

Wyrd

THROUGH THE BREACH

INTO THE STEAM

Through the Breach books:

The Fated Almanac
The Fatemaster's Almanac
Into the Steam

Through the Breach adventures:

In Defense of Innocence
Northern Aggression



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INTO THE STEAM

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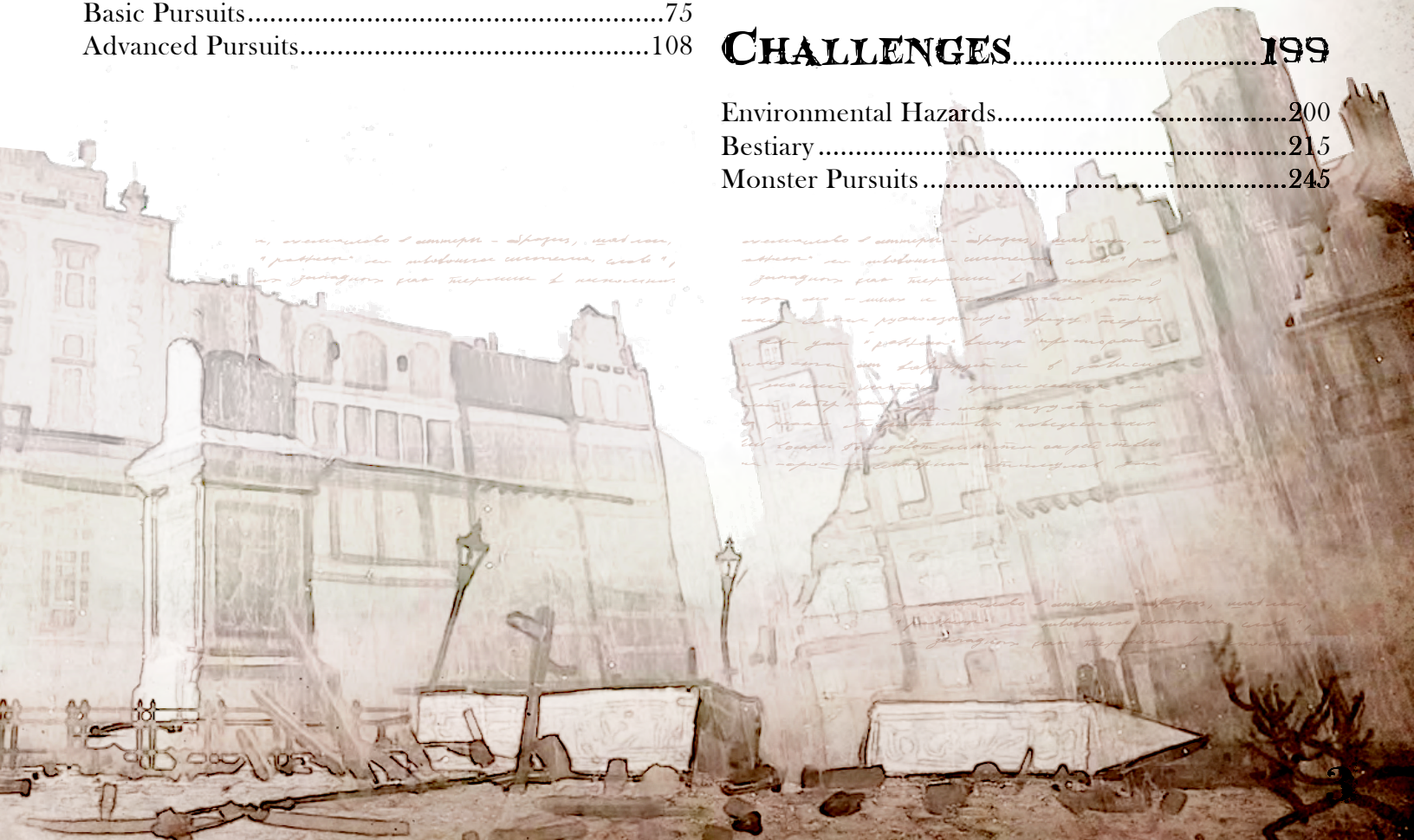
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INTRODUCTION

Into the Steam is a tabletop roleplaying game set in the world of Malifaux. This book focuses on the areas to the north of the city of Malifaux and the many denizens that call those lands home. Each player will be one of the Fated, those individuals destined to make an impact on the world of Malifaux. As the Fated walk the path of their destiny, whether they embrace or deny their fate will determine what sort of an impact they'll make and if they'll be remembered as heroes or villains.

This book expands upon the information presented in the *Fated Almanac* and *Fatemaster's Almanac*, providing more options for players and Fatemasters alike. For the most part, you can mix and match the options in this book with those in the *Fated Almanac*. By utilizing the different books, you can come up with unique and compelling characters.

THINGS YOU NEED TO PLAY

Playing *Through the Breach* will require the *Fated Almanac*. It contains the core rules for the game, including some steps for character creation. *Into the Steam* expands on these options and can only be played in conjunction with the *Fated Almanac*.

Beyond these books, you will need a few Fate Decks, which are standard decks of playing cards with two jokers (one red and one black), and some character sheets. Some players enjoy using miniatures to represent their characters during combat situations, but anything from a chess piece to a colored button will do in a pinch.

The Fatemaster will find it useful to have a copy of the *Fatemaster's Almanac*, which contains advice on running the game, statistics for some enemies the players might encounter, and other useful topics. More information on what you need can be found in the *Fated Almanac* on page 5.

WITHIN THESE PAGES

Below is a description of what is in each chapter.

CHAPTER 1: INTRODUCTION

You're reading this chapter now! Here you'll find an outline of what you can expect to find in this book and what you'll need to play.

CHAPTER 2: ARCANIST LANDS

Explore the rugged countryside beyond the city of Malifaux with information about the northern lands. From the desolate Footsteps to the frozen Ten Peaks, this is where you will find information about the geography of the North and the people who call this beautiful (but dangerous) region their home.

CHAPTER 3: CONSTRUCTING A FATED

This chapter details the process of creating Fated characters who hail from the northern lands. It also explains how you can play a Construct Fated, known as an Invested. This chapter takes you step by step through the assembly of your Fated character.

CHAPTER 4: PURSUITS

This chapter introduces eight new Pursuits, as well as five new Advanced Pursuits.

In a change from the last book, the Pursuit Talents are listed alongside the Pursuit that grants them to make the process of character advancement easier to manage.

CHAPTER 5: TALENTS & SKILLS

It takes more than a bit of skill to survive in the northern lands. Successful characters have special knacks in certain areas to help them get ahead, and those knacks are represented by Talents. This chapter expands upon the General Talents available to Fated and also adds a few new Skills (and new ways to use old Skills) into the mix.

CHAPTER 6: STEAMFORGED

This chapter contains an in-depth look into the equipment, items, and pneumatics commonly found in the North, as well as information on some of the major companies that manufacture that gear. This chapter also provides additional crafting rules to help the Fated build new items of their own.

CHAPTER 7: MASTERS OF THE ARCANÉ

Discover the true nature of magic with this comprehensive look into the Arcane and learn what the Guild has been trying to hide! This chapter gives the players new Magical Theories, as well as enough Magia and Immuto to keep any would-be Arcanist happy. It also goes into depth on the proper way to create a Manifested Power.

In addition, this chapter provides a few new options for Manifested Powers beyond those used in the *Fated Almanac*. Fatemasters are encouraged to use whichever options they think will best suit their campaigns.

CHAPTER 8: CHALLENGES

This chapter contains a wide selection of creatures native to the northern lands, all of them riled up and ready to fight! Also included are rules for the environmental hazards that make life in Malifaux so... interesting.



ARCANIST LANDS

The lands north of the Breach are a different world than the fog-shrouded city that most people think of when someone mentions Malifaux. There are huge swathes of countryside that are only now beginning to be mapped out and civilized and far more that are simply too wild and dangerous for people to live there.

Immediately to the north of the city are the Footprints, an area of deep canyons and dry earth, devoid of almost all life. This is what the residents of Malifaux City imagine when they think of the Northern Hills; most don't realize the diversity that lies beyond this stretch of broken land.

After taking a relatively quick train ride over the Footprints, travelers encounter the Northern Hills. The Northern Hills make up the largest chunk of inhabited land outside Malifaux City. It is an area of relatively dry hills where small communities surround the various mining concerns that dot the landscape.

To the west of the Northern Hills is Slate Ridge, a cold mountain range that connects to the Ten Peaks in the north. Further east is the Frostrun River, which forms the border between the northern lands and the massive swamp known as the Bayou.

These lands are at once both familiar and alien to visitors. They contain flora and fauna common to Earth, but both are often changed in subtle ways. For example, many of the animals in Malifaux look similar to those back home save that they tend to be slightly larger and a bit more ferocious. A great example of this is the Mauler, a native bear that resembles the bears of Earth save that it possesses a surly temper and a number of spiked bone protrusions across its body.

The land grows more wild and untamed the farther from Malifaux City one travels. Seemingly innocuous creatures and landscapes are surprisingly hostile Breachside, and even among the Northerners, only the truly brave ever venture very far into these untamed wilds.

That said, there are many reasons for people to venture north. Soulstones, one of the most valuable commodities in existence, are found most regularly in the northern mines. Many travel north looking to make a living in one of these mines or the associated small towns that have blossomed up around them. Though a bit rough, these Contract Towns offer some small measure of civilization on the otherwise untamed frontier.

Some of these workers did not have a choice in the matter and were, or still are, convict laborers forced to work the mines in an attempt to repay society for their crimes. Some are akin to indentured servants, working off their sentences, but others fall closer to slaves, forced to toil away without any hope of ever being free.

Some settlers travel north to escape the oppression of the Guild in Malifaux City. While the Guild often seems like a vast and powerful force in the world of Malifaux, the reality is quite different. The Guild's long arm and endless ambition is limited by its manpower, most of which is used to control the city and the Breach. Its strength comes as much from the perception of omnipresence and omnipotence as it does from actual force of arms.

Within this landscape, there are many powers vying for control. The people of the North are a disparate bunch and hold many different allegiances. The most notable power in the north is the Miners and Steamfitters Union, commonly known as the M&SU or the Union. This group has rallied many of the workers of the North, whether they came willingly or not, to join together in an attempt to establish more autonomy from the Guild.

Closely aligned with the Union are the Arcanists. The Arcanists are a large group of individuals fighting a guerrilla war against the Guild, hoping to free everything Breachside from their influence. Arcanists often work independently and by their own means. They are a secret organization and very few of their members know exactly who else is an Arcanist.

There are other powers at work in this region as well. The Ten Thunders, unbeknownst to most, have set up a strong base of operations in the northeast, and a few scattered Resurrectionists can be found hiding out in the larger towns. The Neverborn see these human settlements as an assault on their lands and push back whenever possible, while the Gremlins of the Bayou are more than happy to raid or trade across the Frostrun. And, of course, in all the places in between, many smaller groups with no affiliations make small plays for power.

These groups all seek power, wealth, and control in their own right. They consistently come to blows, physical or otherwise, over the ever-growing North and who will be its eventual master. In this state of constant conflict, a sort of equilibrium has been reached that has given each faction its own space in the region. Balance is a tenuous thing, however, and even the smallest shift of power could dramatically change the landscape.

To fully understand the conflicts of the North, it is necessary to delve into each sub region and understand life in those places. Only then will all the struggles, both great and small, begin to make sense. Below are descriptions of the geographies, landscapes, and cultures that give rise to the people who call the north their home.

THE NORTHERN HILLS

The Northern Hills make up most of the land north of Malifaux City. These hills are rich in Soulstone and other precious ores, which resulted in a series of boom towns shortly after the Breach was reopened. Many of these settlements quickly fell into ruin, but others endured and are still around half a decade later.

Following on the footsteps of these settlers was the railroad, which culminates its northern stretch at the famous Ridley Station. Many people wish to see the railroad expand further across the Northern Hills, and a few of the smaller rail companies have begun surveying the region in preparation for just such an expansion.

FAR
PEAKS

SLATE RIDGE

FORTUNE
RIVER

FORTUNE FALLS

THE
BREACH

THE KNOTWOODS

MALIFAUX

EDGE POINT

THE BADLANDS

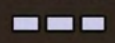
LATICO
STRONCHO

INNOCENCE
TOWN

LEGEND



RAIL STATION



RAILROAD



SETTLEMENT



SPECIAL LOCATION

MAP 0



DECEMBER'S
TEMPLE



SECOND
BREACH

NORTHERN
HILLS



PROMISE

RIDLEY



HOLLOW
POINT

THE FROSTRUN



PUMPING
STATION

SUNKEN

GRASSLANDS

MALIFAUX

THE BLACKROLL



KYTHERA

THE

BAYOU

BOGS



RED CAGE

OF MALIFAUX

GAZE UPON THE HEAVENS

The heavens of Malifaux are at once both familiar and alien. Prominently featured in the sky are the two moons of Malifaux: Illios the Revealer and Delios the Dark Stone. Each moon's name was found within the city of Malifaux, named before the opening of the first Breach. The moons have taken a special place in the superstitions of Breachside humans, who believe them to represent the different aspects of Malifaux.

Delios is always the first to rise, traveling east to west and casting a faint green glow on the land. Delios is known as the Dark Stone because its surface makes it look like an uncut Soulstone that lies uncharged in the sky. The light it emits is barely enough to illuminate Malifaux, and it is often associated with deceit and magic. It is also known as the moon that disturbs fate.

The Dark Stone is considered to be a harbinger of darkness. Those who are sick or dying may be said to have "had the light of Delios upon them." It is believed that those who die when Delios is the only moon in the sky have their soul trapped within the Dark Stone.

Illios is slow to rise, not entering the night sky until hours after the sun sets, at which point it begins its languid climb. Illios travels southwest to northeast, charting the same path across the sky from night to night. The Revealer is the bright moon of Malifaux, casting a white-blue light over the world. Because of how dark it is before Illios rises, most people wait for Illios to appear in the sky before traveling at night.

The Revealer is closely tied with the concept of truth. It follows Delios into the heavens and shines its light below, revealing what the other moon has hidden. Because of this, it represents the belief that the truth will come out in time, often expressed by the phrase "Illios has not yet risen."

At night the two moons glowing together in the sky can be so bright upon the unbroken landscape that the only thing that really seems to change is the tint of the land, giving a vague overcast of yellow-green to the normally red soil. Many of those who journey in the Northern Hills are willing to travel under the light of Illios, if only to add a bit of color to the otherwise monotonous landscape.

Malifaux's sun shines brightly during the day, though its light seems just a fraction weaker than the sun back on Earth. Clouds are common, so bright, sunny days tend to be the exception rather than the rule. The days grow shorter as winter approaches, with the sun setting earlier and rising later each day. By popular agreement, the sun is considered to rise in the east and set in the west. There are some references to the original inhabitants of Malifaux using a different system entirely, but whatever the merits of this system, it has been entirely ignored by humanity since the days of the first Breach.

It is rare for any significant astrological events to occur in the Malifaux sky, but it is not unheard of. Eclipses happen occasionally, and each is considered an omen of things to come. A night without a moon, which occurs once in a lifetime, is called a Fallow Night. No human has ever witnessed such an event, but multiple references to Fallow Nights have been found in the tomes and Grimoires left behind in the ruins of Malifaux.

There are also a multitude of stars that dot the night sky, casting a faint glow upon the world. There are even a few that are bright enough to be seen during the day, and their distant twinkling can be seen on clear afternoons. Unlike the stars Earthside, there are a few more colors represented in the celestial sphere. A glance up at the sky will reveal a smattering of red and green stars and maybe even a rare blue one. Seeing a blue star is considered a good omen, as these can only be seen in the early night when it is darkest.

GEOGRAPHY

The Northern Hills extend south from the snowcapped peaks in the north to the Footprints that lie near the Breach. They reach east to the Frostrun, where the Bayou starts, and west past Slate Ridge to the Knotwoods. This rather large area is mostly made up of the gently rolling, reddish-brown hills that give the region its name.

The landscape, although often breathtaking, is a far cry from beautiful. There is a sense of dull monotony to the place that can put travelers into an almost meditative state and cause them to lose their way. The endless rise and fall of the land makes it nearly impossible to properly get one's bearings, and each hill is barely discernible from the next if a person doesn't know what to look for.

In the dry times, the soil's coloring can often mingle with the dust and sun to create a haze where the horizon gets lost in a ruddy cloud, a virtual fog made of dirt. This can make travel difficult, as the haze begins to obscure the different features of the land, and it can make breathing difficult. The drier it gets, the more dangerous this becomes, as even small winds can kick up dust storms that make it necessary to seek shelter.

The dull landscape is made worse by the sparse (or completely absent) vegetation. Despite the sun hanging overhead, the trees tend to warp as they grow, with twisting trunks and gnarled branches that seem to be searching vainly for light. The trees' twistings range from slightly otherworldly to plain comical, with no known reason for their strange shapes.

The shrubs and bushes that make the Northern Hills their home tend to grow in dense clusters on certain hillsides, though why they seem to survive on some hills and not others is the matter of some debate. These plants can grow so thick in some areas that it seems the only real passage is to find another way around, often requiring lengthy detours just to avoid a particularly dense hillside.

Attempting to cut through these shrubs is, at best, a good way to ruin a perfectly good pair of pants. Oftentimes it's downright dangerous as the thorns of the plants can cause deep lacerations in any exposed skin.

One notable species of vegetation that populates the Northern Hills is the Vagabond Shrub. This shrub has roots that grow so shallow that they often end up like tumbleweeds, blown about by large storms. The Vagabond then puts its roots down wherever the storm took it (at least until the next strong wind comes along).

The landscape is incredibly prone to flash floods due to the hard, dense dirt and low amount of vegetation. Any rain trickles down the hills into the valleys between, where it quickly becomes a raging torrent. It is surprising how little rain is needed to turn the hollows between the hills dangerous, but the earth seems unable to soak up water very quickly, which partly explains the poor quality of the region's plant life.

Some of the hills have cave entrances in them, likely created by years of flood waters looking for a place to go. Exploration of these caves has revealed a vast and complex labyrinth of tunnels beneath the Northern Hills seemingly carved out of the rock by rushing water. These cave systems are made up of caverns connected by numerous small tunnels, mimicking the endless repetition of the hills above.

PEER INTO THE DEPTHS

A large and diverse cavern system runs under nearly all of Malifaux. Its tendrils reach out to many places, and it consists of many different subterranean ecologies. The caverns in the Northern Hills are often barely large enough for a crawling person to fit through and have been worn smooth by the constant flow of water. They tend to be slick with moisture, and the sides and roof of each cavern are usually covered with moss.

More information on the cavern system under the Northern Hills and the rest of Malifaux can be found in *Under Quarantine*, a future *Through the Breach* expansion.

The hills grow larger and larger as they approach the Ten Peaks range. These larger hills are likely to have more vegetation than their smaller neighbors, and some are so large that entire towns have been built upon their crests. A few of the hills here have formed into plateaus or strangely shaped outcroppings.

To the east of the Northern Hills lies the Frostrun, a fast moving, ice-cold river that forms a barrier between the region and the Bayou. The land near the river is much flatter than the rest of the Northern Hills, and it boasts much better soil with a wider variety of plant life. This is the only part of the region where the grasses, bushes, and trees grow in any real number.

INHABITANTS

The Northern Hills support more animal life than one might think from the harshness of the landscape. Besides the human population, there are a variety of species that make the Hills their home.

The most common species, far more prevalent than any other, is the mole. The moles Breachside are made of tougher stuff than their counterparts on Earth, ; they need to be in order to dig through the hardened earth in the Hills. Many hills are dotted with their burrows, and an unaware traveler could easily break an ankle after stepping into an unseen mole hole.

There is one species of mole which deserves specific mention: Molemen. These creatures are larger than their brethren and are seemingly possessed of a greater intelligence. Molemen have incredibly tough skin and deadly sharp claws. They are a recent arrival to the ecosystem of the Hills, but their population is growing, albeit somewhat slowly.

MOLEMEN

Molemen are actually an Arcanist creation that have developed a wild offshoot. The wild Molemen are a threat to humans in terms of both aggressiveness (they are very territorial) and in how quickly the presence of a Moleman can weaken the structural integrity of a mine. There have been some discussions about whether the “Moleman Threat” should be addressed by the Miners and Steamfitters Union, but as of yet a decision has not been reached one way or another.

There are a few more dangerous species that call the Hills their home, but luckily they are fairly rare. An unwary traveler venturing forth at night might have the displeasure to encounter a flock of Night Terrors, which always seem to find the largest and most gnarled knotwoods to use as their roost. Night Terrors travel from tree to tree at night and vanish like morning mist during the day. Experienced travelers give large trees a wide berth and are wise enough to keep as quiet as they can at night lest the Night Terrors find them.

The most common predator in the Hills, although still fairly rare, is the jackal. These creatures are very intelligent omnivores. They are about as big as a medium sized dog and are covered in short, reddish-brown fur that helps them blend into the landscape. They will eat anything they can but prefer the taste of freshly killed meat. Jackals hunt in pairs but will sometimes be joined by their offspring when the pups are mostly grown. This generally happens around late spring, and a pack of hungry jackals can be a very dangerous thing.

