. Rather than resort to guns or blades, however, they've chosen to just herd a few packs of diseased rats in your direction and let nature take its course.

There's no opponent in this scenario, so it's just you and the rats! Whenever one of them gets into your safe house, it will start making your Crew sick, so be careful and keep them out!

### DESCRIPTION

The rats are swarming all over the area, and your safe house is in danger of being overrun! Grab whatever weapons you can and stop them before the vermin can get inside!



## SET UP

This is a Story Encounter for a single player.

The table should contain five pieces of terrain. Each is a 6" x 6" Ht 5 square piece of terrain with the Impassable and Blocking traits. One is placed in the center of the table; this is your Safe House. The other terrain pieces are placed flush with each board corner.

Place two Malifaux Rats in base contact with each piece of corner terrain, one on each side, so that both Malifaux rats are touching the board edge.

## ENCOUNTER SIZE

The player has 25 Soulstones with which to hire a Crew led by a Henchman. Do not flip for schemes.

## DEPLOYMENT

The player deploys all of her models in base contact with the Safe House.

Rosco,

I've been hearing that you're still talking with that Tina woman. You know that she's one of the Piper's girls, and that means she's off-limits. I ain't gonna tell you again, stay away from her, got it? She may look cute on the outside, but she's got the plague in her body and the Piper's tune in her head. You ain't getting nowhere with her.

Tell you what, how about you and me head down to the Star tonight, instead? That fancy French lady owes me after we cleaned out her basement on the cheap, and she said she'd let me watch the show from the back rafters if I didn't let anyone see me. Won't that be more fun than skulking around in search of some guttersnipe?

- Warwick

## SPECIAL

At the end of each Turn, each Malifaux Rat Activates and moves its full speed towards the Safe House. If necessary, the Malifaux Rat will attempt to disengage from its opponent in order to reach the Safe House.

If a Malifaux Rat touches the Safe House (for any reason), each of the player's models gains the **Blighted +1** Condition. Then, summon a Rat King into base contact with the Malifaux Rat, as close as possible to the nearest enemy model, and sacrifice the Malifaux Rat. If there are already two Rat Kings in play when a third would be summoned, the rats overwhelm the player and she loses the game.

After all Malifaux Rats have activated, any enemy Rat Kings Activate as per the Rat King Actions section on the adjacent page. Once every enemy model has finished Activating, each model in play takes damage equal to its current **Blighted** Condition.

## VICTORY

The game continues until either all of the Malifaux Rats and Rat Kings are killed or until all of the player's models are killed. At the end of each Turn after the first, you gain 1 **VP** if you still have at least one model in play.

If there are no Malifaux Rats or Rat Kings in play at the end of the game, the player gains +2 **VP**.



A score of 5 **VP** is good, but can you do better?







## FLIPPING FOR ENEMY MODELS

Since Infestation is a single-player scenario, you'll need some rules for how to handle flips for the Malifaux Rats and Rat Kings.

When an enemy model in this scenario makes a flip, it's assumed to have flipped a 9. For every  it would receive, it lowers the assumed flip number by 2. For every  it would receive, it raises the flip number by 2.

When an enemy model deals damage, it is assumed to flip Moderate damage. This is lowered to Weak if it had one or more , and improved to Severe if it had one or more .

Enemy models will attempt to make disengaging strikes against any model attempting to disengage from them (if possible). Enemy models cannot Cheat Fate and never declare Triggers.

## RAT KING ACTIONS

When a Rat King in this scenario activates, follow these steps each time the Rat King is able to declare an Action:

- 1) If the Rat King is engaged, either attack the closest enemy (if possible) or Walk towards an enemy (if an attack is not possible). The Rat King will always attempt to Walk towards an enemy it is engaged with in a manner that results in the least number of disengaging strikes, or just toward the closest enemy model if it is not engaged.
- 2) If the Rat King is not engaged, Charge the nearest enemy model with the **Blighted** Condition. If there are no enemy models with the **Blighted** Condition, Charge the nearest enemy model.
- 3) If the Rat King cannot Charge an enemy, it Walks towards the nearest enemy by the shortest means possible.