The Northern Hills are also host to a variety of more common species, such as rabbits, deer, vultures, small birds of prey, and a variety of rodents like the ground squirrel. Few of these species have a particularly large population, but they would by no means be an uncommon sight while traveling through the region. Many travelers (and settlements) rely on this small game for food in the otherwise inhospitable Hills.



I know you may not believe me when I say this, but I've had a jackal following me for three nights. It is harrowing me, nipping at my legs if I dare to doze off. I fear the lack of sleep is causing me to hallucinate.

I see the jackal behind me, and I head away from it, but then it's in front of me, too. If I deviate from my path it always seems to be there, at the end of my vision, weaving through the haze.

You may think me mad, but I've heard it laughing. The sound echoes off the hills and rings inside my head. It laughs off in the distance, herding me, slowly driving me toward a place I know not where.

I leave this message here, in my last bottle of water, now bone dry. I know now that this jackal will never let me leave this place. There is but one thing you must remember: if you also see the black jackal... run!

Beyond these few creatures that call the Hills their home, there are a variety of others that may be encountered here. Near the mountains, it is not unheard of for a Mauler to be spotted lumbering through the hills looking for food. These sightings are considered an ill omen, for if food is scarce in the mountains, all manner of creatures (or worse, the Cult of December) might come down to hunt along the lowlands.

Often, it is the smaller beasts that are the biggest problem. The Hoarcats are more apt to travel south than the Maulers, and their small size and graceful nature means they are often the more successful predators. Luckily, most Hoarcats have white fur to blend in with the mountain snow, so they stand out starkly against the reddish landscape of the Hills.

The lands near the Frostrun have their own dangers, the most common of which is the Razorspine Rattler. These massive snakes will sometimes travel west in search of new meals, and while they rarely leave the tall grasses near the river, younger Rattlers are sometimes spotted further inland.

Less common but more concerning are the wild boars that sometimes blunder their way through the river and onto its western bank. These giant pigs are both ravenous and ornery, making them a threat to just about everything around them that is not also a pig.

THE PEOPLE

The Northern Hills is the most densely inhabited region outside of Malifaux proper. That's not saying much, as the closest thing to a true population center in the region is Ridley, a settlement which finds itself hovering somewhere between town and city. In fact, outside of Ridley and Hollow Marsh, the largest settlements barely creep over 1,000 inhabitants.

This is largely because the ecosystem of the Northern Hills can't support too many people in one area and partially because of the nature of mining concerns in the region. These two reasons have led to a sort of transient culture within the hills, with people relocating where and when they need to.

The hillfolk, as they are often called disparagingly in Malifaux City, are an independent people. They have learned to survive in a mostly unforgiving land, and because of this they don't have much time for nonsense. Most of the occupations in the Hills involve the mines, which is dangerous work. It is not a life for the frail or the weak.

Those who live in the Hills have made it easier on themselves by establishing strong relationships with each other and their neighboring settlements. Without these ties, the Northern Hills would not have become as prosperous as it is within such a short time.

Particularly strong storms (and their accompanying floods), droughts, and sickness can all decimate a small population, but no village in the Hills will abandon its neighbors. Any individual village in an area might face starvation one year, but every other village will run a little lean so that the stricken village won't suffer. It is this sense of comradery and mutual support that was the basis for the founding of the Miners and Steamfitters Union (M&SU).

It is this same inclination that makes the population of the Northern Hills not particularly welcoming to newcomers. It's not that they're hostile; far from it, these people believe in behaving properly, and they try to avoid starting trouble with their neighbors. However, the fact of the matter is that resources are too scarce to be too welcoming, and someone that can't pull their own weight is putting the entire town at risk.

WORKING THE MINES

Being a miner is more than just an occupation. You might go down into the mines one day and return with precious metals, but that doesn't make you a miner. Being a miner is a lifestyle, a culture, a mindset. There is an unquantifiable change that comes over people as they work the mines, a slow adaptation of the core of their being that makes them a true miner.

This change is hard to understand if you've never worked underground. You might feel claustrophobic at first, but soon it starts to change, until you're only really comfortable in close spaces. The darkness starts to feel almost natural, as if you've been in it for your whole life.

Of course, that's not true. Your body rejects the confines and the darkness, craving the light. Your eyes try to continually adjust to better peer into the depths, but no matter how long they strain your sight will always be limited.

It is this dichotomy between mentality and physicality that defines the life of a miner Breachside.

A MINER'S LIFE

Mining, unfortunately, often involves working from dawn until dusk. Each miner has to rise up at the crack of dawn and prepare for the day ahead. It takes a hearty meal to make it through the early hours of work, and the lucky miners are those who have someone to help them get through it.

Over the years, the Union noticed that a significant number of miners had problems getting going in the morning, particularly those without a family. As a result, many towns with a strong Union presence have started serving breakfast in the Union Hall. This concession has greatly improved worker morale and reinforced the bonds of brotherhood and fraternity that the Union tries to foster among its members.

Once they have had their meal, the miners head to the mine and check in with their supervisor. The supervisor is always a Union committee member, responsible for keeping track of who is in the mines. Each miner is then paired up with someone else; no one goes down into the mine alone.

Usually, these pairings stay the same over time. Partners today were partners when the Breach first opened. It's these bonds that help keep the miners safe. They know each other's patterns and health and know when their partner is acting odd, either from depression or bad air. Most miners would do just about anything for their partners.

The descent into a mine can vary quite a bit. Sometimes there is a gradual slope, a walking path into the depths. Other times there is an elevator that lowers miners into the deeper tunnels more quickly. Still others might take a handcar down into the mines. Regardless, though, there is a descent into the dark. Going away from the light and into a cave of primal darkness takes a measure of fortitude, and that's especially true in Malifaux.

There are many tasks down in the mine, but it essentially comes down to one simple thing: find precious materials (gems, ore, and Soulstones), and get them to the surface. Many miners switch between different tasks as understanding all the different cogs in the great underground machine can help improve efficiency and save lives.

The act of mining kicks up a lot of dust, lowering visibility and making the air feel heavy to breathe. This dust is harmful to the lungs, and many miners find themselves out of work early in their careers, unable to perform hard work due to the shallowness of their breathing. Cave-ins are not unheard of, despite many precautions, and sometimes natural gasses fill up the mines, killing people before they even realize it's happening.

SAFETY... FIRST?

It is a well-known fact that death can charge a Soulstone. This can make the act of mining a bit unsettling, knowing that there is something nearby which may be feeding on your departed soul. This sobering thought, combined with the frequent pat-downs and inspections by the Guild, makes working on Soulstone veins one of the least desirable jobs for a miner.

The day consists of hours upon hours of backbreaking labor, and while thousands of scrip worth of Soulstones are pulled out of the ground, each miner sees but a fraction of a fraction of this wealth. Emerging from the mines at the end of the day, a miner's only glimpse of light may be the last rays of the fading sunset.

The miners, sweaty, exhausted, and covered in dust, often need just a bit of relaxation before they retire for the day to start again early the next morning. Many of them go to a local tavern or gambling house, looking for a bit of fun and topside conversation before laying their weary bodies down. Of course, that's on a good day when there wasn't an accident; if something went wrong earlier in the day, there's often little merriment or conversation at these late night gatherings.

In fact, there are often grumblings among the Union that mine safety is a particularly low priority for the Guild (and to a lesser extent, the M&SU) because of the very nature of Soulstones. It would be in these organizations' best interest, some argue, to have people dying down in the mines; it only makes the Soulstones more valuable.

It is for this reason that the Union tries to regularly rotate miners out of the Soulstone mines and onto other ores. The tension of working near such a precious and unsettling stone often proves to be too much for people over time, and eventually, they crack.

Of course, darker rumors whisper that it is the stones themselves which make people go crazy, not the tension. 'Look at the leaders of the Guild. Look at the leaders of the Union. Great as they may be, they just seem a little... off, don't they?'

TOPSIDE TRIALS

Beyond the mines, there are many difficulties faced by the average miner. The Northern Hills are not the most welcoming locale, and while mining pays well, most people end up saving any excess money for a rainy day (often quite literally, as flash floods might destroy your home in the blink of an eye). Luckily, the bonds built in the tunnels translate to the surface, and the community usually supports the efforts of those that go down into the mines.

Nevertheless, Guild regulations and Union politics mean that a miner needs to be involved in his community and make sure that he's had his say on how things should be done. Once a month, the Union holds committee meetings where any Union members can voice their concerns or problems to the leadership. These meetings sometimes break into short-lived fisticuffs as, just like a close knit family, miners are prone to frequent squabbles with one another.

The Guild overseers are always inspecting the miners, and their "patrols" are on the lookout for anyone spending more money than the Guild thinks they should have. Random pat downs when coming out of the mines or sudden home searches without provocation are the norm in areas with a higher Guild presence.

All in all, a miner's life is tiring and thankless. And it is within that emptiness that the Union has taken hold, bolstering a feeling of solidarity with their fellows and creating meaning and happiness in their lives. A true miner would never turn on another miner.



The general attitudes and inclinations of the northerners result in many towns actively defying the mandates of the Guild. While the Guild makes sure to bring in enough men and women to collect Soulstones from the mines, they don't tend to linger very long afterwards. Direct confrontation is uncommon - the Guild tend to have a lot of guns - but the northerners defy them in other ways. It is unlikely, for instance, that they would turn over a peaceful outlaw or spellcaster when their skills or magic could come in handy in a time of need.

Northerners in general refer to themselves as 'the Folk,' a way of taking ownership of the not-that-insulting term 'hillfolk' used by city dwellers. Because of how close each community is, anyone who lives in the same village is generally referred to as a neighbor, even if their homes are on the opposite sides of the village. People from nearby settlements are often called 'cousins,' a practice encouraged by the Union for the way that it helps to build a sense of family and community among its workers.

Despite the strong ties of a community, it is not too uncommon for people to move around. Trouble in one village might not exist in another, and sometimes a village can no longer support all of its inhabitants and some people must spread out to nearby settlements. Luckily, everyone has a multitude of 'cousins' who have 'cousins' of their own, and most people can quickly resettle in a new village.

These mini-exoduses have led to a decent population of bandits and other criminals that plague the region. People traveling between towns, particularly those moving to a new place, are ripe for robbing, and the highwaymen of the North are happy to take advantage of this fact.

Even the bandits need to make a home somewhere, and they often take up residence in old ghost towns. Their numbers can swell until they are a town in and of themselves, but woe to the traveler who thinks that one of these settlements is the same as any other.



SETTLEMENTS

Many towns and villages dot the countryside in the North. A fair few of them, maybe as high as one third, are uninhabited. Certain seasonal weather changes or drops in mine productivity lead to some villages being completely abandoned as their people move off to find better homes.

These abandoned villages, often referred to as ghost towns, are best avoided. While most ghost towns remain empty shells, some become filled with spirits that walk the deserted streets nightly. A town that has experienced more than its share of suffering is also likely to attract Sorrows, which seem to feel their pain like a siren call. Wandering through a ghost town may quickly see a person beset by these twisted spirits, which only adds to the place's suffering.

Those settlements that are still populated have a variety of means to support themselves, but there are a few things every place needs. Every village needs a way to get water, and this is one of its first priorities. Most homes tend to be built around rainwater collection systems that help provide enough water for the owners to survive. Gutters on the roofs of these homes funnel water into large tubs that are then stored and used as needed throughout the drier seasons. This water can be used for drinking or bathing (although it's considered wise to boil the water first, just in case).

Some larger towns have actually created sturdy dams in the hill valleys to catch the water from flash floods. These structures provide fresh water for everyone and help to attract game to the area (but can also lead to an influx of predators following their food sources to fresh water). A few successful towns have even managed to populate their "lakes" with fish.

Each village tends to import at least a little food with the town's profits, but this practice is too expensive to use for all the town's necessities. A portion of land is always dedicated to farming. Root vegetables are one of the most successful crops in the Hills as they need less water and are less susceptible to floods than other plants. Since the soil is not particularly accommodating, the villages practice fertilization and crop rotation with their neighbors, with whom they freely share their harvests so that each location has a variety of food.

Crops tend to be watered with greywater, which is the water left over from when people bathe, clean clothes, and other such things. Water is scarce enough to be stored, and greywater is a simple way to use the water twice, ensuring the town gets the most out of every drop. Larger villages often have a short water tower for this purpose, and people can pump their greywater up into the tower when they are finished with it. This sort of behavior is just another way everyone does their part to keep life in the village thriving.

Tilling the tough soil can be quite demanding, so each small region of the Northern Hills tends to have access to a Cultivator. A Cultivator is a large wheeled machine with huge metal scythes that can tear into the earth and turn it over, preparing it for new crops. Near the end of winter, those capable of operating the Cultivator take it to each nearby village and help churn their soil for that year's crops. Many of the operators' families accompany them, which gives the occasion a bit of a festival feel. Being a Cultivator operator is an honor about on par with that of being the mayor.

Villages also tend to support a couple of hunters who bring back meat and game from the surrounding hills. It is most common for village hunters to return with a few rabbits and squirrels, but a lucky expedition might yield the rare deer. Sometimes groups of village hunters will travel up into the mountains in search of bigger game.

Some villages also rely on foraging for extra food. There is very little that can be gained in the Hills proper, but some of the cave entrances are host to a few plants that are edible and can supplement the town's diet. These plants tend to be fairly nutritious, but the flavor often leaves something to be desired.

Near the center of the Northern Hills and to the east, houses are mainly adobe. Earth is plentiful, and by combining some of the clay-like soil with water, the hillfolk have managed to build strong homes. These homes adapt to the different seasons quite well, and due to the relatively inexpensive building materials people tend to construct larger homes. These homes are often unadorned, leading some towns to suddenly appear on the horizon as if from nowhere, their reddish brown color blending right into the landscape until a traveler is almost right on top of them.

#16 was a Guild Contract Town that started up a year after the Breach reopened. Located near the base of Slate Ridge, #16 was built to accommodate exploratory teams, and three large structures were raised to serve as group barracks and a base of operations.

It wasn't long before #16 found a single Soulstone virtually in its own backyard. This wasn't just any Soulstone, though; it was a Soulstone of Lade 9, one of the biggest and highest quality Soulstones ever found. The town was immediately swarmed by members of the Guild and M&SV.

They quickly ripped whole planks off of the main structures to create new buildings as trees were too scarce and the rush was too great to wait for supplies. Before long, all of the buildings in #16 were more like shells than actual structures, a few boards here or there providing the illusion of something sturdy.

The spider-web-like half-pieced-together buildings are what gave the town the name Gossamer.

Gossamer residents quickly came to realize two important things: first, there were no other Soulstones in the area, and second, the original stone had never left town – it was deemed too risky to travel without an armed guard, and the settlers had gotten there first.

Something of that much worth preys upon a man's mind. I hesitate to speak my guess as to what transpired there...but when the Guard eventually showed up, the town was empty save for the blood that seemed to fill every little nook and cranny.

The last Marshal that went to investigate reported seeing strange, winged shapes moving among the buildings. He fled the town rather than enter it, choosing the wrath of his bosses over whatever was lurking in Gossamer.

In the far north, adobe construction sometimes uses the wood of knotwood trees in the building's framework. This makes the buildings easier to erect. Structures this far north tend to be small, though, as the winters are worse here. Each home always has a large stone fireplace, many of them built into the center of the house to help distribute the warmth more easily. Knotwood is often needed in great quantity to heat homes when winter strikes, so it is considered a valuable resource.

In the west, houses are mainly built into the hills near the mountains, as the ground is too rocky for easy use in adobe construction. The people who live here are occasionally jokingly referred to as molemen for their unique houses. These underground homes have proven to be a good choice, as they can withstand the elements better than any of their counterparts. Of course, sometimes when working in the mines, the last thing a miner wants to do is live underground.

RIDLEY

Ridley started as a small rail station in the Northern Hills where the different villages would go to pick up shipments of supplies or drop off trade goods. Serving as the region's trade center meant that it was only a matter of time until Ridley Station became the largest town in the Northern Hills.

Ridley is situated atop a fairly large plateau, giving it a commanding view over the surrounding area. Although the city has not yet taken up the full plateau, it is nearing this point, which will limit the city's future expansion.

Ridley is the southernmost town in the Northern Hills, and its borders come right up against the edges of the Footprints. Because of this, it doesn't get much rain, which also makes it a poor place for growing crops. The only reason Ridley functions at all is because it is the only link between Malifaux City and the North. Even trains running to Hollow Point have to stop in Ridley (and the Ridley city council refuses to honor tickets to Hollow Point that were purchased in Malifaux City – the ticket must be bought in Ridley for it to be valid).

THE GOVERNMENT

Ridley is a tightly run town. It is led by a town council, mostly made up of card-carrying Union members, which makes certain that the city runs efficiently. Because Ridley is incapable of producing enough food to feed all of its citizens, there is a "Sustenance Tax" in effect, which is used to pay for the importation of food and water, which is then sold back to the city's inhabitants. Although the city council keeps the prices low, the fact that the government is controlling so much of the food makes some citizens uncomfortable (especially those with Guild leanings).

In fact, the only thing in town that the city council doesn't have direct control over is law enforcement. The Guild is in charge of the legal system in Ridley, and despite numerous attempts to take over the courts for themselves, the battle has always gotten to the point where Ridley backs down before truly agitating the Guild. Ridley still gets to decide what the law is, but the Guild enforces it (in addition to some of their own laws, whenever they deem it necessary).

The town council is made up of eight individuals, each of which represents one of the town's districts. Each district is divided out by population, ensuring that each one has the same number of people. The districts are not created equally, though, as the further away one moves from the center of town, the poorer the districts become. The districts on the outskirts of the town are mostly made up of old or disabled miners who can no longer survive on the frontier.

In addition to the town council, Ridley has a mayor. The position of mayor is largely ceremonial. It acts as a sort of temporary position for retired heads of the Union, and the term length is short, lasting only a year. Most mayors make a few attempts to seize more power for their position, but all have ultimately been foiled by the town council.

The only real power in the hands of the mayor is that of Guild liaison; with the steady expansion of Ridley and its districts, the Guild has begun taking its official business directly to the mayor in the hopes of bypassing some of the council's policies. Thus far, this has not had much success; retired heads of the Union do not often have favorable opinions of the Guild and its methods.

THE DISTRICTS

Ridley is divided into eight districts. Center City is the district centered around the railroad, which has made it the richest section of town. It mostly consists of two- and three-story buildings with stone storefronts on the lower level, and wooden second and third stories that serve as apartments. This section of the city has an active sewer system in place, which makes it one of the nicest areas to shop Breachside.

To the west of Center City is the Smelt. This district is where the heavier industrial work gets done. Winds tend to blow from the east, carrying the smoke and soot of the Smelt away from Center City. Here, artisans of different stripes try to turn the raw materials coming from the frontier into goods that people in Malifaux and beyond might be interested in purchasing. There are very few actual shops in the Smelt, but sometimes it pays to cut out the middleman and try to buy from the artisan.

There are two more districts further west: Slate and Iron. Iron district is where most of the town's artisans make their home. It is not a particularly pleasant place due to proximity to the Smelt, but it is a reasonably cheap place to live and close to work. Slate is the farthest west, and it is essentially a slum. Those living within the district have no real money to spend, and as such, Slate is the town's most ignored district.

To the east of Center City is Ivory. Ivory district is where most of the Guild agents and supporters make their home. Although there are small Guild precincts scattered throughout Ridley, the Guild headquarters is located here. It's a tightly organized district, and the Guild tends to search or question anyone they deem suspicious (which is just about everyone).

Three districts lie to the east of Ivory: Bronze, Quartz, and Jade. These housing districts don't differ greatly from one another (except that Jade has become a popular place for outcast members of the Three Kingdoms to settle down). They are all relatively poor districts, but for the most part they support the Union, which provides them with subsidized bread and water.

HOLLOW POINT

Located right next to the Hollow Marsh, Hollow Point Pumping Station began as an epic construction project to make some of the profitable mines in the region safer. It was the brainchild of Dr. Victor Ramos, and it used the local monadnock mountain as the structural basis for the gigantic pump that keeps the caverns of the region (and thus, the nearby mines) relatively flood-free even during large storms.

By hollowing out the small mountain, Doctor Ramos was able to reach into the caverns with giant tubes that draw the water out and pump it into the neighboring Frostrun. The inner parts of the mountain (those not dedicated to the pumps) have since been converted into design space, and many of the Union's most talented engineers reside within the Pumping Station.

On the outside of the mountain lies a collection of homes and businesses. The mountainside is where the population that supports the Pumping Station lives, providing food and other necessities to the Union men inside. This mountain community has grown so large that it is able to support the nearby villages as well, which in turn support the smaller settlements around them. Because of the Pumping Station, the surrounding area is both safer and wealthier than anywhere else in the Northern Hills.

The Union has also footed the bill to put in a railroad to Hollow Marsh. Although it is a public line, it is rarely used by non-Union members, as it is mostly intended to provide the region's riches a faster trip to market (and to allow Doctor Ramos and other vital Union personnel faster travel times).

Hollow Point is on the edge of the Bayou, so unlike most settlements, it does not suffer from a lack of water. The area is more green and fertile than many in Malifaux, although the terrain is more suited to rice than crops like corn. Food from this region is shipped all over the Northern Hills to help support the miners and their families. Ridley is almost entirely reliant upon food from Hollow Point to keep its citizens fed.

The Frostrun is the only thing really separating Hollow Point from the Bayou, but usually this barrier is enough. Unlike the Blackrill that meanders through the Bayou, the Frostrun's icy waters come speeding down from the Ten Peaks in the north. The river can be treacherous to cross, so it is rare that any natives to the Bayou attempt to swim the waters.

Of course, there are always exceptions, and the mountainside has been raided once or twice by Gremlins looking for easy looting. The villages here don't have much in the way of defenses, but their mining constructs can be pressed into combat if the need arises.

Musta been about three months back if it was a day. Me and my kiddos were out minding the crops on the mountain when some of the biggest birds you ever did see came a-flappin' across the 'run. There musta been a good two dozen of 'em.

Little Jack, he noticed first. "Look Pa! Raptors!" He thought they were some of the big birds those Guild asstringers train, but I knew they were too big for that. When they got closer, I seen they were Gremlins a-flyin' in these biiiiiig wooden birds.

Well, I dun mind tellin' ya that my jaw darn near hit the dirt. These birds, if'n you can call 'em that, were painted up all sorts of crazy colors. It weren't long before all o' us were staring up at the flyin' Gremlins beating their tiny arms to keep those birds in the sky.

Twas a spectacle, ya see? Wasn't 'til they were right above us that the first cry went up from Bobby Joe down the-way: "Oy! Oy! They got guns!" I think that somebody else said sumthin' else right about then, but I couldn't hear it over the gunshots.



PROMISE

Located in the extreme northeast of the Northern Hills, right below the mountains, Promise is an inexplicably successful town. It is not a mining town or a trade hub, and without these assets, it is surprising how well it has done.

The town is about a three week horseback ride from Ridley, but the journey goes through some unforgiving land. Furthermore, Promise lies directly south of the mountains, and the harsh winters only serve to make an already unpleasant journey downright dangerous.

Nevertheless, Promise has prospered. It is close enough to the river to be able to grow crops to support itself, and the people of Promise all try their hand at hunting, which is usually quite successful thanks to the proximity of the Bayou and the mountains. Promise is essentially self-sufficient.

Promise has a large population of settlers from the Three Kingdoms. The culture of the town is as much influenced by the East as the West, and it has given rise to its own hybrid culture. This makes it easy to identify someone from Promise, as their dialect and manners are markedly different than those from any other location Breachside.

THE PROMISE OF SECRECY

Although it is not commonly known, part of what has allowed Promise to thrive is the Soulstone trade. Promise has become a major byway for transporting Soulstones to Earth.

One of the best-kept secrets in Malifaux is that there is a second Breach, large enough to allow people to pass through, located in the mountains to the north of Promise. The Ten Thunders control this passage and run a large, illegal Soulstone smuggling ring using Promise as their base of operations.

The Ten Thunders often call this town Delios in order to keep their secret better hidden. After all, hearing a thief speak of 'traveling by Delios' leads many to believe they are simply traveling at night, not referring to traveling through Promise.

DELTA SIX SITE

Delta Six Site is one of the largest mining sites, if not the largest, in all of Malifaux. It is located in the Hollow Marsh, just to the north of Hollow Point, and covers a particularly expansive stretch of land. It contains one of the largest Soulstone veins to date and has been extremely profitable for both the Guild and the M&SU.

Since Delta Six delves into the earth closer to the manner of a quarry (as opposed to underground mines, which is the most common form of mining in Malifaux), it is more prone to flooding than most other sites. The Hollow Point Pumping Station - sometimes known as the Hollow Marsh Pumping Station - was partially designed to keep the Frostrun from flooding the mines of the Delta Six Site.

Before the Pumping Station was built, the Guild and the Union both made various efforts to keep the water at bay. Although these efforts ultimately failed, they did result in a great deal of built up and discarded infrastructure. When Dr. Ramos built the pumps that would ultimately result in making Delta Six Site safe for the miners, he used the best parts of this infrastructure as the foundation for his pumping machines.



Floods still happen down at Delta Six, but Doc Ramos, thank his name, and his pumping station have managed to give the miners the chance to get out. But sometimes those floods still come and everyone has to get up out of the mine really quick.

Well, the last few times it rained, these strange bloated corpses came swelling up out of the mines. Being Neverborn-fearing folk, we just let those corpses drift on down the river. Nothing good is ever going to come rising up from the mines in a flood.

This last time, though, I could see those corpses moving. They were twitching in the water and one even seemed to look at me.

I've heard tales of the undead moving, but I thought that was only when they were being controlled by some Resser, not just moving on their own. I don't know where those corpses are coming from, but I know that Frank and I get the hell out of those caves when we hear it starting to rain, and I suggest you do the same.

I'm a lifer myself. I've been in prison as long as I can remember. I'm never getting out. They brought me through to Malifaux a few years back and put me to work at Bedlam Quarry. Well, I don't mind saying that I'm about as hard as they come, but I'm starting to get up in years.

They keep me around the Quarry to train the new guys. That's okay. I don't mind. But in the past few months, there have been some new guys showing up that don't seem like the others. They're not quite as dead-eyed as the rest, and they always seem to be watching what's going on. Listening when they shouldn't care about what's being said.

What's stranger still is that sometimes they stop listening and start singing. They sing these strange songs in some language I don't know. I don't know what they're saying but something sounds strangely familiar about it...

I'm not the only one who noticed these odd newcomers. We started calling them the Chain Gang, but never when they might be listening.

We're all hesitant to cross them. They seem just a bit too alive, a bit too full of fire to be one of us convicts... but there they are, locked in irons.

I can feel something coming, though. Like somehow their songs are building to something. I think it's not long now until we all learn what's behind those lively eyes. Not long until we learn who, or what, the Chain Gang really are.



BEDLAM QUARRY

Bedlam Quarry produces no Soulstones. Instead, it is the lead producer of granite in Malifaux, and it also manages to output a decent number of other ores (even occasionally finding a small vein of gold). This makes it less profitable than a Soulstone mine, but far more reliable and easier to keep staffed.

The consistency in the Quarry also means that they take fewer risks in mining, and that - coupled with the open air operations - makes Bedlam Quarry one of the safest mines to work. The Guild exercises tighter control here, bringing in many of their newest convict laborers to break their will and test them against the conditions.

Those that show an aptitude for mining (or those that show a willingness to follow orders) are often shipped off to other mines. Almost all the convict laborers in the north have come through Bedlam Quarry at one point or another.

This makes it fairly unique as a shared experience among many in the Northern Hills. When two convicts who have done time at Bedlam meet each other, they can usually share stories and gossip about their time at the mine in order to prove that they're not an undercover Guild agent. Many songs written by the wandering minstrels of Malifaux talk about life at Bedlam and the many hardships of the working man.

GEMINI HILLS

Gemini Hills is a relatively small community in the foothills of the Ten Peaks. Commonly referred to as Gemini, the place is mostly a sleepy mining town. It produces a respectable and steady number of Soulstones each year and has never done much to attract attention to itself.

Gemini is worth noting because of the strange hill it was built upon. Gemini's hill is the mirror image of the next hill over, right down to the trees. If there is a bird's nest on one hill, the same bird's nest can be found on the other as well. Although there are obvious differences (like the lack of a town on one of the hills), the twinning of the hills is still eerie.

On most days, the sounds from the town can be heard echoing off the sister hill, making it sound like another mining town is just out of sight. A number of the town's residents have even claimed to see other people on the second hill, looking back at them at the same time they were peering across. These oddities have caused some new residents to leave the town after only a few weeks, preferring to settle somewhere a little less unsettling.

THE OTHER TOWN

There has been an uptick in crime in Gemini Hills, including a murder (a very unusual event in such a small community). The overseer of the mine petitioned the Guild for assistance, and they sent one of their Marshals, Danielle Koup, to Gemini to restore order.

As she began to investigate the town and its mirror hill, the threads that held the town together began to unravel, revealing the double lives and secret activities of the town's residents. With Gemini fraying at the seams, some of the darker elements in town began to come to light and take over.

Most recently, Marshal Koup was shot by a resident, and now the whole town is abuzz with speculation. Just what is causing these strange events is unknown, but without some help it is only a matter of time before the town succumbs to its own inner darkness.



PERENNIAL MINES

The Perennial Mines are located in the town of Perennial. Perennial was one of the ghost towns that was still standing when people returned to the Northern Hills after the Breach reopened, but unlike all the other towns in the North, it had experienced almost no decay over time. It was still in near perfect condition when the settlers found it, earning the town its name.

The mine was excavated and cleared, and the settlers were quickly able to get it operational. Before long, Soulstones were being regularly shipped out with one of the lowest casualty rates in the North.

Between the established infrastructure and the safety of the mines, Perennial became a sort of cushy post for Union miners. It established itself as a sort of prize town, somewhere fine upstanding Union boys could be sent to as a reward for their contributions. Being able to list Perennial Mines as one of your posts ensured you'd be taken seriously as a candidate for any position.

That was before the town completely fell apart. A particularly brutal winter and the town's first mining disaster were enough to deal Perennial a major blow. The setbacks may not have been enough to crush a normal town, but Perennial had been seen as a charmed place. Some of the residents saw the town as having lost its lucky streak and moved out while others were reassigned. Some stayed, of course, but there was no longer manpower to work the mines in any real fashion.

The Arcanists, however, decided that they wouldn't let the town fail on paper. Some of the Soulstones coming from other mines were attributed to Perennial Mines, and the Guild overseers that volunteered to be stationed at Perennial were all Arcanist infiltrators. An entire false population was created that lived and worked in the mines, and the real Perennial fell off the maps. The fictional Perennial, true to its name, stuck around.

Now, working at the Perennial Mines has become a code for the Arcanists. The entire structure of Perennial is set up to allow important Arcanists a cover story: it is where they officially work and call home, without ever having visited the abandoned town itself. Perennial is now a fiction, a town used by those in the know to signal their allegiances. To this day, the Guild remains unaware of the deception.



THE TEN PEAKS

The mountains are about as far north as anyone has managed to explore. Their snowcapped peaks and year-round arctic winds have made scaling the peaks nigh impossible, and no expedition has been able to bring enough supplies to survive the following descent.

The mountain range extends east past the Bayou to lands unknown. The melt from the top of the mountains feeds the Blackrill and Frostrun Rivers, ultimately supplying most of the water that makes up the wetlands. It is bordered on the west by the Far Peaks, a smaller range that intersects and joins the monstrous northern mountains.

The mountains have an offshoot that extends south, known as Slate Ridge. These smaller mountains don't have year-round snowcapped peaks, but nevertheless always seem to possess the bite of winter even in the heart of summer.

The Ten Peaks were named when Malifaux was first being explored, back in the days of the first Breach. Ten different summits could be seen from the towers of Malifaux City, their tops glistening with snow. Looking out over those ten huge pinnacles, it's easy to see how the mountain range earned its name.



GEOGRAPHY

The northern mountains tower above the hills at their feet. Their altitude provides them with a constant covering of snow, making the pinnacles shine brightly with reflected light. From below, the peaks look almost peaceful, their terrific spires barely changing as the weeks, months, and years pass.

There are actually twelve great northern mountains, not ten as could originally be seen. The summits of all of these mountains break into the clouds and cannot be clearly seen on most days. The nearby smaller mountains are still massive, but don't stand nearly as tall as the twelve main peaks.

The biting winds that whip around these mountains create subzero temperatures at their higher elevations, and they kick up a constant screen of snow that, combined with the lingering clouds, makes getting one's bearings on the mountain difficult.

Weather in the region is fairly constant. Precipitation hits from the north (great black clouds can sometimes be seen behind the peaks) and breaks upon the mountains. The distant sounds of thunder echoing throughout the mountains at this time is said to sound like the roaring of a terrible god, and as a result, most of the hillfolk consider such storms to be a bad omen. These storms let very little rainfall through to the Northern Hills but create ever-new layers of snow and sleet on the mountains themselves.

Every so often, a massive avalanche roars down the sides of one of the mountain, loud enough that it can be heard in the villages below. The resulting deposits of snow end up low enough on the mountains to melt and eventually become the rivers flowing down to the Bayou. It is speculated that much of the moisture seeps underground into the cave system that runs beneath the Northern Hills.

There is only a smattering of vegetation to be found here. The cold temperatures, winds, and snowstorms make it difficult for any sort of plant life to survive here for very long. The few trees that have endured are misshapen, as if blown about in too many winds and buried under too many snows.

INHABITANTS

The only animals that can survive in the higher elevations are predators. The few solitary creatures that live near the peaks take shelter in small caves or burrow into the snow in order to survive. They often roam down the mountains looking for food, which largely lives in the lower altitudes. The creatures of the peaks are some of the most hardy and ferocious creatures on the surface of Malifaux, and the hillfolk have learned to treat anything that comes down off the mountains with a great deal of caution.

The most commonly discussed creature of the peaks is the Wendigo. Many tales are told of the Wendigo and how they came into being, but most of these are just bedtime stories meant to scare children into not venturing too far north. The truth, however, is quite disturbing.

Malifaux speaks to many who call it home, and sometimes that voice is a subtle nudge on the subconscious. People from Malifaux City, Ridley, or a starving northern village may find themselves inexplicably drawn into the mountains. Many times, these people survive long treks without food or water, driven on by some primal need that pushes them to the very edge of human endurance. As they reach the foothills, these individuals begin to change and eventually become an embodiment of hunger known as a Wendigo.

Wendigo tend to start small as hunched over, shriveled things from their journey north, but over time they will continue to grow and change into something larger and more powerful. The mightiest Wendigo almost never leave the high mountains, finding comfort in the cold desolation of high altitudes, but woe to the traveler who might wander into one's domain.

At lower altitudes, there is more vegetation to support more life. Some large hares make their homes here, and a few species of deer and goats can be found scattered throughout the Ten Peaks as well. There are also some other predators that make this area their home, including wolves and bears. The Mauler, a type of bear mostly found near the Slate Ridge, is symbolic of life in these mountains: twisted, powerful, and hungry.

THE PEOPLE

Very few people call the mountains their home. They are mostly exiles living away from other humans, and many are heinous criminals who have come together for mutual protection and survival. There is no law or reason in these small settlements, merely strength and need. Anyone who lives on the mountains learns the true meaning of famine, and none have ever died on the slopes from old age.

The mountain people, unlike the hillfolk, are not friendly or well mannered. They do not look out for their neighbor any more than they have to, and bitter rivalries are common. Grudges can last forever in the mountains, as the cold seems to freeze bad memories into people's minds. It is not a place that anyone wishes to call home.

It is best to describe the mountain people as uncivilized and bordering on feral. With each passing year, they shed more and more of their humanity as they do whatever is necessary to survive. This has led to the creation of an almost tribal society, led by the strong in order to stay strong.

Every winter, the mountain people come down from their caves and tents, emaciated and with a hollow look in their eyes. They band together to attack the first settlement they come upon, slaughtering anyone that gets in their way and robbing them of everything they have. These groups have begun to be referred to as the "Horde." Although only a few villages are struck each year, the destruction these savages serve up while looking for food is not quickly forgotten.

There is one other type of people who live in the Ten Peaks: the Cult of December. The Cult seems to worship the mountains, the cold, and a terrible entity known as December. This reverence seems to have given them the strength to not only survive in the mountains but to thrive.

The Cult of December possesses great knowledge of the arcane and has used that knowledge to carve out a temple on one of the great peaks. From here, the Cult utilizes its followers and strange beasts to find food and protect its territory. They are a frightening group, but the niche they have carved out has proven that even on the frozen slopes, humanity can survive.

SETTLEMENTS

There are almost no settlements beyond the Northern Hills. The few that do exist are tiny things, many of them semi-nomadic and barely even whispered of outside the mountains. These settlements move once they have hunted the local wildlife too low, so their homes are quick to construct and take down. Many of them are built into the snow itself, providing a shallow cave to escape the vicious elements for the night.

None of the settlements in the mountains are on the maps in Malifaux or Ridley. These places are only known by rumor, and even then only one or two people in the foothills might be able to give directions where any of them lie. Usually, the people of the Northern Hills only know that such villages exist on the slopes, but they have never seen them.



TEMPLE OF DECEMBER

The Temple of December is a large structure built entirely of ice and snow. Forever frozen in a massive tribute to winter, the Temple rises up as if a part of the mountain itself. Its frozen walls and icy spires make the building almost beautiful, glistening when light strikes it.

The walls are surrounded with beautiful ice sculptures of strange faces and various creatures. These carvings serve a purpose other than aesthetics: they can be quickly animated to help defend the temple in a time of need. The same ice constructs can often be found lumbering down corridors or buried in the tall snow drifts. There is a small army here, lying lifeless in the heavy snow.

Inside the temple is the Cult of December itself. The cultists walk the halls in their bulky coats, experiencing the cold but enduring it far better than one might expect in these frigid temperatures. Although the population here is quite low, the Cult of December is larger than one might imagine – many of the acolytes spend their time outside of the walls learning the ways of December first-hand.

The Cult is mostly made up of acolytes, subordinate adherents to December's glory. Above the acolytes are the Silent Ones, priestesses who have worshiped December for years. The Silent Ones know a great deal of December's magic and are some of its mightiest warriors, but many have had their tongues removed by the Cult's prior leaders.

Alongside the Silent Ones are the priests of December. The priests are often tasked with caring for the Temple and teaching the rules and beliefs of the Cult to the faithful. In addition to this, the priests are capable of communing directly with the entity known as December.

The Cult also possesses some strange members who exist outside its hierarchy. Failed magic and beast taming has granted the Cult of December access to a few unique creatures. One such example is the Blessed, a former Silent One who has been warped by magic into a twisted creature driven to near constant hunger for flesh. The Blessed has lost much of her humanity and now stands as a testament to the raw power and feral strength the Cult possesses.



Pretty little Donna, sparkling gem and most beloved of her father, the mayor. Quick with a laugh and easy to smile, Donna always had the newest fashions from Ridley. So well loved. I even believed it once, that mask that she so easily wears.

On her sixteenth birthday, Donna threw a little party. And when I say that, I mean the mayor threw a town-wide celebration. Donna always got what she wanted, so the whole town turned out.

Now, Donna's birthday is in the middle of winter, so it was a bit cold out. They had these huge cauldrons of stew cooking, the kind that fills you up and keeps you warm despite the wind. But Donna, she's running around in a dress like it's springtime.

She's got these delightfully rosy cheeks and no one seems to mind that she must be freezing her...uh, bottom...off.

Well, as it starts going into night, I decide I need another pot of stew because I still feel the cold, unlike that pretty princess Donna. As I walk up toward the cauldron, I see Donna there dropping something inside with this wolfish grin on her face.

Now, I can't say to this day what she put in that stew, but I know what it looked like, and I know the next day the mayor had lost his foot to 'frostbite.' Suffice to say, I won't be accepting any more invites to Donna's parties.

THE GROVE

Perhaps one of the most unsettling places to make a home, the Grove can be found tucked into one of the recesses between two mighty slopes. It lies on flat land and is surrounded by a slew of trees made entirely out of ice. The thickness of this ice-forest keeps out most of the wind here, which, combined with the lower altitude, works to keep the temperature more bearable.

The silent patch of “trees” that surround the Grove is even more disturbing for one fact: they bear fruit. Although few can claim to have tasted the product of these trees, those who have are forever entranced by the fruit. It is, if the stories can be believed, the most exquisite taste imaginable. Those who eat the fruit rarely leave the Grove, which is convenient, since this small clearing provides food and shelter aplenty.

Of course, the Grove does not have a large population. It is a small place with only a few homes, but it is a successful village nevertheless. The people there are quite friendly and are not accustomed to some of the hardships that plague others in the North. Their only real challenge is the cold, but their town mantra of “The trees take our complaints” is their only response when asked about the weather.

*I find myself in a frozen forest on the Peak,
I don't know why I came here, or what it is that I seek,
I hear a faint whisper and I can feel myself freeze.
Was that a voice, there, floating on the breeze?*

*I force myself onward through these forsaken trees,
knowing all the while that I should leave.
But, somehow, I know further ahead in the grove
Lies the frozen mountain's precious treasure trove.*

*It is then that I see them, those long-sought fruit.
Their savory taste will make all my cares moot.
I taste their ripe flesh, and pluck all that I can
Before I know it, I am deep within that land.*

*Here I stand today, lord of all I survey.
The fruit grows sweeter with each passing day.
I do not know hunger or cold...*

The trees know I always do as I'm told.