# SWARMED!

Many of Malifaux's rats live in the city's expansive sewers, out of sight and out of mind. Sure, they'll sometimes gnaw their way into a building's walls or basement, but these are small infestations that a rat catcher can usually remove without too much hassle. The rats only truly become a problem if one ventures into the sewers or the Quarantine Zone, which few sane people ever do.

When it rains, however, all bets are off. The rats come up out of the sewers so quickly and in such numbers that they can push aside manhole covers, and anyone standing in their path is doomed to be overwhelmed by the tide of vermin. It's even worse along the river as the rats flee up to dry ground, which often results in a swarm of biting rats barreling up a house's steps in a frantic attempt to get to the upper floors and attic.

## DESCRIPTION

The recent rainfall has flooded the sewers and swollen the rivers, forcing the rats out of their lairs and into the streets! What starts as a fairly typical battle soon becomes a fight to keep the hungry rats from running off with whatever fingers and toes are within their reach.

## DEPLOYMENT

Flip for random deployment as usual.

## SPECIAL

Every non-Peon model in play gains the following Ability:

**Voracious Rats:** If an enemy model or a model with the **Blighted Condition** within 1" of one or more friendly models with the **Voracious Rats** Ability is killed, summon a Malifaux Rat into base contact with the model before it is removed.

## VICTORY

At the end of each Turn after the first, a Crew earns 1 **VP** if it has at least two friendly Malifaux Rats or a Rat King within 1" of a single enemy model.

The Union boys are saying this storm is going to break tomorrow, so I want everyone out of the sewers and up on the streets with as many traps as you can carry. We're going to make our scip hand-over-fist on this one, so there's no sense staying below and getting washed off to who-knows-where when the cisterns start to overflow. Downtown's the priority here, especially if the rats get into the Guild Enclave, so I want plenty of people waiting there in case they call us in. This one's all on the up-and-up, so just do the job and get paid.

Industrial and New Construction Zones need some people, too. Go in pairs so that you don't get overwhelmed and take your time. And hey, Geissel's still blacklisted, so if I hear about any of you sods setting foot in his factory, I'll toss you into the river myself.

- Warwick



# THE PIPERS CALL

It began with a few distant notes of lilting melody, but as the piping grew louder, those listening to the song began to slowly nod their heads in time with the beat. By the time they realized what was happening, it was already too late; they had fallen under Hamelin's thrall and become His servants.

In only an hour, the entire slum was under Hamelin's control...or just about, at least. As the piping shifted its cadence, His newly enthralled servants stumbled their way towards the final pocket of resistance...

## DESCRIPTION

You were able to stop up your ears with wax when the piping started, but the others weren't so lucky. Now they're marching to the Piper's tune, leading a pack of hungry rats and enthralled rat catchers to deal with you once and for all. You're surrounded on all sides...good luck!

Hey, boss...

We lost Dylan and Nickers. Me and them were down by the Starlight Saloon, real good business around those parts after the river starts to flood, you know? Anyway, Dylan and Nickers were making a show of killin' the rats and stacking them up in these sacks out front, an' we didn't have to stuff the bottoms full of cloth or nothin'. And there I was around back, tryin' to club the bigger ones and shove 'em into traps so that we could come back in week or two, if n it didn't rain again.



## SET UP

This is a three player scenario. Choose one player to be the Defender and two players to be the Attackers.

The Defender has 40 Soulstones to hire a Crew.

The Attackers may choose to single Henchman of any Faction to lead their Crew, but their Crew lists are predetermined: one Rat King, one Rat Catcher, and five Malifaux Rats. The Attackers may not purchase Upgrades for their Crew. The Attackers each begin with a Soulstone Cache equal to their Henchman's printed Cache.

Each Crew chooses its own Schemes from the pool. The Attackers may only choose models from the Defender's Crew as valid targets for their Schemes that target an opponent's models, and visa versa.

## DEPLOYMENT

The Defender deploys first, with their Leader in the center of the board. The rest of the Defender's Crew must be deployed within 6" of their Leader: this is the Defender's Deployment Zone. Then the Attackers deploy using Standard Deployment.

## SPECIAL

The Attacking Henchmen gain the following Attack Action:

**(1) Bleeding Disease (Ca 5✘ / TN 10✘ / Rst: Wp / Rg: 12):** Target suffers an amount of damage equal to the value of its **Blighted** Condition.