WINDBLOWN

Windblown is a moving village, the largest of its kind in the mountains. It is spoken of with some reverence by hunters, as the people of Windblown are the best trackers of game on the mountain (or just about anywhere else). Unlike many other wandering settlements, Windblown travels into the foothills from time to time to seek trade with the hillfolk.

The people of Windblown subsist almost entirely on meat, having very little else in their diet. This has given them a slightly unhealthy appearance, but this is offset by their muscle-lined bodies and able demeanors.

These people are tough and they hunt in packs, only going after the largest quarry. They wear furs of the largest animals they've killed, which includes Maulers and even some Wendigo. No prey is too great for them.

Their society, if it can be called that, revels in the hunt. Tracking big game, the type likely to take one or two men with it, is one way they keep their population low, and thus better able to stay fed. The greater the hunt, the more likely the loss of life and the more food for those who survive. A few of their number were once professional hunters back on Earth, but others are former convicts or just those people uncomfortable with life in the city. They have little respect for those unable to survive in the wild as they do.

It took me many weeks to get the people of the foothills to tell me about Windblown, and weeks more to get them to tell me of the year they joined the Horde.

If you don't know of the Horde, count yourself lucky. Food is scarce in the North, and the disparate and pathetic people that live up in the mountains, trying to escape civilization, catch the worst of it.

Each year, these hungry nomads band together to take food instead of scavenge it. Exactly who the Horde descends upon is different each year, but most towns in the foothills are prepared to defend themselves against any of these starving wretches that come their way.

But last year, last year was something else entirely. The people of Windblown, the only village to thrive in the mountains, are a hardy and unforgiving folk. And last year... last year they were forced to join the Horde.

The Windblown are not men and women who casually throw their lives away like most of the Horde. These are battle-hardened warriors who are used to fighting things bigger and meaner than themselves just to put food on their table. They know patience; they know the hunt. They kill deadlier things than people every day.

Last winter, they turned those skills upon their fellow man. I'd like to call what happened a battle, but it was more of a slaughter. The people of Windblown ripped through the foothills with the speed and savagery of a hurricane, destroying everything that lay before them.

I've heard the locals' tales of horror from that time. And even those stories come only from those who fled, not those who stayed behind to see the worst of the fighting and pillaging. I hesitate to give voice to these stories, for I fear if I do, it might lead the Windblown to me.

THE FOOTPRINTS

The badlands north of Malifaux City do not cover a great expanse, but they are significant in their impact. They make it difficult to easily leave Malifaux City for the (often more hospitable) Northern Hills. This relatively small area is known as the Footprints.

GEOGRAPHY

The Footprints are characterized by deep canyons cut into the landscape, each carved out by long extinct rivers. In places the river branched off, giving the chasms the appearance of giant toes branching out from the larger canyons, as if some great beast had stepped here - hence the name Footprints.

This region receives less rain than the Northern Hills, making it a dry place. It shares the reddish brown clay-based soil of the North, with small cracks that mirror the larger canyons throughout the area. Finding any water here is particularly difficult; the Footprints do not receive regular rainfall and don't host any of the oases that can be found in the southern Badlands.

This also means that the Footprints tend to be rather desolate. Although there are a few scattered cacti here and there, the region is mostly devoid of any kind of vegetation. The most notable exception is the Sawtooth Creeper, a large carnivorous plant that lays flat and still in the shadows of hoodoos and can lash out with frightening speed to catch its prey. Even if its prey manages to escape this initial ambush, the Creeper is able to uproot itself to chase down the injured creature, pulling itself along the ground by means of large, serrated leaf-arms.

It's still back there. It's still coming this way. In the night, when all is still, I can hear the distant sound of it coming nearer. Thud... ssssssss. Thud... ssssssss. Its heavy head thrown forward: THUD! Its spindly body dragging softly along behind it: ssssSSSSssss!

It has become the sound of my nightmares! No matter what I do, it seems able to follow me. It moves so slowly. It won't catch me... but then, it doesn't ever seem to sleep... what if I step wrong and twist an ankle? What if I tumble and break a leg?

I can't think about it any more, that wretched thing behind me, its jaws agape, showing off its sharp fangs... The look of it! Like it's smiling at me as it throws that bulbous head in my direction. THUD! SSSSSssssSSS!

If only I could find some other animal to throw in its path. I may be the only thing that's come along for weeks...probably why it's hunting me. But it should not hunt! It's a plant! A plant! It should not have the taste for blood. It should not be able to move!

Is it still back there? I can hear it coming for me. I never thought I'd be killed by a damned shrub. Or is it a flower?

A FLOWER IS GOING TO EAT ME! Surely I must be going mad! I can still see its mouth moving, as if to say 'feed me!'

"See more of the countryside," they said! "Walk to Ridley," they said! If this thing follows me to town, I'm going to feed it to my friends! Salad for everyone! Perhaps then it shall leave me in peassssSSSSsse.

Circumventing the Footprints is difficult and requires either going west past Slate Ridge or east to almost the Bayou. The other option is to travel down into the canyons and back up the other side, but finding a safe path both ways can take days. Luckily, there are a number of rail bridges that cross these chasms and provide a way across on foot (it's even reasonably safe, assuming no train is coming).

Every little gust of wind howls through the canyons, creating a soft moaning that is a constant companion to anyone traveling in the Footprints. Some have claimed that the moaning belongs to the spirits of all those who died here while searching for the water that once ran through this land.

The sides of the canyons and ravines are pockmarked with dark recesses, giving the impression that there are many entrances to the caverns that run underneath all of the Northern Hills. Some exploration has revealed that some of the caverns do connect, but the cave systems are too extensive for any real mapping.

The few distinct features in this place are the hoodoos that seem to rise up at random throughout the canyons, though none seem to exist near the train tracks. These odd spires feel very out of place, and their strangely shaped sides give the impression that they were carved from the earth itself. Sometimes children riding on trains through the area will peer through the windows and imagine what these spires look like, but somehow these descriptions always seem to have a darker tone.

INHABITANTS

There is no known animal life that calls the Footprints home. The region is too desolate to support much life; it lacks any significant water or vegetation, and the few twisted plants that do live here are alpha predators. Although it is possible that there are a few creatures living at the bottom of the canyons or in the caves, none have yet been officially documented.

Although no animals call this place home, that doesn't mean that they don't wander in from elsewhere. Most of these creatures end up as a meal for the vultures which constantly circle overhead looking for carrion. When they find something, the birds descend in such numbers that 'swarm' is the only word to describe it.

The dead animals they find are usually smaller creatures like rabbits or squirrels, but sometimes they happen across larger corpses. The skeleton of the unfortunate animal is quickly picked clean by the vultures, sometimes rendering the original animal unrecognizable.

THE PEOPLE

The Footprints do attract a certain type of person: bandits. Because of the desolation of the land, the Footprints are essentially uncontrolled and unpatrolled despite their proximity to Malifaux City and Ridley. This makes it a great place for bandits to take up temporary residence. These bandit tent villages require a constant influx of supplies, so they usually don't last long, but often even a short stay is worth their time.

Since the region is so difficult to travel through, bandits will rarely find enough travelers to make the Footprints worth their time, and those they do come across are usually destitute (or they would have just paid for a train ticket). The trains that run between Malifaux and Ridley are the only real prize for bandits here, but the wealth of their passengers and cargo tend to make them attractive targets. The bandits often come up with elaborate plans to slow the trains down long enough to board them, at which point they rob as many people as they can before disembarking.

Although this is annoying for the Guild and Union both, tracking down the mobile tent villages is too difficult to justify the commitment of troops. Similarly, the relative infrequency of the robberies has made additional security too costly for the protection it provides, and as a result the railroads have simply begun informing passengers that they are not responsible for any items that are stolen during the trip.

SETTLEMENTS

There are no real settlements in the Footprints. The environment just can't support human life for very long, and even the region's bandits are only short-term guests at best. It is possible that, given time, Malifaux City will end up expanding further north and begin to claim parts of this region, but that is unlikely to occur any time soon. For now, the Footprints are just a stepping stone on the way to better places further north.

FACTIONS OF THE NORTH

There are numerous organizations and groups that have a foothold in the north, and more are cropping up every day. The most prominent public organization is the Miners and Steamfitters Union, which is often at odds with the Guild, who are attempting to expand their influence in the Northern Hills. Outside of this (and often allied with one side or another), the major public organizations are Condor Rails and Winston's Dirigibles.

However, there are also a variety of factions working in secret to expand their influence over the northern lands. By far the most influential are the Arcanists, who are closely aligned with the M&SU, but there's always someone else looking for a larger piece of the pie, most notably the Ten Thunders and native Neverborn.

In many ways, life in the North can be seen through the lenses of these factions. The region's prosperity and government all lie in the hands of one or more of these groups, and their power struggles with the other factions form the framework of day-to-day life here. Being a member of the Union is more than just a job; it is a statement about who a person is and her beliefs.

While there are certainly members of every organization who are somewhat ambivalent as to their faction's goals, it is difficult to spend much time in the North without forming connections one way or another. To an outsider, it might appear that the entire North is corrupt. The government, the law, the businesses... everything is controlled by an organization, and if a person doesn't know the right people or believe the right thing, they'll quickly find themselves laid off and out of work.

But the reality of the North is that it isn't corrupt so much as it's just in a constant state of (mostly) non-violent civil war. The factions fighting for control in the North are waging a war of propaganda, belief, and industry against each other, and everyone is on the lookout for new recruits. In the end, it will be the people of the North who decide who wins these battles.

THE GUILD

The Guild is often seen as an omnipresent, ever-vigilant force that protects people against criminals and other ne'er do wells. The reality, though, is much different. Although the Guild is powerful, it has largely made its presence felt by applying overwhelming force in the right place at the right time. Having the knowledge and skill to do this has created the illusion that it is a much larger organization than it actually is. The Guild's power is centered in Malifaux City, and its reach is not yet strong enough to truly control the northern lands.

Instead, the Guild focuses its energies on the most profitable places in the region. Guild overseers track what comes out of the mines, Guild troops man the trains moving Soulstones back to Malifaux City, and Guild customs officers collect whatever taxes they can from the villages in the region. It is rare that the Guild steps out of these roles in the North, for these tasks give it the most influence with the least manpower.

The Guild is playing the economic game in the Northern Hills. The Soulstone trade is what keeps the Guild in business; it needs the money to fund its continued operations and growth, but it lacks the resources to extract Soulstone with any great efficiency. The Union acts as a stopgap to the Guild's power but is itself checked by the Guild's control over the Breach. The threat of the Guild viewing the Union as a legitimate rival prevents the Union from becoming more fully organized, but the Union is capable of halting the flow of Soulstone by having its members go on strike.

Guild leaders would like to see a more heavy hand applied to the North. If successful, they believe that the returns would end up paying for the effort required to bring the region to heel. However, various conditions make success far from guaranteed, and the Guild is not big on taking risks. Instead, they've essentially decided to wage an economic civil war. They're looking for ways to cut into M&SU profits and authority in order to make the Northerners believe that they'll prosper more under their watch than they will alongside the Union.

The Guild's northern operations are overseen by an operative known only as Gilgamesh. An elusive figure, he runs the Guild's operations in the region via a series of cells, each with no knowledge of the others. This is the only way the Guild has managed to protect their informants and spies as the Arcanists have proven quite adept at extracting information from captured operatives.

The shadow wars being fought in the Northern Hills on the Guild's side are largely done at the behest of Gilgamesh. His understanding of Union politics and activities is unmatched, and the Union has begun to suspect that the Guild have an infiltrator in their upper ranks. This belief has been beneficial to the Guild as it has created some infighting amongst normally steadfast comrades. Whether or not Gilgamesh is actually a Union infiltrator is a secret known only to a handful of people, all of them fiercely loyal to Gilgamesh and the Guild (in that order).

The Guild have one other prominent figure in the Northern Hills: Derrick Westmore. Derrick is a notable figure because he is in charge of the region's overseers. At each mine, there are a few overseers responsible for making sure that all Soulstones and ore coming out of the ground are properly cataloged and reported. These individuals are also tasked with making periodic inspections of the mine to ensure that everything is in proper compliance with Guild law.

Until Derrick took charge, many overseers shirked this responsibility, and the Arcanists took advantage of their laxity to gain a larger foothold in the mines. Derrick is a disenfranchised miner who, fed up with the politics of the Union and its Arcanists connections, has essentially defected to the Guild. This makes him one of the few ex-miners in the Guild's employ. His expertise allowed him to quickly rise through the ranks, and he uses his skills to ensure that the overseers have the knowledge (and motivation) to do their jobs properly.

The near constant power struggles between the Guild and the Union largely come down to economic and political warfare. The Guild's most violent conflicts in this region usually involve the Arcanists. They've taken an active stance against the Arcanists, but thus far the conflicts in the North have remained relatively small and self-contained, resulting in more acts of sabotage, assassination, and terrorism than actual battle.

In its efforts to deal with the Arcanist threat, the Guild has brought specific task forces to bear, the most prominent of which are the Witch Hunters. These forces stay mobile and on the hunt, allowing them to avoid more common Arcanist tricks. While their quarry is elusive and very little real headway has come from it, the Guild has been successful in reliably capturing minor operatives, who are presented to the people of the North (and, to a lesser extent, those of Malifaux City and Earth) as a face to "the Arcanist threat."



MINERS AND STEAMFITTERS UNION

Someone leaving Malifaux City to travel north will see the Guild in many places. They'll be guarding the train and waiting at Ridley Station. They conduct random bag inspections, and any contraband or magical talent that they can detect will quickly lead a person to become familiar with the inside of their detainment rooms (or, if unlucky, their bullets). Miners see them watching over them every day and will likely be patted down or have their homes raided at least once or twice a year. But in between all these places, where the Guild is not, the Union can be found.

The Miners and Steamfitters Union (the M&SU or Union for short) is the foremost organization in the North. While the Guild control the intersections, the M&SU controls the streets. The Union represents the miners, the engineers, and the people trying to get by without catching a bullet. They fight for the everyman.

HISTORY

The M&SU grew up out of basic human survival instinct. As the people in the Northern Hills banded together to support one another and forge a home in an inhospitable place, so too did the workers in the mines band together for mutual safety. Down in the darkness of a mine there are a million things that can go wrong, and everyone needs to be able to trust their fellow workers.

These bonds between miners, criminals or not, were cemented by the frequent accidents and tragedies of those early days. Cave-ins and other disasters drew the survivors together, and it wasn't long before whole villages were united together in purpose: keeping the miners and their families safe at all times.

This sense of comradery grew rapidly, and the Guild failed to see the danger in what was happening. The straw that broke the camel's back came in the form of some miners who became trapped underground for days after a torrential rain flooded the mine. The story spread like wildfire, souring the new settlers against the Guild and their lack of safe working conditions.

One of the men coming out of the mine, Erick Ulish, quickly rallied people around the idea of a union. It would provide all of its members with mutual support and aid in times of need and work to make the mines safer. The idea caught on, quickly encompassing most of the Northern Hills and giving birth to the United Miners Union.

Within a few months, the Union had brought in enough money via membership dues to finally address the safety concerns of its members. The Miners Union began hiring engineers to help create more stable passageways, better lighting, and a solution to the constant threat of cave flooding. It was in this time of need that Doctor Victor Ramos appeared, bringing with him a cadre of skilled engineers.

There wasn't a man in the Miners Union who didn't recognize Ramos' genius for both engineering and organization. With most of the Miners Union's dues going towards paying these engineers for their expertise, Ulish (as President of the new Union) rallied support behind the idea of incorporating Ramos and his engineers into their group.

It was put to a vote, and the Miners and Steamfitters Union was officially born. By the time the Guild learned of what was happening, the M&SU had had managed to spread its influence across nearly every mine in the North, giving it access to enough manpower and technology to be a thorn not easily removed from the Guild's side.

Ramos was initially in charge of improving miner safety, and everything he touched turned to gold: he was able to deal with the Guild on equal footing, increase profits and wages, and greatly reduce the number of mining accidents. He was a natural choice for leader, and when Ulish had an unfortunate mining accident that cost him his life, Ramos was elected President in his place.

Ramos has since made the M&SU what it is today, giving talks about what Ulish would have wanted and galvanizing the miners to his cause. The M&SU functions partially because of the skill of its people, but its strongest asset is the unity that Ramos has brought to the Union.

OPERATIONS

The Miners and Steamfitters Union controls quite a bit of infrastructure within the Northern Hills as well as a few offices in southern Contract Towns and in Malifaux City. The Union headquarters is located in Hollow Marsh at the Hollow Point Pumping Station, a hollowed out mountain that serves both as offices for its leaders and as a show of the Union's technological prowess.

The mission of the M&SU is to improve worker conditions in Malifaux and allow people to reap the rewards of their hard work. Guild oversight over mining concerns, transit, and trade means that there are plenty of places where the Guild is the final arbiter, and the Union exerts pressure on these places to make sure the concerns of the workers are being met.

Despite this lofty goal, the fact remains that the M&SU is out to help itself. If someone is not a card-carrying Union member paying dues, the Union won't help. In order to stay a strong organization, the Miners and Steamfitters Union has been forced to become cold with those outside its ranks. This has led to a number of people who are not actually miners or steamfitters joining the Union, giving it further leverage against the Guild.

The Union's operations in the Northern Hills are so ubiquitous, however, that the idea of not becoming a member of the Union is absurd for those who live there. The Guild may technically have authority in the Hills, but everyone knows that the real power in the North lies in the hands of the Union and Doctor Ramos in particular.

The Union's infrastructure remains divided along the lines of Miners and Steamfitters, although who belongs to which group has begun to blur. Mining concerns all fall under one umbrella that includes miners, managers, and engineers all working hand in hand. This is by far the largest chunk of Union operations as it is the most profitable and has the most members.

The other section of the Union is the Steamfitters, which has come to be associated with all non-mining aspects of the Union. This mostly involves craftsmen of all stripes. The Union accepts members from all walks of life, and this has given them increased influence over trade all throughout Malifaux. These days, all the best craftsmen north of Malifaux, be they weaponsmiths, blacksmiths, steamfitters, or any other, belong to the Union.



The Miners and Steamfitters have recently been testing the idea of what can best be described as a company town. The M&SU comes in, builds the infrastructure needed (i.e. houses and the mine), and then offers the work to their members. Those who take them up on their offer find that price of living in the company town is incredibly low, but their pay is docked to compensate.

Although this has caused some concern with certain members of the Union, creating an entire town under the purview of the M&SU has allowed them to hold the influence of the Guild at bay. Without private ownership - which bypasses certain Guild mining laws - the Union has managed to create a number of towns that are more exclusively under their control. The experiment has thus far proved to be a success, and the Union has plans to build up more of these towns around future Soulstone veins.

Outside of these day to day operations, the M&SU is actively engaged in politics. Most of its struggles against the Guild, for example, happen in the open on the

political stage. Influencing Ridley policies, holding rallies in Malifaux, and picketing northern mines are all examples of the Union flexing its political arm. These are the Union's most visible struggles, and these battles often come down to the Union's manpower versus the Guild's strength of arms.

As the president of the Union, Doctor Ramos often takes center stage in Union politics, but he has been careful to always appear willing to compromise and work with the Guild. He acts as the friendly face of the Union, allowing his subordinates to push through some of its more aggressive measures. This has allowed Ramos to keep his hands clean while still keeping the Guild's influence on the Union in check.

Below this level, almost everything in the Union is handled by committee. Each mine (or other relevant organization) has a committee, and each committee has a representative that is themselves a part of another committee. Almost all decisions are made by votes of these bodies and so on up the chain.

The first company town, Jubilee, is currently the only company town that can be considered an outright success. It's run by Mike Iweks, the Union Representative and mayor, though most of the town knows him by his nickname, Mickey.

Mickey had drifted from job to job back on Earth, working as a steamboat captain, a band conductor, and a tailor, among others. It's even rumored that he attended Oxford College to study magic at one point, but was forced to leave due to negligence. Mickey drifted from job to job, never really finding anything that fit...until he became mayor of Jubilee.

He's been on a power trip since then.

Mickey is a short man with close cropped black hair, which unfortunately makes his large ears stick out prominently from his head. This makes him an easy target of ridicule for Jubilee's townsfolk, as does his habit of chuckling to himself at random intervals.

Despite the disdain of his employees, Mickey has ensured that Jubilee turns a profit every year, and there haven't been any accidents in the mine. This success has kept the miners from rioting, and Ramos has allowed things to continue to see if maybe everything will work itself out.

There is a delicate balance here, however, and Jubilee is quickly nearing its tipping point.

THE ARCANISTS

The undercurrent that runs through the North, always felt but rarely seen, is the group known as the Arcanists. Their numbers are unknown, and their ranks are elusive. They have been fighting for control of Malifaux since the first few days after the Breach reopened.

The Guild knows about, but is unable to prove, the strong ties between the Arcanists and the Union. The reality is that the President of the Union, Victor Ramos, is also the leader of the Arcanists. He uses the Union's influence to extend the reach of the Arcanist organization throughout Malifaux.

Most of the Arcanists also happen to be members of the Union, and they use it to provide themselves with covers and alibis. It is often easiest when thinking about the Arcanists to view them as the criminal arm of the Union, dealing with the smuggling of Soulstones and the training of people in the illegal practice of magic. In essence, the Arcanists are the magic-using offshoot of the Union that it runs off the books.

It all comes back to Victor Ramos, the genius engineer and mage. In his many travels on Union business, he also keeps an eye out for those in need of magical training or protection and brings them into the Arcanist fold. Doctor Ramos has a way of asking for things in such a way that people don't tell him no.

HISTORY

The Arcanists were founded by Ramos at the same time he started working with the original United Miner's Union. In those early days of resettlement, mages like him were being sought out by the Guild and imprisoned, killed, or worse. Ramos felt that he and his ilk were doing nothing wrong, and the Guild's apparent vendetta against their kind was simply due to the amount of power they might be able to bring to bear. He decided that there was safety in numbers and began looking for other like-minded mages.

Since this coincided with the founding of the Miners and Steamfitters Union, Ramos was able to draw upon his newly allied Arcanist resources to make his success in the Union even more assured. Using magic and manpower, Ramos experienced unparalleled success.

The Arcanists grew right alongside the Union and have continued to expand in the years since, making special efforts to reach out to those with enough power to attract the attention of the Guild. They've made numerous strides in magic and technology and have employed both on behalf of the Union (while still keeping a few things secret for themselves).

One prominent example of this is the Leviathan. Built using M&SU resources and Arcanist skills, the Leviathan is a massive construct, towering over buildings and bristling with weaponry. Its segmented hull and articulated legs resemble, vaguely, a giant centipede, allowing it to move quickly over many different types of terrain. The Leviathan is currently unusable, however, as the massive Soulstone powering its boilers cracked during the destruction of Kythera.

The Arcanists have also gained a greater level of insight into the Breach and the technology that helps sustain it. This information is extremely valuable; if the Arcanists could open their own Breach, it would break the Guild's stranglehold on the Soulstone trade and Malifaux itself, but if the Guild were to learn what they've discovered, it could further cement the Guild's power.

Today, the Arcanists are a powerful organization of spellcasters hailing from all across Earth. Using the Union as a front, they are able to act in ways an organization of their size might not normally be able. Victor Ramos continues to head the organization, assisted by many powerful casters of the North, such as Rasputina and Marcus.



ORGANIZATION

The Arcanist organization formed alongside the Miners and Steamfitters Union, and as a result the two groups bear a number of expected similarities. Their most obvious shared trait is the leadership of Doctor Victor Ramos, who oversees the operation of both the legitimate Union and the criminal Arcanists.

While Ramos takes a more personal interest in the activities of the Arcanists - the Union tends to run itself rather well even without his direct involvement - most Arcanists are still able to operate with a high degree of autonomy. For the most part, this comes from the Arcanists having a clear goal in what they wish to accomplish and trust in their allies.

Most Arcanists operate within the Union, which means that they must pay dues, adopt a false persona or a position to serve as a cover for their real activities, and report their activities to the leader of their respective committee. Because many of the Union leaders are legitimate representatives, this often means that an Arcanist will have two leaders, one within the Arcanists and another within the Union.

While many members of the M&SU are at least vaguely aware that their organization shelters Arcanists, most have no real qualms with it, believing that everyone has unique talents that may be put to good use helping others. In a way, the Union's sense of family and comradeship carries over to their Arcanist cousins, which is reinforced by the fact the Arcanists will often use their magical might to bring swift ends to Union troubles.

Most Union members are not aware of just how far up the chain of command this collusion extends. Doctor Ramos' affiliation is known to only a handful of his most trusted agents, and most other Arcanists are only suspected at best. The fact that the Arcanists are a virtual third branch of the Union is certainly not known except to a few very high up members of the Union.

The Guild is at least somewhat aware that the Arcanists use the Union as a shield, and they certainly suspect that they are involved in the politics of the M&SU to some degree, but even they would be shocked to learn just how many Union members also owe their allegiance to the Arcanists.



THE CULT OF DECEMBER

High in the mountains of Slate Ridge lies the Temple of December. Within its frozen halls, the cannibalistic Cult reveres its leader, the Tyrant December. It is December that draws prospective worshipers here, whispering within their minds and luring them north to His frozen home. The call is strongest within those who are starving, and once they have made the climb to the mountains, they are able to join the Cult and find a new form of sustenance.

The leader of the cult is a woman named Rasputina who is feared as the Winter Witch. She is more than willing to use any means necessary to get what she wants, but despite this, she is not as cold-hearted as most people assume. Rasputina cares deeply for her fellow Cultists, often going to great lengths to protect them. More than once, this has resulted in Rasputina denying the wishes of December, and she and the Tyrant exist in a constant battle of wills for her independence.

It is Rasputina's pragmatism and struggles against December that have driven her into an alliance with the Arcanists. She knows that they have vast resources, but more importantly, they have vast stores of knowledge. By conspiring with the Arcanists, Rasputina has managed to gain access to far more tomes on magic and ancient lore than she could ever have found on her own, allowing her to better control her gifts and stave off December's influence.

The Cult itself has been around since the first opening of the Breach. Some of the older priests and priestesses were even alive to see these ancient days; they were found frozen in the Temple by those who had heard December's call after the second Breach reopened. When thawed, these individuals were able to share their beliefs and traditions with the new arrivals, allowing the Cult to quickly regain much of its former glory.

The Cult manages to keep its ranks up through the call of December, which lures those who have fallen upon hard times to their doorstep. Food is scarce in the mountains, and as a result the Cult is nearly entirely cannibalistic. The Cult's hunters often wander down into the foothills in search of prey and are generally ambivalent as to whether that prey is animal or human.

NEW MANAGEMENT

The Cult of December was formerly ruled by its male priests, who cut the tongues from their female counterparts in an attempt to force December to choose one of them to be His favored vessel, rather than the female foretold by his prophecy. When the vessel - the Winter Witch, Rasputina - eventually came to the Cult from outside its ranks, she killed the priests for their brutal acts and elevated the priestesses - the "Silent Ones" - to positions of leadership.



THE FOUNDRY

The Foundry is a subset of the M&SU that handles the steady expansion of Malifaux's growing railway network. Members of the Foundry spend most of their time in hot mills, toiling away over molten steel. For the most part, the mills only produce railroad tracks or new constructs to help them with their work.

When the men and women of the Foundry are not pouring their sweat and blood into the mills, they are baking in the sun laying down new track. Although there are a few other groups that are capable of building the railroads, few are as fast or effective as the Foundry.

The workers of the Foundry are almost all fiercely loyal to their rail boss, Mei Feng. She trains them and helps keep them safe, protecting them like a Mauler might protect her young. Mei's magical talents enable her to manipulate fire and metal with ease, and as such she is able to operate the biggest and hottest machinery with ease.

After joining the Foundry, Mei was recruited by the Arcanists, who were impressed with her magical talents and reassured by her dislike for the Guild. She was given a position of leadership among the Foundry, and soon she was able to speed up or slow down the construction of Malifaux's rail lines to whatever degree she wished.

Unbeknownst to the Arcanists, however, Mei's first and foremost loyalty is not to the Arcanists but to the Ten Thunders. Mei is not stupid, however; she knows that she is useful as a spy within the Arcanists, but if that use disappears, she will vanish along with it. Mei is attempting to curry enough favor with the Arcanists to break the hold the Ten Thunders have over her, but even she acknowledges that she is just trading one master for another.

The Foundry goes where Mei goes and fights her fights. No matter which side Mei chooses, she'll have a small contingent of steel and rail workers with their massive Rail Golems ready to back her up.



CONDOR RAILS

Aucaman was an Earthside railman who used his talent and good business sense to move up the ranks of the rail company that employed him. He eventually learned, though, that his Native American heritage precluded him from ever having a chance at the top tables. Fed up, he embezzled a significant amount of money from the company before going through the Breach.

Once in Malifaux, Aucaman found that his heritage no longer mattered and that his stolen money could afford him many things. He invested in the northern rail systems and was able to quickly outshine his competition. Condor Rails has been acquiring railways in Malifaux ever since, gobbling up smaller competitors to create one major line.

As it stands, Condor Rails is just about the only way left to get around. Although there are some minor railways, Condor owns all the major tracks and runs most of the cars. Other services can pay a fee to run trains on the lines, but Condor trains always take precedence.

BUILDING THE RAILS

Aucaman is a businessman. He knows it is not in his best interest to employ the vast numbers of workers needed to build rail lines, so instead he subsidizes them in order to own the rights to run the trains. His workforce is hired out of the M&SU, and the vast bulk of the work is subcontracted out to Mei Feng's Foundry crew.

Mei is a member of the Union and has the best crew available, and Aucaman always wants the best. Mei makes use of Rail Golems (towering constructs made of steel) to lay track and speed along production. The Rail Golem is basically a train on legs, constantly stoking an internal boiler to relentlessly progress forward and continue laying the track.

Once a Rail Golem has laid some track, it is the rail workers who step in, under the supervision of Mei's lieutenant Kang, to make sure everything lines up and the ties are placed properly. They are an efficient crew, and under Mei's leadership they are the most sought-after construction workers in Malifaux.

BUSINESS AS USUAL

It might be easy to dismiss the railways as a major player in Malifaux, but they are the ties that bind the entire region together. If the railroad workers go on strike, almost all production in Malifaux grinds to a halt, and many people end up dying from dehydration or hunger. In essence, it is the railways that allow the other organizations to function.

Aucaman is aware of this, and by consolidating so many smaller railroads into Condor Rails, he has become a very important man Breachside. He has made Ridley his base of operations, in the middle of Center City right next to the rail line. Condor's massive and opulent headquarters is flashier than suits Aucaman's tastes, but it helps remind people that the railroad is big and powerful.

Condor Rails has become a de facto confidant to many of the organizations in Malifaux. The Guild and the M&SU continually try to win over Aucaman to their side, but he remains stubbornly independent. Furthermore, his knowledge of what's happening in all settled corners of the world - not to mention his detailed records about who is going where - has made him a de facto information broker of sorts.

Aucaman is riding high on his successes in Malifaux. Rumor has it that he has intentions to try to expand his business back Earthside, at least taking over the trains that make the passage through the Breach. The Guild has been working against him in this, albeit in a much more soft-handed approach than they are accustomed, for fear of having their shipments through the Breach controlled by someone not under their thumb.

The Guild could move against Aucaman at any time to seize his rails for their own, but doing so would invariably lead to strikes all across the railway network. There have been a few attempts to start up Guild-sponsored rail companies to compete with Condor Rails, but these have been snatched up and bought out by Aucaman so quickly that the Guild might as well have just handed him its money.

MAJOR LINES

Condor has four major arteries that connect Malifaux: The Green Cannonball, The Ridley Express, The Downtown, and The Southern Belle. Each line serves a different part of Malifaux.

THE GREEN CANNONBALL

The Green Cannonball is the line that goes to Fortune Falls Station. The line got its name from the sight of trees zooming past as the train barrels into the Knotwoods. More than a few first time passengers have stepped off the train shaking in their boots; the train moves rapidly and the proximity of the trees makes it feel all the faster.

The Green Cannonball is mostly a commercial train. It only has a couple of passenger cars, which are usually rented out by the loggers that go into the forest. Most of the train is taken up by large flatbeds intended to carry the massive trees felled in the forest back to Malifaux for different woodworks.

The Cannonball's locomotive is larger than usual, which helps it pull loads of heavy lumber through the track's twists and turns on its way to Malifaux. This also means that the same power is applied to the return trip, when the train is traveling to Fortune Falls without the weight of all that lumber to slow it down. It is no wonder it got the name Cannonball.

Unlike many other lines, the Green Cannonball doesn't share its track with other trains. There is one locomotive that makes the journey each time, and they just add or remove additional cars as needed. It is a lucrative line despite the low number of trips, as the Knotwoods are the only reliable source of good lumber Breachside.

The Green Cannonball does encounter a few issues with Neverborn, usually on the trip back when the train is loaded down and moving more slowly. The assaults are usually quick, but the solidity of the train protects against the worst of the assaults. The Neverborn seem to be uncoordinated and uncomfortable on the fast moving train and usually break off any attacks before they become too serious.

THE RIDLEY EXPRESS

The Ridley Express runs between Malifaux City, Ridley, and Hollow Point. This line has numerous trains running on it, each of them denoted by engine numbers. The Ridley Express line was the first one up and running regularly Breachside, and it has become a staple of Condor Rails' income.

The Ridley Express actually runs two types of trains. All even numbered engines carry shipments of ore and Soulstone, and thus include more freight cars than the odd numbered trains. Because the engine number is featured prominently on the locomotives, it is believed that the bandits know not to attack the more heavily defended even numbered engines. The odd numbered trains reduce freight cars to add passenger cars, and a quick jump over to Ridley is becoming more common for wealthier citizens of Malifaux.

The Express, despite its name, doesn't run that quickly. Because the line runs over so many bridges traversing the Footprints, the train is kept to low speeds to cause less wear and tear on the bridges. This also makes the train a sightseeing tour of the "rough" parts of Malifaux for those unwilling to actually risk venturing beyond the safety of the steel rails.

Between Ridley and Hollow Point the Express runs more quickly, but the hills keep the overall speed lower. In this stretch, it's rare to have as many passengers, but the trains don't tend to change cars at Ridley, instead making their way on regardless.

THE DOWNTOWN

Serving inside the city limits, the Downtown line hits various stops in Malifaux, the most notable of which are Industry Station and Southgate Station. The Downtown has a large collection of trains running on its line, but it is often the older engines that get put into service here.

The Downtown trains don't carry any significant freight. These trains are very short, only a few cars each, all of which are passenger. These rail lines are often used to get to different parts of the city safely and quickly. A few engines are always set aside for Guild use in case a quick mobilization is needed.

Although there is only one major railway running through the heart of the city, there are multiple smaller lines that snake through the various districts, a remnant of the time before Condor took over. Aucaman has even had some small locomotives put on a few of these smaller lines, allowing for direct service back and forth between select neighborhoods.

THE SOUTHERN BELLE

There's really only one stop of significance south of the city, and the Southern Belle takes people there. The Belle serves Edgeport Station, which is the jumping off point for all things south. It is the major hub for the southern Contract Towns and is heavily used by the Ortega family to move equipment to and from Latigo.

The Southern Belle is able to move quickly, as it only runs between Southgate Station and Edgeport. It is a smooth, flat ride, and Condor Rails has invested more money into making this train seem high class than any of the others.

Like the Cannonball, the Belle is actually only one train. The demand isn't high enough to use more, so Condor has raised the prices by providing a higher class experience. Usually about half of the passenger cars are 'high class.' There are always a couple of freight cars for the Contract Towns to the south, but it doesn't come close to the number on the trains that come out of the Knotwoods or Ridley.

The Southern Belle has become an attraction for wealthy individuals looking to have a nice business meeting. The train will play host to the meeting and provide catering, all while providing a breathtaking view of the Badlands as the train chugs along.

MINOR LINES

The minor lines running across Malifaux are, in many ways, more important than the major lines. The major lines connect the hubs, but the minor lines connect the people. The Northern Hills is littered with rail lines, though some have fallen into disrepair since the Soulstone veins they were servicing dried up.

These minor lines are frequently too small to handle the more powerful locomotives, but they still allow the towns of the north to ship the riches of their mines out of the area while also bringing in the supplies they need to survive. The conductors who navigate the minor lines and handle the switches are highly prized by Condor Rails. In many ways, these conductors are the ambassadors of the North, bringing news of distant towns and the events in each.



WINSTON'S DIRIGIBLES

Winston Finnigan is not a businessman. In fact, the aircar business in Malifaux sort of fell into his lap when his uncle (for whom he was named) died. Ever since, Winston has been wasting company resources on personal pursuits and generally doing nothing to prepare the company for the future.

Winston is, above all else, a social climber. He wants to host the best parties and be invited to the most exclusive events, and he's perfectly willing to spend the company's money to make that happen. Surprisingly, it actually seems to be working out for him.

While his uncle was a much better businessman, Winston's connections have enabled him to expand his aircar lines far more than his uncle could have imagined in such a short time. As a result, the aircar business is booming. Service has expanded all over the city, and taking a leisurely float over Malifaux is seen as the posh and sophisticated way to travel. Prices reflect this, which in turn means that the company on an aircar trip tends to be more exclusive than on trains.

Winston is more than willing to attend any formal party, regardless of who might be holding it and what their political leanings might be, but his company is most closely aligned with the Guild. They control most of the city, and without their permission the aircars would be unable to function.

As part of the agreement that allows the aircars to run within Malifaux City limits, the Guild has been granted permission to use them for troop movements. The aircars greatly increase how quickly the Guild can deploy its forces across the city, allowing them to tighten their grip on Malifaux. Unfortunately, this also makes the aircars a target of occasional sabotage by those wishing to strike out at the Guild, much to the frustration of Winston's Dirigibles (but not Winston himself; he has people to worry about that for him).

Recently, Winston has relocated to Ridley in order to insert himself into the social circles there, and much of his business has followed him. Ridley now boasts an aircar line, with a second under construction.

AIRCAR TO ANYWHERE

The aircars in Malifaux City and Ridley all run along a zipline that connects different towers, allowing the service to always stay on track and avoid accidental crashes. This system does not allow a lot of flexibility, but it cuts down on the price of the aircars and allows them to move more quickly.

Following the destruction of a non-lined zeppelin by Gremlins in an attempt to force it to crash into Malifaux City, the Governor-General put a ban on their use. This directly led to the rise of Winston's Dirigibles and its aircars, but where his uncle was willing to change with the laws to capitalize upon an opportunity, Winston chafes openly against the ban.

Winston's move to Ridley is partially due to the lack of a zeppelin ban in Ridley and the Northern Hills, and his company has already begun to build a fleet of free-floating zeppelins. So far there are only two zeppelins, the largest of which is known as the Mountaintopper. The design of this zeppelin is the result of a collaboration between Winston's Dirigibles and the Miners and Steamfitters Union, who are catering to the socialite's dreams of a larger fleet to win him over from the Guild.

For now, Winston's second-in-command is looking at what it would take to connect the aircar lines between Ridley and Malifaux City. Thus far, the main difficulty lies in the construction of the towers supporting the ziplines that would bridge the cities and the great expenses that such construction would require.

Winston also has dreams of uniting the Badlands with his aircar lines, but this is likely little more than a pipe dream given the relative distance between Contract Towns in the south. It's certainly possible, in a theoretical sense, but the infrastructure alone would bankrupt the company. None of the Contract Towns are large enough to generate enough fares to make the project worth it, even before the dangers of sabotage from the Neverborn are taken into consideration.

A few private investors have approached Winston's Dirigibles with the intent of funding an expedition to the east into the Bayou so that they can map out its waterways from the sky. Despite the protestations of his advisors, Winston seems to believe that the idea of zeppelin-based scouting parties has some merit.

RESURRECTIONISTS

The Resurrectionists are not a major player in the North. The issue isn't with strength so much as organization. The few Resurrectionists who live in this region tend to be solitary, unaware of the presence of any like-minded fellow necromancers. Because of this, they are rarely able to band together to present a more unified front and mostly end up pursuing their own personal goals.

Of course, this isn't necessarily a bad thing. Were the Resurrectionists to present too much of an organized front, the Guild (or even the M&SU) might consider them a serious threat and commit the numbers to drive them out of the region entirely. For this reason, most of the Resurrectionists in the region don't mind keeping a bit of a low profile.

Although many practitioners in the region are content to conduct their studies and practice minor magics, there are those who are searching for something greater. Most of the time, that something is the call of Soulstones.

Not only are Soulstones more prevalent in the North, but the ones dug up in the region also behave slightly differently. Although most magic users wouldn't notice it, to a skilled Resurrectionist these Soulstones seem to sing with the lives they have taken – a sort of siren call for those touched by death.

Most of the Resurrectionists in the North are researchers. They get jobs in the mines or towns, hiding beneath the appearance of an average worker as they study any of these strange Soulstones they come across. This study can be dangerous, however; the stones seem to amplify the whisper that many necromancers hear calling to them, and often times both Resurrectionist and Soulstone will disappear into the region's caves and passageways, never to be seen again.



I think I've discovered the truth at last! It seems that Soulstones are not a naturally occurring formation like many assume. Much like diamonds are forged from carbon under pressure, I believe Soulstones are forged from souls under pressure – namely the pressure of death.

You'd think that this would mean Soulstone would be everywhere; after all, people die all the time. But while human souls can charge a 'stone, I'm not confident that human souls can FORGE a 'stone. I think that it takes many deaths in short succession to create even one Soulstone...

If you've ever looked upon a Soulstone vein, you know what this could mean. Could the rumors of a great Neverborn catastrophe be true?

I believe there must be the bones of thousands of Neverborn down under the ground, a veritable army of the dead ready to share the secrets of Soulstones with me. I am leaving tomorrow morning, through the mines and into the caverns below. When I return to the surface, I will know the truth!

NEVERBORN

The North is not immune to the Neverborn threat. Although their attacks are more frequent along the borders of the Knotwoods or in the Badlands, there are plenty of dangers that lurk behind the hills and in the mountains of the North.