## VICTORY

Each time the Defender kills an Attacker's Rat Catcher or Rat King, the Defender's Crew immediately earns 1 **VP** (to a maximum of 4 **VP**).

At the end of each Turn after the first, if one of the Attacking Crews killed or sacrificed one of the Defender's models with the **Blighted** Condition, the Attacking Crew immediately earns 1 **VP**. The Crew with the most **VP** at the end of the game is the winner!

Anyways, I started hearin' this weird piping, all going up-and-down-like with the sound, you know? So I starts to panic and stuff my ears full of the wax you gave us, and that worked pretty good. But then I went around front, and I guess Dylan and Nickers weren't fast enough, cause they was walking off to the west with all these rats following after them...the people in the Saloon, too.

I never thought the Piper was real. Figured it was just an excuse for people gettin' rid of those they don't like, but I'm sure thinking he's real now. I only grabbed one sack and ran off...you want to send someone back for the rest?

I ain't going back. I can't go back.

- Rosco



# EXTERMINATION

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

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

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

In this adventure, the Fated will be faced with overcoming an infestation of Malifaux Rats in the basement of one of the Guild's newly claimed strongholds. The rats are infected with the plague, which is enough of a reason to send the Fated to recruit a professional rat catcher to deal with the problem...but matters soon escalate beyond even their capable hands.

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

Good luck and have fun!



# PROLOGUE

The Guild has recently taken control of a previously abandoned tower in the eastern slums, which they have aptly named the “East Tower.” The building is four stories tall, making it ideal both as a vantage point and a symbol of the Guild’s strength in the area. The Guild hopes to use the East Tower as a staging point for pushing back the gangs of the slums and stabilizing the area.

## BEYOND THE GUILD

If the Fated do not work for the Guild - either because they are involved with another faction or are neutral mercenaries - you can still use this adventure with some minimal adjustments.

The first scenario is the easiest; just change the Guild to the Union, Arcanists, Ten Thunders, or whatever faction the Fated happen to be aligned with. Just change the text boxes as appropriate to describe members of the relevant faction instead of Guild guards and drop the “Sergeant” from Ms. Clayton’s name (the Union and Arcanists aren’t big on military titles).

If the Fated are of a more mercenary bent, consider allowing them to join up with a mercenary group before this adventure takes place (perhaps even with the Freikorps or the Viktorias).

Alternatively, maybe the Fated are attempting to rid the East Tower of vermin so that they can claim it for their own. In this case, just have the natives of the slums suggest that they find a rat catcher to help with their vermin problem.



The Fated are among the first to be assigned to East Tower. As they arrive to report for duty, read the following text:



It's a cool day and the city still smells like water from last night's rains. Thick clouds blanket the sky as if threatening more rain, and you find yourself pulling your coat tighter around your body as a cold wind picks up.

Up ahead, you can see your new assignment towering over the other crumbling buildings of the slums: the East Tower. It rises to a height of four stories, making it one of the tallest buildings of the neighborhood. A half-dozen men and women in red and gray Guild uniforms are unpacking crates of supplies from a large cart: paper, pens, typewriters, ammunition...lots and lots of ammunition.

A uniformed woman with a blonde ponytail breaks away from the group and approaches you. "Welcome to East Tower," she says, offering you a salute. "Sergeant Kaitlynn Clayton. I'm your new commanding officer."



Sergeant Clayton puts the Fated to work hauling crates and boxes from the cart and into the tower. The tower is square-shaped and about 12 yards on a side, and the ground floor has been given over to defense, with heavy desks and large metal gun lockers that can serve as cover in the event of a gunfight. The second floor is being turned into an office for Sergeant Clayton and her support staff, while the upper two floors are still empty but will eventually become lookout posts and sniper nests. The basement is still stacked with old crates and moldy tarps, but the Guild intends to clear it out and turn it into a storage area eventually.

Fortunately, the heavy furniture was moved into the tower earlier this morning, so the Fated won't have to carry anything heavier than a few crates of ammunition. Midway through the unpacking, however, one of the guards is attacked by a rat. Read the following text:



Unpacking the cart doesn't take too long, but no sooner is it empty than another cart with more supplies rolls up, then another...the Guild doesn't seem to be cutting corners when it comes to making sure the East Tower is well-stocked with supplies, though the amount of ammunition that is being unloaded is enough to give you pause.

You're just heading back out to the cart to get another crate of bullets when there's a sudden shriek of surprise from the basement. Everyone immediately drops whatever they're doing and draws their weapons, and a moment later one of the guards stumbles up from the basement, clutching at her bleeding arm. "Rats," she groans, her face scrunched up in pain and disgust. "There's a whole nest of them down there. Big as cats..."

Sergeant Clayton swears beneath her breath, then motions to the injured woman. "Get that cleaned up." She turns to the rest of you, pointing towards your group with one gloved hand. "You all, you have a new assignment. Go hire a rat catcher and get this taken care of. We're on a schedule, and I'm not going to tell Captain Dashed that we were delayed on account of a few rodents of unusual size."



## SCENE I:

# HARLEQUIN TAVERN

The Fated are tasked with finding a rat catcher to deal with the infestation in the East Tower's basement. If the Fated offer to deal with the rats themselves, read the following text:



Sergeant Clayton shakes her head. “Absolutely not. I’m not going to risk the safety of any more of my men just to chase rats around in the darkness. Besides, they could be plagued.” Behind her, the wounded guard goes pale and casts a horrified look down at her arm.



## THE PLAGUE

The wounded guard is Danette Butler. If the Fated attempt to aid her, it requires a TN 8 Doctor Challenge to get it cleaned up and properly bandaged. If the character tending to her wound achieves a Margin of Success on the Challenge, they notice some discoloration around the bite that looks like an infection...an alarmingly fast infection, given how recently she was bitten.

If the infection is mentioned to Sergeant Clayton, she’ll mutter something about “the Piper’s Plague” and order an immediate amputation to deal with the infection. Butler will be less than willing to go through with this, but Clayton is insistent; She can’t allow the plague to spread. She’ll ask the character that discovered the plague to perform the operation (TN 10 Doctor Challenge) but will draw her saber and do it herself if necessary. Butler passes out from the pain and is shipped back to the Guild Enclave to recover (and eventually be fitted with a pneumatic replacement).

The revelation that the rats are plagued only reinforces Clayton's desire to let a rat catcher handle the problem. The East Tower is evacuated until the Fated return.

### **HIRING A RAT CATCHER**

Sergeant Clayton gives the Fated 5 scrip, which should be “more than enough” to procure the services of a decent rat catcher. It's not too hard to find one; a few questions of the local population will point the Fated towards the Harlequin Tavern, or “the Harley” as the locals call it. It's about a ten minute walk from the East Tower; read the following text when the Fated arrive:



The Harlequin Tavern is the sort of place that makes you feel as if you need a bath just for walking past it. It's a short, squat building with boarded up windows and the odor of despair clinging to its stained walls, but a relatively new-looking sign on the door proclaims it to be open despite the early hour. As you approach the door, a pair of startled rats dart out from behind the building and scurry down a nearby sewer grate.

The interior of the tavern isn't much better than the exterior. The lighting is dim, likely from the grime that covers the lanterns hanging from the ceiling, and the entire room smells like mold and body odor. Two men in tattered clothing are passed out at the bar, and another stands behind it, looking in your direction as he wipes down dirty glasses with an ever dirtier rag.

“Help you?” he asks, his tone implying that he doesn't have much interest in doing anything of the sort.



The man behind the counter is Lycus “Hamstring” Spalding. He’s been the owner of the Harlequin Tavern for about six months, ever since he stabbed the previous owner and dumped his body in the sewers. He’s actually cleaned the place up a bit since then.

Spalding doesn’t care for the Fated’s type (no matter what that type might be) and is rude and unhelpful. Anyone asking for a drink gets overcharged and served in a dirty glass. A TN 9 Barter or Bewitch Challenge is enough to knock the price down to normal, but they still get the dirty glass (there are no clean glasses).

Anyone asking about a rat catcher can attempt a Social Skill Challenge against a TN of 10. On a failure, Spalding says that he might know one...but won’t part with the information without something to make it worthwhile. Three scrip (or a TN 8 Intimidate Challenge) is enough to loosen his tongue. On a success (or after he’s bribed), read the following text:



The bartender gives a rough nudge to one of the two derelicts passed out on the bar. “Hey, Shaun! You got yerself some customers.”