Within the Ten Peaks, there are creatures known as Kaltgeists that stalk the mountains. Kaltgeists are made of living snow and are capable of reshaping their body accordingly. They are nearly impossible to see if they don't want to be seen, and they often stalk their prey for days at a time, allowing the cold to weaken their victim before finally pouncing.

The mountains are also home to the creatures known as Mountain Wisps. The wisps are small creatures, almost like wicked little faeries, that glow like campfires. These nasty little tricksters feed upon dead flesh and enjoy leading travelers off their path by pretending to be warm and welcoming campfires.

In the Northern Hills itself, the most prominent Neverborn is Collodi, the Puppet Master. It travels between the towns of the North in a colorfully painted wagon pulled by two horses, and in each town it visits it puts on a puppet show for the locals. Collodi hides its wooden form beneath various disguises, always allowing its puppets to be the stars of its show.

While Collodi enjoys putting on these shows, it hates the humans who watch them. Filled with loneliness and hatred, it snatches up children from every town it visits and uses their blood and souls to create new puppets for its show. Collodi takes many of these puppets with it when it moves on to a new town, but sometimes it leaves a few behind to cause trouble if the crowd was particularly unkind to its show.

Although the Neverborn puppets are not common, the story of their deeds is spreading further, and more and more parents are refusing to give their children any toys at all for fear that they were made by Collodi. Although Collodi is a force to be reckoned with, it does not actively pursue control – it is far more interested in causing pain than in gaining more power.

When I lost my son to those evil dolls, I just fell to pieces. I gnashed my teeth. I cried out. I wandered the hills, hoping the Neverborn would find me, too.

That is, until I found the Soulstone. It was beautiful, and there were no other 'stones in that shaft, so nobody expected me to find one. I slipped it into my pocket and went on my way.

That's when I started having the dreams. My son was standing with those vicious toys, asking me to build him a toy box where he could put all of his friends. He stood there, blood pooling at his feet, asking for a home for those damned dolls.

So I started building that box in my waking hours, and as I did, I saw more and more of its design in my dreams. I built the Soulstone right into the lid, and when I was finished, the dreams stopped.

Now the toy box sits in the corner of my house, and although it's empty, every once in a while I can hear things moving around inside of it.

Sometimes I hear the sound of a muffled nursery rhyme as I walk by or the faint giggle of a child... and now when I dream, I see my beautiful son, laughing and playing inside the toybox with all of his wooden friends.

TEN THUNDERS

The organization known as the Ten Thunders has agents and spies everywhere Breachside. They are constantly making deals in back rooms and gathering secrets, all of which are used to heighten the power of the Oyabun and his organization.

Outside of the Little Kingdom in Malifaux City, it is only in the North that the Ten Thunders have put down any serious roots. They have settled in the town of Promise, a self-sufficient village in the northeastern region of the Hills. The town lays close to the Second Breach, a large tear in reality that the Ten Thunders use to infiltrate Malifaux without the Guild's knowledge.

In order to protect their interests Breachside, the Ten Thunders need a strong and stable foothold from which to conduct their business. Promise is the beginning of this foothold, but it is not enough for the Oyabun's ambitious plans. Under his direction, the Ten Thunders have begun expanding their influence in the North, always working subtly so as not to arouse the suspicions of the Guild or the Union.

The most successful venture for the organization so far has been Mei Feng, a headstrong young woman who has risen to a position of influence and power within the M&SU and the Arcanists. However, the Oyabun knows that Mei's loyalty is not as strong as it should be, and he is currently working to establish new assets in the North in case she forgets her loyalties.

The Ten Thunders has another base of operations in the North known as the Hidden Temple. The Hidden Temple is situated in the foothills of the Ten Peaks and is more of a fortress than a temple. This is where the Ten Thunders do much of their training, both martial and mystical. The Oyabun is gradually building an army here, and to date, none of his rivals have any idea that it even exists.

The Hidden Temple serves the Ten Thunders' purposes well. Promise gives the appearance of integration and civility, while the Hidden Temple hides the true purposes of the organization, as well as their true strength.

THE SEVEN CHAKRAS

The Sage of the Four Truths once said that there are seven essences. Each essence is associated with a chakra, and the person who learns to unlock each chakra will be one the person who frees the people from the tyrants.

The first essence is Instinct. It is the essence of survival, and its chakra is located at the base of the spine and symbolized by the color purple. The second essence is Passion. It is the essence of joy, but also envy. Its chakra is located in the sacrum and is represented by the color brown.

The third essence is Control. It is the essence of personal power, and this chakra is the color red and is located in the lower abdomen. The fourth essence is Rejection. It is the essence of separation, but also unity. The chakra is located in the chest and is symbolized by the color green.

The fifth essence is Freedom, and it is the essence of independence. This chakra is gold and is located in the throat. The sixth essence is Awareness, and it is the essence of consciousness and understanding. It is located at the crown of the head and is represented by the color blue.

The final essence is Plurality. It is the essence that unites the other essences and also that which divides them. It is symbolized by the color orange, and it is located on the forehead.





CONSTRUCTING A FATED

Character creation is an important process in any roleplaying game. The characters drive the game's narrative, and the story is about their joys, sorrows, triumphs, and failures. Because of this, the act of character creation should not only provide players with the mechanical statistics needed for their Fated, but also help inform them of their place in the world.

Through the Breach's take on character creation is to have the players use a specialized Tarot reading in order to generate their characters. This reading will take you through the different steps of creating not only a character's mechanics but also her history and future.

Into the Steam expands on the options provided in other books. This book doesn't go into all the mechanics of the game, but it does provide a slightly different take on character creation. It has its own Tarot and a few steps that work out differently than in the *Fated Almanac*.

The options presented in this book aim to expand the choices available to players and to provide them with interesting ways to create characters that either hail from the North or have Union or Arcanist leanings. The focus here is on the narrative, and the character's personality and goals should take center stage.

Players and Fatemasters are encouraged to utilize the options here and in other *Through the Breach* books to create the character each player most wants to play. That said, a character should be created using the Tarot spread from only a single book, even if different options (like Pursuits, Talents, or Magic) from another book are being used.

Utilize character creation to drive the narrative of your games forward, not to create confines in which the characters and their stories must fit. The world of Malifaux is a large one, and the player should follow in its footsteps, taking little bits and pieces from everywhere to make a unique and compelling character.

CREATION STEPS

The steps below mirror the steps from the *Fated Almanac*, but they are unique to this book. They are, essentially, an alternative means of creating a character which will provide you with someone who either hails from the North or who has Arcanist or Union leanings.

Make sure to follow the steps one at a time, as this will help you think about your Fated in greater detail and come to the game with a stronger concept. *Through the Breach* is, at its heart, a narrative game, and every narrative is improved by strong, three-dimensional characters. By following the steps below, you should be on the right track to having a well-developed and interesting Fated.

STEP 1: CONCEPT

In order to begin a character, you need to have a concept. Your character concept is what defines your character; it might be how she thinks of herself or just how you view them in the game. Regardless, the character concept should be something simple and easy to explain. By focusing your concept in this way, it'll help shape the decisions you need to make in the next steps while still being loose enough to allow for adjustment.

You may find it helpful at this point to use some clichés and stereotypes as a starting point for your character. For example, the seen-it-all private detective or the bookish inventor are common core concepts that can be further refined during character creation.

As you flesh out your Fated more in future steps, you can begin to move away from some of the clichés and standards to make your Fated something special. For now, however, it helps to start simple and slowly add the pieces of your Fated as you go.

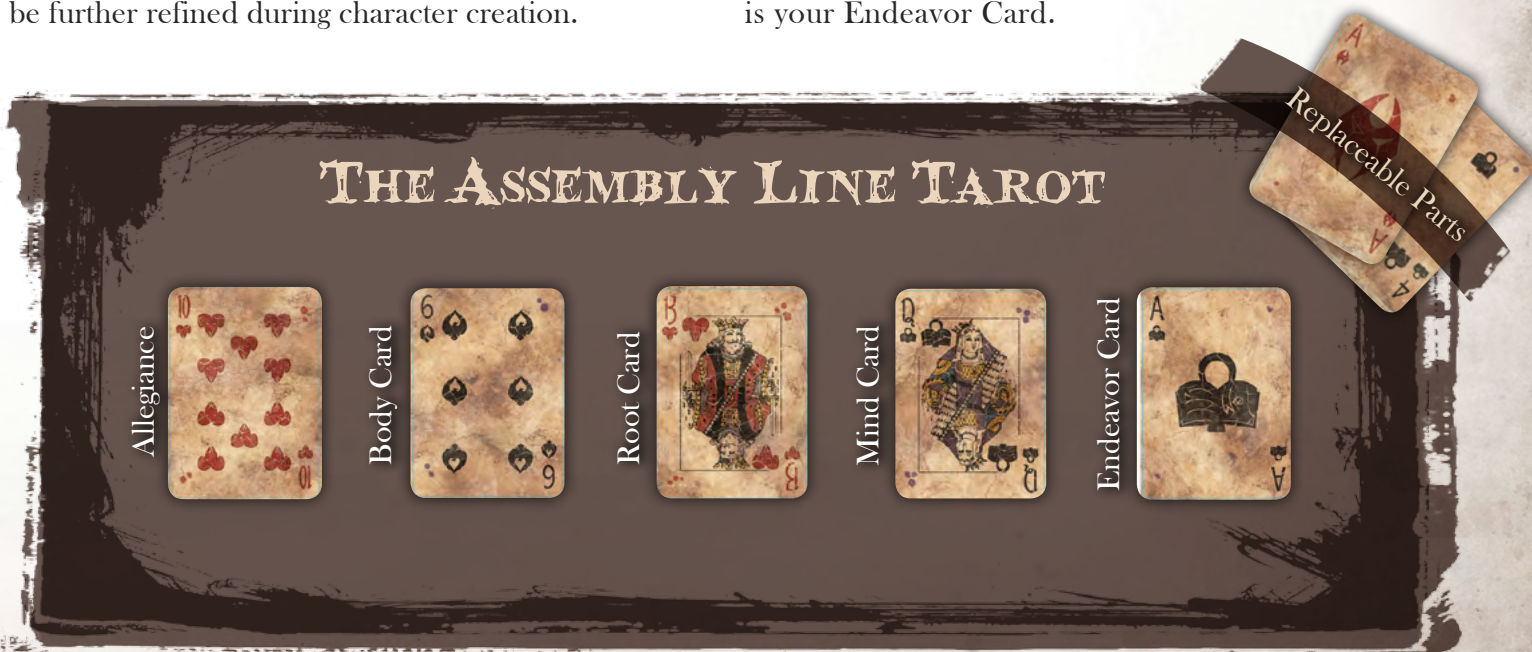
Keep in mind that a Fated created using this book should be a character who has a Northern mindset. It will help to have read through Chapter 2 in order to have a better understanding of what life is like in the North when establishing your concept.

STEP 2: THE ASSEMBLY LINE

After you have a rough idea of who you are, it's time to deal the Tarot. *Into the Steam* uses its own Tarot, referred to as The Assembly Line Tarot, in order to generate information about your Fated. The Assembly Line Tarot is handled similarly to the Cross Roads Tarot in the *Fated Almanac*: you'll be dealing out five cards from the top of the Fate Deck.

To start the process, the first thing you need to do is to shuffle the Fate Deck. You should shuffle seven times, and then have the Fatemaster cut the deck. After this, draw the top two cards of the deck.

Flip the next five cards off the top of the deck in a row from left to right. The card on the far left will be your Allegiance Card. The next card to the right is your Body Card. The following card is the Root Card, and after that is the Mind Card. The final card is your Endeavor Card.



You will end up using all of these cards in order to fill in your character, so leave The Assembly Line dealt out for now. Don't start filling in your character sheet yet, as characters from the North are often further shaped by Fate and some things may yet be changed.

The different cards in your Assembly Line Tarot can be found starting on page 58.

STEP 3: REPLACEABLE PARTS

This step is unique to The Assembly Line Tarot. The people of the North often take on different tasks and different attitudes to fill the many roles they need to survive in the harsh lands of their home. They are prepared for whatever hand Fate might deal them.

To represent this, you may now look at the two cards you drew at the beginning of character creation. You may use one of them to "cheat" one of the cards in The Assembly Line as you create your character, replacing the originally flipped card with the card from your hand. In this way, your character's experiences in the northern lands have shaped her destiny and replaced a small cog in the machine of her life.

This replacement should become a part of your Concept. Why did you replace that card? Was there a point in your character's life where her destiny suddenly shifted? How did this change affect your character?

As a note, being one of the Invested requires a Tome in the Body Card position, so if you have a Tome and wish to be an Invested, you can use the Replaceable Parts step to ensure it happens.



ME? A CONSTRUCT?

Invested are Fated characters who also happen to be Constructs. While most Invested are built that way, it's possible for characters to become Invested either during character creation or during the normal progression of the game. For instance, a character who cheats her Body Card with a Tome during character creation may have had a brush with death and had her brain or other vital organs transplanted into a Construct body, or maybe her soul was captured in a Soulstone and then used to power a sentient machine.

Similarly, a character that cheats her Body Card away from a Tome might have been originally created as a Construct but has since obtained true life, likely as a result of powerful magic. Adjusting to her new life as a living creature will likely play an important part in the character's past (and future).

Sometimes, players will want to be an Invested, but won't get the Tome needed to do so. While it is encouraged to have players obey the whims of the Tarot, the Fatemaster should consider letting players become an Invested if that is truly their desire (or not become one, as the case might be).

STEP 4: ALLEGIANCE


Your Allegiance shows which group your character is most closely allied with or who she might work for. It isn't necessarily about ideology; a character could easily end up working with people she doesn't agree with.

An Allegiance might be a choice, or it might be a debt owed to someone in that faction. It might even be an Allegiance the character isn't aware of, as her actions secretly support the goals of a certain faction. Regardless, having an Allegiance influences a lot about how your Fated acts and is treated in the world.

After you see your Allegiance, take some time to think about what that means. This is a good time to add some details to your concept. How did the Fated come by this Allegiance? Is it something she participates in willingly?

More information on the different Allegiance options can be found starting on page 68.

STEP 5: BODY

The Body Card, which represents your character's physical form, gives you the values that go into your Physical Aspects of Might, Grace, Speed, and Resilience. You can assign the values given here to any of the different Physical Aspects. Any Body Card with a  makes the character one of the Invested - a sentient machine. More information on how being an Invested changes your Fated can be found in the Playing an Invested sidebar.

Keep in mind that a negative Aspect in *Through the Breach* is not a terrible thing. It simply represents a lesser capacity in that area. A negative Aspect can easily be overcome with a high Skill, and many Talents actually require a negative Aspect as a prerequisite.

Your concept should develop further here, now that you have a better idea of your Fated's physical capabilities. Often, physicality defines much of childhood and the paths a character takes. What did these Aspects mean for your Fated while growing up? How has this helped shape her life?

PLAYING AN INVESTED

Playing an Invested is similar to playing a human. You still make a character in basically the same way with the following exceptions:

- After Step 7, if the character's Charm Aspect is positive, it becomes a 0.
- After assigning Physical Aspects, you may increase one Physical Aspect by +1 point. This can increase a Physical Aspect up to 4.
- Invested are immune to any Condition that references a Living anatomy (such as Bleeding Out, at the Fatemaster's discretion) but may still be knocked unconscious.
- Any of your starting gear can be integrated into your person. It is literally a part of you.
- The Defining Suit of your Twist Deck must be Tomes.
- Choose one of the following Chassis, which determines your Height, your Defense Aspect, and any Armor you might possess. Your Defense Aspect is fixed and is not adjusted by your Evade Skill.
 - *Lightweight*: Defense 6, Height 1
 - *Standard*: Defense 4, Armor +1, Height 2
 - *Heavy*: Defense 3, Armor +2, Height 3
- Invested have the Construct Characteristic, rather than the Living Characteristic. The character may choose to have both if it has an 11, 12, or 13 in the Body position.



STEP 6: ROOT SKILLS

Root Skills are determined by the Root Card, and they represent the skills your character learned in her childhood or when she first moved to the North. Both are relevant here because, for many, going through the Breach is a form of rebirth – many who make this trip are redefined by this journey.

The values provided by this card can be assigned to any of the Skills presented in this book or the *Fated Almanac*. These Skills reveal what your Fated's upbringing was like or reflects her first few months living in the northern lands. Take some time to think about how your character learned these Skills – was it a difficult process? Did she take to it easily?

STEP 7: MIND

The Mind Card, which represents your character's mental abilities, gives you the values that go into the Mental Aspects of Intellect, Charm, Cunning, and Tenacity. You can assign the values given here to any of the different Mental Aspects.

As your Fated reached adolescence and adulthood, her mind started to play a more critical role in her life. How a character approaches their problems is often determined by her Mental Aspects. Think about your concept again and the idea you have for her. Does your Fated have a strong will? Is she crafty? Knowledgeable? Consider these things when you are assigning the values.



STEP 8: ENDEAVOR SKILLS

Endeavor Skills are determined by the Endeavor Card, and they represent the skills your character learned later in life. It is important to tie this to your concept – what do you imagine your Fated is good at? You have more freedom here than with the Root Skills, so make sure your character will be capable of doing the things she wants to do during the game.

You may notice that Endeavor Skills provide more options than Root Skills while also not giving as high of values. This is because people of the North often need to learn many things to help their families and communities, and it is more likely they will have a wide breadth of skills.

STEP 9: UPGRADES

In this step, you can modify your character a little bit further. You have 1 point you can use to improve your Fated. This point can be spent in one of two ways:

- You can increase one of your character's Aspects by +1. You cannot increase an Aspect above 3 in this way.
- You can grant your character 2 ranks in a Skill she does not already possess.

This step can help you make the final adjustments to your concept. Although it may be tempting to increase your character's Aspects, often times having a wider range of Skills will make for a more well-rounded character.



STEP 10: DIVINING FATE

Now that your Fated's numbers are nailed down, it's time to read her Destiny. Each card in The Assembly Line Tarot has a corresponding phrase, and those phrases combine to create the character's Destiny. Reading the character's Destiny is a matter of reading the Fate text attached to each card in the order the cards were flipped, from left to right.

Start with the Allegiance Card on the left and work your way right. Write each phrase in the appropriate place on your character sheet. If you used the Replaceable Parts step, make sure to use the card that you cheated with, not the card that was replaced.

At the end, you'll have a couple of cryptic sentences that describe your Fated's Destiny. With this in mind, it can be worth revisiting your concept to see what this might say about where the character is going.

STEP 11: PURSUIT

Choosing a Basic Pursuit is the next step. Your character's Pursuit is a little bit occupation, a little bit skill, and a little bit mindset. It is how your Fated views the world and how she reacts to it. A Pursuit can be seen as the way your Fated tries to solve problems – while on a fighting Pursuit, your Fated may try to solve things through physical conflict. While on a social Pursuit, she may try to take a more diplomatic route.

At the beginning of each game session, you'll be allowed to change your Fated's Pursuit, so don't worry too much about what's coming down the road. Focus on the here and now of your character. Read the descriptions of each Pursuit and figure out what makes the most sense for the character.

In gameplay, Pursuits have some impact on certain types of Challenges, and at the end of a session they inform certain parts of character advancement. While this is an important decision, because a character's Pursuit is easy to change it is a decision that can be made relatively lightly. Choose whichever option fits your concept and looks fun.

The Basic Pursuits can be found starting on page 75. When you choose your character's first Pursuit, you'll gain that Pursuit's Starting bonus.

STEP 12: DERIVED ASPECTS

You can now calculate your character's Derived Aspects from a combination of her Aspects and Skills. The Derived Aspects are: Defense, Willpower, Wounds, Walk, Charge, Height, and Characteristics. This information is the same as presented in the *Fated Almanac*, but it is reprinted here for ease of character creation.

- Defense is equal to 2 + the character's Evade skill or Speed Aspect, whichever is higher.
- Willpower is equal to 2 + the character's Centering skill or Tenacity Aspect, whichever is higher.
- Wounds is equal to 4 + the character's Toughness skill. If the character has a positive Resilience Aspect, she may add half of that (rounded up) to her Wounds.
- Walk is equal to 4 + half the character's Speed Aspect (rounded in favor of the character).
- Charge is equal to 4 + the character's Speed Aspect. If this generated a value below the character's Walk Aspect, her Charge is instead equal to her Walk Aspect.
- Height is 2.
- Characteristics define the type of creature a character is. All Fated have the Living and Fated Characteristics, save for Invested, who have the Construct and Fated Characteristics.

STEP 13: TALENT

Skills represent a linear progression of knowledge, informed by time and practice. Talents, on the other hand, are certain knacks your character might have developed along the way. They go beyond basic skills and can have significant effects on a character's life.

Talents aren't always about being the best at something; many Talents represent ways that characters have overcome their shortcomings. They reflect new ways to deal with certain situations.

Each Fated can choose one General Talent. It is recommended that a Fated created with The Assembly Line Tarot also choose their Talents from this book, but the Fatemaster is free to allow General Talents from other *Through the Breach* releases as well.