The man grumbles something unintelligible as he stirs and sits up, revealing a scarred face and bloodshot eyes. “Wha...er...” He blinks twice, then offers you a tired grin as he holds out a hand wrapped with soiled cloth. “Mornin’ to ya. Name’s Shaun Douglas...guessin’ you folks got a rat problem?”





Presumably, the Fated will explain the situation to Shaun. He's more than willing to do the job (business has been slow), but he's also hoping to squeeze some extra money out of the Fated. He asks for 10 scrip initially but doesn't expect to actually get paid that much; he's expecting some haggling on the part of the Fated. Since they were only given 5 scrip by Clayton, the Fated have a choice: either pay the excess Scrip out of their pockets (which might not be an issue for wealthy characters) or attempt to haggle Shaun down to a more reasonable price. If they just pay him, Shaun takes the money and happily follows them to Act II.

If the characters decide to haggle, have one of them make a TN 7 Barter Challenge; other characters can assist, which will grant the haggling character a  $\pm$  to her flip. On a success, Shaun's asking price is lowered 2 scrip, plus 2 scrip per Margin of Success.

If, after haggling, the Fated still don't have any extra scrip to pay his asking price, he offers to charge the excess amount to the Guild "with a wee bit of interest."

### LET'S FIND SOMEONE ELSE

If the Fated decide that Shaun isn't worth their time and attempt to look for another rat catcher, have them make TN 11 Bewitch Challenges as they ask around the neighborhood. On a success, they locate Karma Blake, a more reasonable rat catcher whose prices start at 8 scrip. Any attempt to find additional rat catchers is doomed to failure; after Shaun and Karma are both turned down, they put the word out to the rest of the Brotherhood. From that point onward, the other rat catchers claim to have too much business to help the Fated and direct them back to Shaun or Karma. If the Fated hire Karma, the adventure otherwise proceeds as written, with Karma taking Shaun's place.

## SCENE II:

# THE RAT WARREN

When the Fated return to East Tower with Shaun, he'll whistle in appreciation for the size of the building and get right to work in the basement with his traps and poison.


If the Fated head down into the basement to keep an eye on Shaun as he works, read the following text:



The basement is strewn with splintering crates and mouldering tarps that must have belonged to the tower's previous occupants. Shaun spends a good while creeping around in the basement, sometimes getting down on his hands and knees to peer into a small hole in the wall, other times banging on the wall with his fist. The longer you spend in the basement, the more you notice an unpleasant urine-like odor that clings to the room.

"Well, you've got rats, alright." Shaun stands up and holds out his hand, which contains a few small brown pellets. "There's droppings all over the place, but the walls seem pretty solid, so I don't think they've gotten in there yet." He motions back to a stack of crates. "There's a trap door under one of them boxes. Near as I can figure, you've got yourselves a subbasement under this one, and the nest is down there."



If the Fated left Shaun alone in the basement, he'll come back up to share this same information with them. Either way, he needs some help moving the crates out of the way so that he can get down into the subbasement. This shouldn't be too difficult (TN 8 Labor Challenge); up to two people can assist the character moving the boxes (each one granting a  to the flip). On a failure, the boxes still get moved, but it ends up taking over an hour and one of the assisting Fated (determined randomly) is bitten by a rat for 1/1/2 damage. Fortunately, it isn't diseased (though the Fated likely will not know this).

Once the boxes are moved, read the following text:



The trap door is partially rotten and chewed through in multiple places, and Shaun leans over it, his dirty fingers brushing against a few strands of dark hair that are caught in the wood. “Yeah, this is it, alright.” He tries to open the trap door, finds it stuck, and gives it a good yank. The wood splinters as it opens, revealing an ancient padlock on the trap door's underside and a rotten ladder leading down into the darkness.

More noticeable, however, is the foul odor that wafts up from the subbasement. It's rancid, a sickly combination of rotting meat, mildew, and urine that brings tears to your eyes. Shaun catches it first, and you can see his nose scrunch up as he raises an arm to shield himself from the stench. “Wow! Something sure went ripe down there,” he laughs.



Shaun will pull out a refurbished mining hat, light the flame within, and descend into the darkness. Read the following text:



Shaun's light grows fainter and fainter as he moves away from the ladder. He's only been gone a few minutes, however, when you hear his muffled scream from below.



### LET'S GO TOGETHER!

It is possible that the Fated will insist on accompanying Shaun into the basement. If they do so, just cut right to the text box describing their descent into the subbasement, add a few mentions of Shaun leading the way forward, and remember that they won't find Shaun's remains in the warren.

If the Fated choose to descend into the subbasement after Shaun, they'll need some light (which can be easily obtained from the Guild's provisions). When they are ready, read the following text:



The ladder leading down into the subbasement is rotten and swollen, but still sturdy enough to support your weight, so long as you descend slowly. The ladder leads to a small alcove adjoining a larger room; the walls are stone and covered with slime, and the air is stale and tastes foul.

Pressing forward, the alcove opens up into what seems to be a dry sewer cistern. The floor of the circular room is covered in chewed bones and discarded clothing, and dirty rats - each the size of a small dog - paw through the grisly refuse. As your light strikes them, they initially shrink away, but then regain their courage and scamper towards you, eyes gleaming in hunger.



The eight Malifaux Rats (see page 36) here waste no time in attacking the Fated. Their bites don't deal too much damage, but the real threat is that of the plague. The Fated could choose to flee back up to the basement, but the rats will still be down in the subbasement and will continue to make regular trips up to the surface to scrounge for food until their nest is destroyed.

At the end of the second round, a second wave of rats will swarm into the room to reinforce their brethren. This wave consists of four more Malifaux Rats and two Sickly Rat Kings (see page 37).



When the reinforcements arrive, read the following text:



More rats spill into the cistern from holes in the cracked stone walls. Some of them rush towards you, eager for an easy meal, but others end up becoming tangled together in the clothing of one of their prior victims. As you watch, the mounds of rats and tattered clothing rise up into crude approximations of hunched humans, both of which lurch towards you in hunger.



When either of the Sickly Rat Kings is destroyed, it collapses into a mess of rats and scatters in every direction. After the last of the Malifaux Rats and Sickly Rat Kings have been destroyed, the Fated will be faced with the task of cleaning up the rat warren.

If Shaun is still alive, he'll suggest torching the refuse and then putting down (lots of) poison and traps at the cistern's entrances to discourage the rats from coming back. If Shaun's been killed, the Fated can attempt to come to this same conclusion with a TN 9 Husbandry Challenge; there's plenty of poison and traps on Shaun's corpse.

With the rats dealt with, the Fated can return to Sergeant Clayton and inform her that the rats are no longer a threat. If the Fated took precautions to ensure that the rats won't return, then the East Tower will be unbothered by rats from now on. If not, the rats will gradually return over the course of two weeks, at which point they will surge upwards into the tower, biting and clawing the guards within. The vast majority of the outpost will come down with the plague, which will force the Guild to abandon the East Tower despite all the effort put into its restoration.

## THE BLIGHTED CONDITION

Characters that have contracted the Blighted Condition have the plague, which is generally a bad thing. The symptoms of the plague become more pronounced as the character's Blighted Condition increases, as shown on the following table (all symptoms are cumulative):

### BLIGHTED VALUE & SYMPTOM

- 0 None (not infected)
- 1-4: The character suffers from fever, headaches, and chills. The character can only heal damage with magical healing; magical or mundane healing is ineffective. Others who come into contact with the character must pass TN 10 Toughness Challenges at the end of the day or gain **Blighted +1**.
- 5-8: Weakness and exhaustion overtake the character, along with sporadic bouts of dizziness. The character suffers a ☐ on all Skill Challenges.
- 9-12: Weeping pustules and sores appear on character's body. The character gains Slow at the start of every turn during Dramatic Time.
- 13+: Acute fever and the vomiting of blood mark the final stages of the plague. The character suffers 2/3/4 damage that may not be reduced at the start of each day.

A character with the plague can be treated once per day with a TN 11 Doctor Challenge. This requires one hour of examination and the proper tools for the Doctor Skill, and on a success it lowers the value of the **Blighted Condition** by -1 plus -1 per Margin of Success.

# STAT BLOCKS

This section contains the stat blocks for the enemies and allies the Fated will encounter during this adventure, from Shaun Douglas the Rat Catcher to the Malifaux Rats and Rat Kings which serve as this adventure's antagonists. These stat blocks are slightly truncated from the full versions that will appear in the upcoming *Under Quarantine* book, but they should still be perfectly serviceable for the purposes of this adventure.