The list of Talents can be found starting on page 121.

STEP 14: EQUIPMENT

Each Fated is given 10 Guild Scrip to start with, and they can use that money to purchase equipment from the Steamforged chapter (starting on page 148) or the *Fated Almanac* (starting on page 149). The Fated may also receive some starting equipment based on their chosen Pursuit, as described by its Starting bonus.

In addition to this, each Fated owns a few basics, such as a few pieces of clothing. How nice the clothing is often has to do with the character's concept, so that is up to Fatemaster discretion. Fated are also considered to have a place to live, some food, and other basic necessities to make sure they are able to survive. A character's adventures may take her away from this cushy start, but she begins the game in a good place.

By combining these things, your Fated should have the tools needed to start on the road to her Destiny.

FLAWS

You may, as a variant, be allowed to take a Flaw for your character. Flaws give your character a significant drawback, but in exchange she can start the game with a Manifested Power instead of a General Talent.

If your Fatemaster allows it, flip on the chart below to determine your Flaw.

- ☯: Reduce your highest Physical Aspect by 1.
- 📖: Reduce your highest Mental Aspect by 1.
- ✕: Reduce your Wounds Aspect by 1.
- ⚡: Reduce your Willpower Aspect by 1.

Alternatively, you can choose to give up your General Talent and gain another Upgrade point (see Step 9).

Both of these options are available at the Fatemaster's discretion and should only be used with her consent.

STEP 15: TWIST DECK

Your Fated has a Twist Deck, which is an individual deck of cards which she will use to change the whims of Fate. Every Fated has her own Twist Deck - the Twist Deck is the mechanical representation of what it means to be Fated, one of the rare few able to bend her own destiny.

Each Twist Deck is made up of 13 cards of various suits. Each of the four suits of Malifaux must be represented: Rams, Crows, Masks, and Tomes (you can find more information on the suits in the Twist Deck in the *Fated Almanac* on page 63). Choose one of the suits to be your character's Defining Suit, another to be her Ascendant Suit, another to be her Center Suit, and a final to be her Descendant Suit. Each choice will add certain cards of that suit to the character's Twist Deck, as show below.

DEFINING SUIT	ASCENDANT SUIT
1, 5, 9, 13	4, 8, 12
CENTER SUIT	DESCENDANT SUIT
3, 7, 11	2, 6, 10

This is the final step in creating your Fated, so let the Fatemaster see your character for approval. Although it is your character, it is important that everyone is able to fit into the game's narrative. The narrative is what makes roleplaying games a fun and interesting experience, and everyone should be on the same page for making this happen.

Once you've gotten approval, make sure your character sheet is filled out and that you understand your Fated's concept. It can be helpful to write up a short background, a sort of autobiography, for your character. Often, doing this in the character's voice helps, as this can help you understand how your Fated talks and acts in the world.

From here, you're ready to start playing the game!



ALLEGIANCE CARD

CARD	ALLEGIANCE	ALLEGIANCE FATE
Red Joker	Condor Rails	When your one true friend wanders into the wilds
A♠	Guild	Under the shadow of the stone tower
2♠	Guild	When the well runs dry a third and final time
3♠	Guild	After you fall beneath the twin moons
4♠	Guild	When the voiceless beg for your mercy
5♠	Guild	Once you have seen the noontime shadows
6♠	Guild	If liberty abandons you
7♠	Guild	When you ignore the crimes of the guilty
8♠	Guild	After fire has tested the wicked and the pure
9♠	Guild	As you open the Book of the Lost
10♠	Guild	As the dead cry out for bloody justice
11♠	Foundry	When your duty binds you
12♠	Foundry	When your temple aches for justice
13♠	Foundry	When the sky is rent asunder
A♣	M&SU	With a book in one hand and death in the other
2♣	M&SU	When you reach the tree of knowledge
3♣	M&SU	When coins fall from the sky like silver raindrops
4♣	M&SU	Should you place an offering upon the altar of eternity
5♣	M&SU	If the wheel of Fortune turns too quickly
6♣	M&SU	If you hear the sister call for you in the night
7♣	M&SU	As you call out to the heart of the flame
8♣	M&SU	When iron speaks and flesh falls silent
9♣	M&SU	As the brightest morning is void of souls
10♣	M&SU	If the old memories waver
11♣	Arcanists	When the knot is finally undone
12♣	Arcanists	From atop a broken mountain
13♣	Arcanists	When the light of knowledge shines upon you

ASSEMBLY LINE TAROT REFERENCE TABLES

ALLEGIANCE CARD

CARD	ALLEGIANCE	ALLEGIANCE FATE
A ✕	Manufacturing	While the drunkards laugh in their ignorance
2 ✕	Manufacturing	As you hold in your hand the silver key
3 ✕	Resurrectionists	If the widow's thread reaches you
4 ✕	Resurrectionists	As the pariah returns to the house of flies
5 ✕	Resurrectionists	If the cry of the innocent burns your soul
6 ✕	Resurrectionists	When your life seems to be forfeit
7 ✕	Resurrectionists	When sadness numbs your senses
8 ✕	Resurrectionists	When the winds of change blow through your core
9 ✕	Resurrectionists	If you choose to sup with the woman in white
10 ✕	Resurrectionists	Should you choose to stand in the rider's path
11 ✕	The Cult	If you partake in the grim feast
12 ✕	The Cult	When the crow notices you at the first
13 ✕	The Cult	As the sickness spreads from your touch
A ♡	Ridley	When the sunset is at its darkest
2 ♡	Ridley	When the lure of the road loses its luster
3 ♡	Outcasts	When the shadows cling to your every step
4 ♡	Outcasts	Under the bright colors of the Grand Dance
5 ♡	Outcasts	If you witness the hollows of the night
6 ♡	Outcasts	If you pledge your loyalty to coin alone
7 ♡	Outcasts	If you let the fear grip your heart
8 ♡	Outcasts	Standing at the crossroads of truth and sorrow
9 ♡	Outcasts	If you walk the narrow path
10 ♡	Outcasts	When the hills echo your footsteps
11 ♡	Ten Thunders	When the avalanche is made of thunder
12 ♡	Ten Thunders	When your heart dreams of what should have been
13 ♡	Ten Thunders	When your joy reaches the peak
Black Joker	Condor Rails	If you stare into the nothingness within

ASSEMBLY LINE TAROT REFERENCE TABLES

BODY CARD

CARD	PHYSICAL ASPECTS	BODY FATE
Red Joker	0/0/0/3	the curse of the land will be your savior
A♂	-3/-1/+1/+3	your soul will scream for penitence
2♂	-2/-2/+2/+2	the heat of rage will be quenched in the waters of fear
3♂	-2/-1/+1/+2	the noose will tighten around your neck
4♂	-2/0/0/+2	your cry of rebirth will deafen the ram
5♂	-2/0/+1/+2	the ground will rise to offer you upward
6♂	-2/-1/0/+2	you will hear laughter and know fear
7♂	-1/-1/-1/+3	you will find gold and bones in the dust
8♂	-1/-1/+1/+2	the lips of the lion will whisper your name
9♂	-1/0/0/+2	the voice of your fathers will raise in judgment
10♂	-1/-1/-1/+2	you shall be as a castle enduring the storm
11♂	0/0/0/0	the guilty ones will circle you like the hours of a clock
12♂	-1/0/0/+1	the War of Names will make a general of you
13♂	0/0/0/+1	under your hands will pass the Seal of the Law
A♀	-3/0/0/+3	your instincts will run rampant
2♀	-3/-1/+2/+2	the eleventh hour will hold no hope
3♀	-2/-2/+2/+2	the clock will tick in silence
4♀	-2/-1/+1/+2	you will take heed of the ancient lessons
5♀	-1/-1/+1/+2	your blood will burn with liquid fire
6♀	-2/0/+1/+2	the aether will burn bright with the light of your soul
7♀	-1/-1/+1/+1	the beasts will turn away from your watchful eye
8♀	-1/0/0/+1	the choir that sings to you will be silent
9♀	-1/0/0/+2	it will be your hands that break the crystal
10♀	-1/-1/+1/+1	you will don the robe of fire
11♀	-1/0/0/+1	you will make Time Itself into your hound
12♀	0/0/0/+1	your apologies will be buried beneath the snow
13♀	0/0/0/+2	the steed of iron will carry you to the trial of steel

ASSEMBLY LINE TAROT REFERENCE TABLES

BODY CARD

CARD	PHYSICAL ASPECTS	BODY FATE
A ✕	-3/0/0/+3	the gravedigger will look you in the eye
2 ✕	-3/0/+1/+2	you will find solace with the lost
3 ✕	-2/-1/+1/+2	the rats will laugh with you in the darkness
4 ✕	-2/-1/0/+2	you will dance to the Piper's call
5 ✕	-2/0/0/+2	her life will trickle out in ruby tears
6 ✕	-2/0/+1/+1	the footprints of the giant will be your guide
7 ✕	-1/-1/0/+2	a shaking doorway will take you home
8 ✕	-2/-1/0/+2	the birds will swarm upon you like locusts
9 ✕	-1/-1/+1/+2	you shall name the stone that is split in two
10 ✕	-1/-1/0/+2	the whirlwind will devour you
11 ✕	-1/0/+1/+1	the dusk will come to you for comfort
12 ✕	-1/0/0/+1	you shall find the man with the missing heart
13 ✕	-2/+1/+1/+1	the master of shackles will wear your face
A ♠	-3/-1/+1/+3	the masquerade will reveal its true colors
2 ♠	-2/-2/+2/+2	the words of the wilds will tempt you
3 ♠	-2/-1/+1/+2	the nightmare from the east will reveal its terror
4 ♠	-2/0/0/+2	your prize will be bound in a web of deceit
5 ♠	-2/0/+1/+2	you will reach out for the sky but grasp only wind
6 ♠	-2/-1/0/+2	a hundred wolves will dance with you
7 ♠	-1/-1/-1/+3	a fearful thunder will call your name
8 ♠	-1/-1/+1/+2	you will find forgiveness in the soil
9 ♠	-1/0/0/+2	your epic will calm the spirits of the forest
10 ♠	-1/-1/-1/+2	your whispers will choose the ruler
11 ♠	0/0/0/0	your hands will be crushed by good luck
12 ♠	-1/0/0/+1	the woman will give you her tears to drink
13 ♠	0/0/0/+1	you will trade hope for a mask of bronze
Black Joker	-2/-2/-2/4	your flesh will flow like wax

ASSEMBLY LINE TAROT REFERENCE TABLES

ROOT CARD

CARD	SKILLS	ROOT FATE
Red Joker	3,3,3	and you will climb the hangman's tree.
A♠	3,3,2,1	and the answer will hide beneath dark waters.
2♠	3,3,1,1,1	and you will seek the one-armed man.
3♠	3,3,1,1,1	but the pigs also hunger for flesh.
4♠	3,2,2,1	and the sleeping flame will awaken.
5♠	3,2,2,1	and their laughter will lead you into the Bayou.
6♠	3,2,1,1,1,1	and your enemy will become your only hope.
7♠	3,2,1,1,1,1	but the blood on your hands will not wash clean.
8♠	3,1,1,1,1,1,1	and you will surrender to the inferno's embrace.
9♠	3,1,1,1,1,1,1	and you will be saved by steel.
10♠	2,2,2,2,1	and you will walk through halls of scrap.
11♠	2,2,2,2,1	and you will bring new light to a world of darkness.
12♠	2,2,2,1,1,1	but the bullet is etched with your name.
13♠	2,2,2,1,1,1	and you will burn in the crucible.
A♣	3,3,3,1	but you will only find comfort in the machine.
2♣	3,3,2,2	and your heart will be like iron.
3♣	3,3,2,2	but the ritual will fail.
4♣	3,3,2,1,1	and you will deafened by applause.
5♣	3,3,2,1,1	but she will be filled with spiders.
6♣	3,2,2,1	and you will lose the world in a cloud of steam.
7♣	3,2,2,1	but the book will refuse to burn.
8♣	3,2,1,1,1,1	and an owl will witness your fall and rise.
9♣	3,2,1,1,1,1	and you will be embraced by the storm.
10♣	3,1,1,1,1,1,1	but everything you touch will turn to gold.
11♣	3,1,1,1,1,1,1	and you will stand in the eye of the storm.
12♣	2,2,2,1,1,1	and you will descend into the mine.
13♣	2,2,2,1,1,1	and the hands of thieves will carry you to safety.

ASSEMBLY LINE TAROT REFERENCE TABLES

ROOT CARD

CARD	SKILLS	ROOT FATE
A✂	3,3,2,1	and salvation will come on feathered wings.
2✂	3,3,1,1,1	but the wicked cannot rest.
3✂	3,3,1,1,1	but everything rots away in the end.
4✂	3,2,2,1	and her caress will stop your heart.
5✂	3,2,2,1	but the crow will return home to roost.
6✂	3,2,1,1,1,1	and you will sharpen the knife.
7✂	3,2,1,1,1,1	and darkness shall swallow the sun.
8✂	3,1,1,1,1,1,1	and you will dry the tears of a dead lover.
9✂	3,1,1,1,1,1,1	and the rains will wash away your death.
10✂	2,2,2,2,1	and you will consult the spirits.
11✂	2,2,2,2,1	but there is no mercy from the hanging judge.
12✂	2,2,2,1,1,1	and the dead will walk beside you.
13✂	2,2,2,1,1,1	but your guide will have other loyalties.
A☞	3,3,2,1	and you will dance among the flowers.
2☞	3,3,1,1,1	and the Asylum will be your prison.
3☞	3,3,1,1,1	but his blood will run as black as night.
4☞	3,2,2,1	and everyone will wear a mask.
5☞	3,2,2,1	and you will grasp the rope with bloody hands.
6☞	3,2,1,1,1,1	and you will be surrounded by sorrows.
7☞	3,2,1,1,1,1	but you will arrive too late to save her.
8☞	3,1,1,1,1,1,1	and you will glimpse the puppetmaster.
9☞	3,1,1,1,1,1,1	and you will be reborn into madness.
10☞	2,2,2,2,1	and your wildest dreams will come true.
11☞	2,2,2,2,1	but only the oni can save you.
12☞	2,2,2,1,1,1	and the cards will reveal your future.
13☞	2,2,2,1,1,1	and the man in black will claim his due.
Black Joker	2,2,2,2,2,2	and everything will end with a song.

ASSEMBLY LINE TAROT REFERENCE TABLES

MIND CARD

CARD	MENTAL ASPECTS	MIND FATE
Red Joker	0/0/0/3	All of Malifaux will hold its breath
A♠	-3/-1/+1/+3	You will become drowsy with peace
2♠	-2/-2/+2/+2	You will chase the sun across broken skies
3♠	-2/-1/+1/+2	She twists the truth like a blade in your gut
4♠	-2/0/0/+2	The wasteland calls out for justice
5♠	-2/0/+1/+2	The fires never cease burning
6♠	-2/-1/0/+2	Innocent and guilty will walk hand in hand
7♠	-1/-1/-1/+3	The truth is a sword in your hand
8♠	-1/-1/+1/+2	The melody of slaughter grows more shrill
9♠	-1/0/0/+2	Vengeance will be yours at last
10♠	-1/-1/-1/+2	You will watch your certainty turn to doubt
11♠	0/0/0/0	Three times you will be pulled under
12♠	-1/0/0/+1	You will heed the warnings about the farm
13♠	0/0/0/+1	Ash falls from the sky like snow
A♣	-3/0/0/+3	The seconds halt at your command
2♣	-3/-1/+2/+2	As the curtain rises one last time
3♣	-2/-2/+2/+2	The clockwork hand will close around you
4♣	-2/-1/+1/+2	You will shatter the hourglass
5♣	-1/-1/+1/+2	The flames of creation will burn anew
6♣	-2/0/+1/+2	You will embrace the clockwork woman
7♣	-1/-1/+1/+1	The stakes of the game are higher than you suspect
8♣	-1/0/0/+1	You will crack open the sky
9♣	-1/0/0/+2	Your path will be obscured by steam
10♣	-1/-1/+1/+1	The iron woman comes for her due
11♣	-1/0/0/+1	All the world watches the stage
12♣	0/0/0/+1	The frozen peaks beckon you onward
13♣	0/0/0/+2	You will stand where ley lines converge

ASSEMBLY LINE TAROT REFERENCE TABLES

MIND CARD

CARD	MENTAL ASPECTS	MIND FATE
A✂	-3/0/0/+3	You will stand upon the bones of Malifaux
2✂	-3/0/+1/+2	The rats swarm all around you
3✂	-2/-1/+1/+2	Your tears will fall from the spirit's embrace
4✂	-2/-1/0/+2	You will lose yourself in memories of the dead
5✂	-2/0/0/+2	The flesh will peel from your bones
6✂	-2/0/+1/+1	Your hope falls upwards into the dark
7✂	-1/-1/0/+2	You will fall to your knees in awe
8✂	-2/-1/0/+2	It will hunt you across the frozen snow
9✂	-1/-1/+1/+2	A hundred hands press against the wall
10✂	-1/-1/0/+2	The true knife falls into your hands
11✂	-1/0/+1/+1	The fourth Rider will appear before you
12✂	-1/0/0/+1	It whispers with the voice of a demon
13✂	-2/+1/+1/+1	The ground will crack at the sound of their hooves
A☾	-3/-1/+1/+3	You will descend into the darkness without hope
2☾	-2/-2/+2/+2	A drowsy pig will show you the path
3☾	-2/-1/+1/+2	You will sup with those who have no names
4☾	-2/0/0/+2	The only truth is a desperate lie
5☾	-2/0/+1/+2	The lost will stare into painted eyes
6☾	-2/-1/0/+2	Your nightmares will walk the waking world
7☾	-1/-1/-1/+3	She will lose herself to the call of the wild
8☾	-1/-1/+1/+2	The one you trust will reveal hands stained with blood
9☾	-1/0/0/+2	The hymns of madness grow ever louder
10☾	-1/-1/-1/+2	They ignore the smoke as everything burns
11☾	0/0/0/0	You will struggle beneath red tooth and claw
12☾	-1/0/0/+1	The fires of destruction will forge you anew
13☾	0/0/0/+1	You will see your reflection in a mirror of ice
Black Joker	-2/-2/-2/4	The Hanged Man will come for you

ENDEAVOR CARD

CARD	SKILLS	ENDEAVOR FATE
Red Joker	3,3,3	and you shall finally find true rest.
A♠	3,3,2,1	and you will find liberation from your sins.
2♠	3,3,1,1,1	and you will be punished.
3♠	3,3,1,1,1	and the eye will close forever.
4♠	3,2,2,1	and the drunkards will learn the lessons of fate.
5♠	3,2,2,1	and the dawn's light will be bloody red.
6♠	3,2,1,1,1,1	and your secrets will be scattered like prosperous grains.
7♠	3,2,1,1,1,1	and your final day will be a day of songs.
8♠	3,1,1,1,1,1,1	and the weight will finally lift from your shoulders.
9♠	3,1,1,1,1,1,1	and the judge will lower his mallet.
10♠	2,2,2,2,1	and forgiveness will be given to you.
11♠	2,2,2,2,1	but the ties of blood are unbreakable.
12♠	2,2,2,1,1,1	but vengeance cannot be denied.
13♠	2,2,2,1,1,1	and the painter's brush will blend your pain and exultation.
A♣	3,3,3,1	and you shall wander aimless in the prison of your mind.
2♣	3,3,2,2	and the light of progress shall blind you.
3♣	3,3,2,2	for what the mind invents can never be fully destroyed.
4♣	3,3,2,1,1	and time will bend back upon itself in a loop.
5♣	3,3,2,1,1	and Oblivion awaits.
6♣	3,2,2,1	and only the candle maker will hear the final echo.
7♣	3,2,2,1	and the path to enlightenment will open.
8♣	3,2,1,1,1,1	and your sacrifice shall still the turning gear.
9♣	3,2,1,1,1,1	and only your brothers will stand at your side.
10♣	3,1,1,1,1,1,1	and your sacrifice will redeem your wayward master.
11♣	3,1,1,1,1,1,1	and the lion will comfort the sheep.
12♣	2,2,2,1,1,1	and an arm without skin will be the only chance of salvation.
13♣	2,2,2,1,1,1	but a single word will bring the promise of a new dawn.