The Malifaux Rats in this adventure carry the Blight, which could have dire repercussions in the future for anyone unlucky enough to get bitten. Watch out!



## SHAUN DOUGLAS, RAT CATCHER

*Minion (5), Living, Nihilist*

<i>Might</i> 2	<i>Grace</i> 0	<i>Speed</i> 1	<i>Resilience</i> 3
<i>Charm</i> -3	<i>Intellect</i> -1	<i>Cunning</i> 3	<i>Tenacity</i> 3
<i>Defense</i> 5 (10)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 4 (9)
<i>Willpower</i> 5 (10)	<i>Charge</i> 6	<i>Wounds</i> 8	

**Skills:** Evade 3, Husbandry 3, Lockpicking 3, Melee 3✘, Notice 3, Pick Pocket 2, Stealth 2, Toughness 2, Track 3

**Moldy Cheese:** This character can control a maximum number of Malifaux Rats equal to his Rank Value. He does not need to use a (1) Order Action to command these rats.

**Voracious Rats:** When a Living non-Vermin character is killed within 6 of this character, summon a Malifaux Rat within 1 yard of the killed character and under the control of this character.

### (1) Rusty Trap (Melee)

AV: 5✘ (10✘) == Rg: 1 ===== Resist: Df

Target suffers 1/2/3 damage.

✘ *Rusted Shut:* After damaging, the target gains **Slow**.



# MALIFAUX RAT

Peon (4), Living, Vermin

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

**Skills:** Acrobatics 1, Athletics 2, Martial Arts 2✕, Notice 1, Stealth 3, Wilderness 2

**Plagueborn:** This character is immune to the Blighted and Infection Conditions.

**Puny:** This character may not make disengaging strikes.

## (1) Yellow Teeth (Martial Arts)

AV: 4✕ (8✕) === Rg: // 1 ===== Resist: Df

Target suffers 1/1/2 damage and gains the following

Condition: **"Blighted +1:** At the end of each day,

increase the value of this character's Blighted Condition by exactly 1."

✕ *Swarm:* Immediately increase the final duel total of this attack by the number of other Malifaux Rats that are engaged with the target.

# SICKLY RAT KING

Minion (6), Living, Vermin

<i>Might</i> 0	<i>Grace</i> -1	<i>Speed</i> 2	<i>Resilience</i> 3
<i>Charm</i> -5	<i>Intellect</i> -1	<i>Cunning</i> 1	<i>Tenacity</i> 2
<i>Defense</i> 5 (11)	<i>Walk</i> 5	<i>Height</i> 1	<i>Initiative</i> 4 (10)
<i>Willpower</i> 6 (12)	<i>Charge</i> 6	<i>Wounds</i> 8	

**Skills:** Centering 4, Martial Arts 3✘, Notice 2, Toughness 2, Wilderness 2


**Drawn to Contagion:** This character may take the (2) Charge Action as a (1) Action when targeting a character affected by the Blighted Condition.


**Into the Swarm:** At the start of this character's turn, it may absorb all Malifaux Rats within 3 yards to heal 1 damage for each Malifaux Rat absorbed in this way. The absorbed Malifaux Rats are effectively killed.

## (1) Swarm of Yellow Teeth (Martial Arts)

AV: 5✘ (11✘) == Rg:  1 ===== Resist: Df

Target suffers 2/3/4 damage and gains the following

Condition: **"Blighted +1:** At the end of each day, increase the value of this character's Blighted Condition by exactly 1." If this character has half or more of its Wounds remaining, it gains a  to the attack flip.

 **Overwhelm:** After damaging, take this Action again against the same target. This attack has -1 AV for each other time this Trigger has been declared this turn.

## BEWARE THE RATS!

The rats rule the dirty sewers beneath Malifaux City, their numbers beyond counting. They lurk in the darkness, waiting to swarm over anyone unfortunate enough to enter their domain.

Normally, they are content to cling to the shadows, but now something has brought them up from below. The teeming masses of rats swarm out into the streets, as if guided by a singular malign will...

Brotherhood of the Rat is a story box that contains three Malifaux Encounters and a Through the Breach adventure.