ASSEMBLY LINE TAROT REFERENCE TABLES

ENDEAVOR CARD

CARD	SKILLS	ENDEAVOR FATE
A✕	3,3,2,1	and you shall be hollow.
2✕	3,3,1,1,1	but desolation will be all that is left.
3✕	3,3,1,1,1	but entropy cannot be dissuaded.
4✕	3,2,2,1	but what you grasp with one hand, you will lose with the other.
5✕	3,2,2,1	but hope will be lost in the howling winds of the wasteland.
6✕	3,2,1,1,1,1	but those who find peace will regret their trade.
7✕	3,2,1,1,1,1	and the moon will set on only cobwebs.
8✕	3,1,1,1,1,1,1	and the treasures of the mountain will be as venom.
9✕	3,1,1,1,1,1,1	but in the hour of peace you will find only treachery.
10✕	2,2,2,2,1	and the tears of the wicked will condemn you.
11✕	2,2,2,2,1	and the blood that spills shall cleanse you.
12✕	2,2,2,1,1,1	but the treasure you seek will be poison in your veins.
13✕	2,2,2,1,1,1	and her spirit entwines with darkness.
A☾	3,3,2,1	and the trees will dance one final time.
2☾	3,3,1,1,1	and so the circle will be completed.
3☾	3,3,1,1,1	and you will disappear beneath the flood.
4☾	3,2,2,1	and the clouds will give way to the light.
5☾	3,2,2,1	and the cries of the pack will torment you.
6☾	3,2,1,1,1,1	and the joy of madness will claim you.
7☾	3,2,1,1,1,1	and the garden will open its doors.
8☾	3,1,1,1,1,1,1	and the cries shall fade to laughter.
9☾	3,1,1,1,1,1,1	and rushing waters will quench the flames.
10☾	2,2,2,2,1	and you will wager everything on the flip of a coin.
11☾	2,2,2,2,1	and you will find your true self within the mirror.
12☾	2,2,2,1,1,1	but the future will refuse to change.
13☾	2,2,2,1,1,1	and your whisper will break the silence.
Black Joker	2,2,2,2,2,2	and you will enter the Tyrant's court.

ALLEGIANCE

Each Allegiance listed below is an affiliation your Fated might possess. It might be the character's choice or something that was thrust upon them, or she might not be aware of the machinations that follow them. These Allegiances are not meant to be limiting factors on your Fated's personality and viewpoint but rather are intended to provide potential complications to your character's story.





For example, a Fated with an Allegiance to the Guild may owe a Marshal a favor for letting her out of a bind with a simple word of warning. Although the Fated despises the Guild and wants to support the Union, the character has too much integrity to let a debt like that go unpaid.

Just like negative Aspects can provide an interesting roleplaying opportunity, so too can Allegiances. When integrating this Allegiance into your character concept, remember that these should be both a boon and a bane. They give the character connections to the world around her, while at the same time allowing other characters to have a hook in your Fated.

Below each Allegiance are suits with possible character points. To speed up character creation, you may wish to flip a card and use that suit to determine the specifics of your Allegiance (re flipping any jokers). It is not necessary, of course, but can make for some interesting roleplaying opportunities.

ARCANISTS





Having an Allegiance to the Arcanists is often a dangerous thing. Arcanists are a powerful shadow organization with deep ties to the Northern Hills. Even those characters who might not openly support the Arcanists may owe them a favor or be paid informants. With so many operatives, it can be hard to know just who is an agent and who might be an imposter.

-  - You have been a member of the organization for a while now, ever since that incident with the Guild. You aren't important enough to know a lot of people, but you're someone they rely on to get the job done.
-  - You lost a limb in a mining accident and couldn't afford a replacement. An Arcanist offered you a replacement pneumatic, for a price...
-  - An Arcanist saved your life. Regardless of your feelings for them before, it's something you can't quite shake, so you're looking for some way to repay the favor.
-  - It's taken you a long time spent in deep cover, but you've finally managed to infiltrate the Arcanist organization. Just a bit more time and you'll have the names you need to be able to get back to your normal life.



MINERS AND STEAMFITTERS UNION





The Union is, in many ways, the protagonist of the North. Even members of the Guild often give it grudging respect as a well-run and well-loved organization. The Union's purpose is to make life better for the common workers of Malifaux, but sometimes they go about this in dangerous ways. Making matters more difficult is the fact that many workers are at odds about just what would improve their quality of life.

-  - There's something solid and dependable about a card carrying Union man, and you're one of them through and through. You know all the Union songs and stories and are willing to do what it takes to protect the M&SU.
-  - You came to Malifaux as a convict, forced to labor away in the mines. The Union's uprisings managed to secure you your release, and that's not something you'll soon forget.
-  - You know that, deep down, the Union is just a cover for the Arcanists, and you've joined up in the hopes of tracking down the powerful mages and engineers of the organization.
-  - If there's one thing you're sure of, it's that the only way you're ever going to get your hands on a Soulstone is to work the mines. You joined the Union in the hopes of becoming a miner, but they assigned you somewhere else instead!



GUILD

Tyrannical though they might often seem, the Guild has been successfully controlling Malifaux and the Breach for some time. There have been major successes in fighting off the Gremlins and Neverborn, and despite their dictatorial ways, the Guild has done a lot for the people living Breachside. While their power outside of the city isn't great, they are constantly looking to expand their influence.

-  - You were caught by the Guild for a crime you committed, but they let you go after extracting a promise of good behavior. Unfortunately, good behavior means becoming a snitch.
-  - It's not that you like the Guild, it's that you hate those necromancers who used your dead family for their own gain. If that means working with the Guild to get vengeance? So be it.
-  - You're a loyal member of the Guild. You've been transferred to the North to help spread law and order across these untamed lands. It's a daunting and dangerous task, but at least there's less paperwork to fill out than with your last assignment.
-  - You have found yourself in the debt of Lucius Mattheson, a high ranking Guild official, and you've become an unwitting pawn in his schemes in the North.

TEN THUNDERS

The Ten Thunders operate a bit like the Arcanists, as a hidden organization, but they don't have nearly the network of resources that comes from being aligned with legitimate ventures. The Ten Thunders instead focus on maintaining true stealth; the Arcanists are well-known to be operating in the shadows, but few people are even aware that the Ten Thunders are a threat, let alone that they are present in the northern lands.

- 📖 - You've been tasked by your Ten Thunders boss to keep an eye on things in the North and ensure that no one is gaining too much power or looking too closely at the little town of Promise.
- ✂ - You've done some work in the past for the Ten Thunders, and they know you to be reliable and discrete. You know their coin is good so long as you don't ask too many questions.
- 🌀 - There's no easy way to say this, but you owe your life to the Ten Thunders. Traditional doctors and healing weren't going to save you, but their strange magics did... and now you owe them everything.
- 🐉 - I guess you could call it a problem, if you wanted, but really you're just a big fan of Brilliance (an addictive magical drug). And hey, if you've got to do a few shady things for your fix, what of it?



OUTCASTS

In the world of Malifaux, almost everyone owes something to someone else. Most importantly, almost everyone owes their safety and security to those around them. The Outcasts, however, stand in stark contrast to this. They are not a part of any major organizations, and they owe very little to anyone. They are the men and women who live on the outskirts of society and the outskirts of the law.

- 📖 - You went to join up with the Freikorps, but were asked to come back when you were a little less green. Now, you're out to get some experience so you can sign up with the legendary mercenary group.
- ✂ - The energies and magics of Malifaux are everywhere, and one night they almost took you. You were saved by a wretched-looking girl, clearly haunted by her own past. You've not seen her again, but you now take pity on those tormented by their personal demons.
- 🌀 - Live or die by the coin, that's your motto. Only problem is, you haven't really got any. So now you're just a bit desperate, willing to take almost any job that comes your way.
- 🐉 - You were once a part of a group, but you were betrayed by those who wear a mask and pretend it's their face. You'll never owe your allegiance to another again, no matter the cost.

RESURRECTIONISTS

Although often spoken of in reviled tones, the Resurrectionists who practice the 'dark arts' really aren't so bad. Many Resurrectionists began their journey when a loved one passed on, and many others are simply scholars who have devoted their lives to this one subject. Regardless, there are many things a Resurrectionist can do to aid those who need them, and there are many more things they can do to someone who won't pay their debts.

- 📖 - It started off with a bit of research, but it has become much more than that. The secrets that lay at the heart of death are too important to overlook, no matter the risk to your personal safety.
- ✖ - Sometimes, the best way to make friends in this world is to summon them. You may not have the skills yourself, but you believe that necromancy is the key, the answer to the question you've asked yourself your entire life.
- 🌀 - You worked for the Guild once, but that didn't end so well for you. Oddly, it was the Resurrectionists who brought you back from the brink of death, and now you're not so sure who's in the right and who's in the wrong.
- 🦋 - Someone you loved died, and you know the only way you'll ever see them again is to find a friendly Resurrectionist to help you out. You've made a few inroads, but you've yet to find someone who can truly help.



CONDOR RAILS

Condor Rails is one of the only companies in the North to truly be able to stand on its own as an organization. It has not aligned itself with any of the other factions, and indeed, it seems determined to forge its own path in the world. Condor Rails has tracks running everywhere Breachside, and they are the main method of transportation for just about everyone. This has given the company far greater influence than their size might imply.

- 📖 - Making money is all about having connections: social connections to the right people and physical connections to the right places. Condor Rails has provided all that, and you're in it for the long haul.
- ✖ - You spent your youth riding the rails, and the inner hobo in you would do anything to make sure the trains keep on running.
- 🌀 - You used to work for the Guild watching their Soulstone shipments, which means you also had to work for the Rails. You've managed to get out of that situation, but not without owing too many people too many things.
- 🦋 - Condor Rails has you keeping an eye on the trains, and you've come to know the lines and schedules better than most. You still have no idea what you're looking for, but whatever it is, it's something really important.

FOUNDRY

The Foundry is a subset of the M&SU that is headed up by Mei Feng. Mei is a powerful and charismatic leader who owes allegiance to many different groups: the Union, the Arcanists, and the Ten Thunders. Because of this, Mei and the Foundry are always looking to be owed a favor. They are a small but close-knit group, and they always look out for their own.

- 📖 - You're not even sure who you follow any more. Are you a spy? A double agent? A triple agent? Ah, forget it, probably best to just keep on making steel and doing what the boss tells you.
- ✂ - When the Guild was running things, a lot of your countrymen died laying track. The Foundry takes care of you, and for that, you're going to take care of them.
- ☞ - It's all about loyalty. Arcanist? Union? Ten Thunders? Who cares? You'd do anything for Mei Feng because you know she'd do the same, and forget the rest of them.
- 🐾 - You know the best part about being in the Foundry? The strange political games. Regardless of why you got here, you love the fun of trying to figure out who owes who what. You're sticking with the group for no other reason than pure entertainment.



THE CULT

The Cult of December is a small organization that is allied with the Arcanists. They make their home in the mountains and venture forth only to find new members or pursue the Cult's agendas. It is rare for the Cult to help anyone without an ulterior motive, but despite their reputation for hostility many adherents of December remain involved in the wider world.

- 📖 - You've tasted true hunger and heard the call of December. The Cult saved you back then, but now you are forever scarred by the memories of what you did to survive.
- ✂ - There are not many people in the world who would understand your appetite for human flesh, so you might as well stick with those who do.
- ☞ - The bloodthirsty pack of cannibals living in the mountains must be stopped. You've been tasked with learning more about them, but the things you've had to do to earn their trust...
- 🐾 - The Cult knows magic that you want to know, that you NEED to know. If you have to do a few unpleasant things to be let in on their secrets, so be it.

RIDLEY

Ridley is an up-and-coming town in the Northern Hills that wishes to see itself be considered on par with Malifaux City. While this is unlikely because of Malifaux City's proximity to the Breach, Ridley is always striving to improve itself and its image. Ultimately, Ridley wants to attract more of the rich and powerful away from Malifaux in the hopes of moving further away from its "mining town" reputation.

- 📖 - You've seen the posters and flyers advertising Ridley, and something about the city just seemed to stick with you. You're not a resident yet, but you're eagerly counting down the days until you can start a new life on the frontier, just like the poster said.
- ✂ - Ridley is growing fast, and so is its criminal underground. You ran into a bad patch and had to borrow some scrip from a shady loan shark, and until you can pay it back, you're on the hook.
- 🌀 - When you first came to Malifaux City, you were beaten, robbed, and left for dead on the streets. The people of Ridley helped you get back on your feet, and now you feel like you owe the town and its people a debt which can never be repaid.
- 🐉 - You've always had a fondness for politics, so when the opportunity came to run for a position on the town council, you couldn't resist running. You lost the election, but you're still elbow-deep in the inner workings of the town, ready to do anything it takes to help Ridley prosper.



MANUFACTURING

There are a few major manufacturing companies in Malifaux, and while they are all aligned with the Guild or the M&SU on the surface, in reality they'd prefer to have more freedom to act as they please. Malifaux is rich with resources and low wage workers, but in order to reach new levels of profits, these companies need the freedom to act on their own initiative.

- 📖 - It's all about the profits. You own a small portion of a company, so its success is your success. If you can make sure the company has a really good year or two, you can cash out and spend the rest of your days in the luxury you deserve.
- ✂ - You were betrayed by a company you trusted, and in order to get back at them, you've signed on with one of their rivals. You'll do anything to see those two-faced liars driven into bankruptcy.
- 🌀 - You signed a contract with a company to pay for your passage to Malifaux, and until you fulfill the terms of your service, the company owns you. You thought that you would just be working on an assembly line, but the owners had something different in mind...
- 🐉 - You're a true believer in the company, always quick to ignore their faults and praise their successes. Now that they've hired you, you're willing to do anything you can to help them succeed.



PURSUIITS

Pursuits are temporary templates that describe a character's role within a story and their short term goals. A Pursuit is not necessarily a full time career; characters are encouraged to move between different Pursuits as the game progresses in order to build a diverse and well-rounded character. That being said, some characters may wish to stay on a single Pursuit until its completion, allowing them to become more specialized at the cost of more diverse capabilities.

Pursuits have three main mechanical components: Starting is the benefit you gain only if the Pursuit in question is your character's first Pursuit. On the Pursuit, meanwhile, is the ability you gain while actively on the Pursuit during a game. Advancements are the Talents the character gains from the Pursuit at the end of each session, during the Epilogue.

Pursuits within *Into the Steam* gain a Step 0 Talent. This is a little bonus for starting that Pursuit regardless of whether it's done at character creation or at the start of a later session. The Step 0 Talent is gained as soon

as you choose the Pursuit for the first time. Not only does this encourage the jack-of-all-trades mentality that is highly valued in the North, but it also provides a little boost in power for choosing Pursuits from this book (which are generally a bit more limited than the Pursuits in the *Fated Almanac*).

This section lists two types of Pursuits: Basic and Advanced. Advanced Pursuits all have certain prerequisites that are required before they can be taken, so they aren't available to starting characters. Taking the right Basic Pursuits and making certain in-game decisions will open up Advanced Pursuits to your Fated, allowing for some interesting and exciting gameplay options.

Remember that Pursuits are chosen at the beginning of each Prologue and will help decide how your Fated advances for that session. At the end of every session, you gain a Talent based on your Pursuit, and it also provides some options for what skills you may increase with experience points.

BASIC PURSUITS

Basic Pursuits are Pursuits that any character can choose during a session's Prologue. They require no special training or initiation to follow, though players and Fatemasters are encouraged to come up with reasons to explain why a given character might choose one Pursuit over another and to work that choice into the story.

ANIMATOR

An Animator is a character that can quickly create expendable Construct minions known as "Cobbled" to carry out her wishes. This Pursuit grants the character the ability to summon these minions early on and then spends the rest of its length offering enhancements and improvements to make the character's Cobbled better.

AUGMENTED

An Augmented is a character who has, whether due to accident or personal choice, replaced a portion of her body with a mechanical augmentation. As the character advances, she gradually becomes more like a Construct, each step taking her further from her humanity. This Pursuit gives the character an early choice between following one of two different paths and then further builds upon that choice as she advances as an Augmented.

COLLABORATOR

A Collaborator is a character that uses her charisma and leadership abilities to inspire others, especially while in combat. This Pursuit focuses on supporting others, primarily by giving the Collaborator's allies Triggers they can use in combat and then making it easier for her allies to use those Triggers.

ENGINEER

An Engineer is a character focused on crafting both Constructs and marvelous inventions that push the boundaries of what science is capable of achieving. This Pursuit focuses upon the use of mechanical engineering to accomplish the fantastic, whether that might be the construction and animation of a Construct servant or the creation of a new wondrous device.

ILLUSIONIST

An Illusionist is a character with an affinity for illusions and prestidigitation magic. Whether a stage magician or simply a character that likes to work behind the scenes to control the perception of others, an Illusionist is a master of deception. This Pursuit grants characters access to a wide selection of Manifested Powers, all of which are focused around improving illusions, manipulating space, and deceiving others.

INFILTRATOR

An Infiltrator is a character that is skilled at making others trust her. She is the spy and the saboteur, the smiling face that conceals lies and betrayal. This Pursuit grants characters access to Talents which reflect this focus, allowing the Infiltrator to gain bonuses when others believe she is someone else and allowing her to use the resources of an infiltrated organization for her own purposes.

MAGE

A Mage is a character who has begun to develop Manifested Powers as a result of her time in Malifaux. This includes characters that had a small amount of magical skill before coming to Malifaux as well as those who only learned of their powers once passing through the Breach. This Pursuit grants Manifested Powers by the handful as well as Talents that enhance those Manifested Powers. Mages can also gain a Totem, a sidekick character that serves as a manifestation of their growing magical power and deeper connection to Malifaux.

PRIMAL

A Primal is a character with an affinity for the natural world. This Pursuit grants access to Animal Companions, allowing the character to press one or more wild Beasts into her service. Primals can also choose from a number of Talents that make them more feral and dangerous, almost as if they were becoming a Beast themselves.

ANIMATOR

Anyone can learn to put together some steamworks with the proper parts and directions; whether a simple clock or a steam engine, all one has to do is following the instructions and combine each part together in the way its creator intended. Some practitioners are even capable of giving those things a quick semblance of life through magic, allowing them to function independently for a short period of time.

An Animator, however, is a true creator, weaving magic and inspiration together to turn discarded scrap into functioning constructs. While the materials they work with are typically considered worthless by others, an Animator knows that everything has its use, even if that use might not have been what the manufacturer originally intended.

Animators are fairly rare. Most people with an interest in animating Constructs are either Engineers or Tinkerers who build their creations through mechanical science or just use magic to give them life. Those who can do both at once are few and far between.

The Arcanists count many of Malifaux's Animators among their number, though there are certainly those who choose to strike out on their own path, either out of political disagreement or a simple desire to be their own masters. There are even a few Gremlin Animators in the Bayou who are drawn to the Pursuit's "quick and dirty" method of creating Construct servitors. The creations of these strange little Animators tend to be bulkier and more liberally coated with swamp slime than those of their peers, but they *do* still function... well, most of the time, at least.

Some Animators choose to incorporate previously living tissue into their work. These people are a form of Resurrectionist, preying upon the corpses of the dead to create horrific minions of twisted flesh and corroded steel. While any Animator might be capable of such a task, the idea is so gruesome that most Animators wouldn't even consider it an option.

An Animator is a scavenger, someone who sees the value in the 'useless' and the discarded. They tend to carry very few tools with them, as almost everywhere contains something they can use.

STARTING

An Animator begins the game with a non-magical skill toolkit (see *Fated Almanac*, page 179).

ON THE PURSUIT: ALWAYS MORE SCRAP

When a Cobbled or Amalgam controlled by this character is killed or sacrificed by an enemy during Dramatic Time, the Animator may draw a card. During the Epilogue, a character on this Pursuit may advance in any Magical Skill in addition to those Skill Advancement options presented by the Fatemaster.

ADVANCEMENT

At each step, an Animator gains the Talent listed below:

STEP	TALENT
0	Cobble Together
1	Part Efficiency or Rage of the Machine
2	General Talent
3	Extra Cobbling or Scuttling Nuisances
4	General Talent
5	Part Efficiency or Uncontrolled Detonation
6	General Talent
7	Extra Cobbling or Skilled Cobbling
8	General Talent
9	Part Efficiency or Twisted Propagation
10	Fusion

ONE MAN'S JUNK IS
ANOTHER MAN'S SHAMBLING
MONSTROSITY.

-JOSEPH TISDALE

COBBLE TOGETHER

The first few steps along the path of the Animator invariably begin with the character attempting to create some form of Construct, though the result is usually quite different from what the character originally intended. The character gains the following Manifested Power:

COBBLE TOGETHER				
ACTING VALUE	AP	TN	RESIST	RANGE
<i>Intellect + Artefacting</i>	1	10	-	8
Effect: The caster summons a Cobbled with 4 Cobbling Points. The caster may only have 1 Cobbled active at a time. The Cobbled gains the Slow Condition if it activates on the round it was summoned. When the caster first gains this Manifested Power, choose Corpses or Scrap. In order to cast this Manifested Power, the caster must have access to an appropriate amount of her chosen resource (roughly the same mass as a large dog), which is then transformed into the Cobbled.				

Each Cobbled is created with a set number of Cobbling Points which the Animator can use to enhance its Aspects, Skills, or Attacks when it is summoned. Once a Cobbled's Cobbling Points have been spent, they cannot be changed. Any unused Cobbling Points are lost.

When the Animator uses the Order action to command Cobbled she has created, she may command all of her Cobbled instead of just one, and the orders may be different. Cobbled reduced to 0 Wounds are destroyed.

The stat blocks for Cobbled, Amalgam, and the various ways the Animator can spend Cobbling Points can be found on page 79.

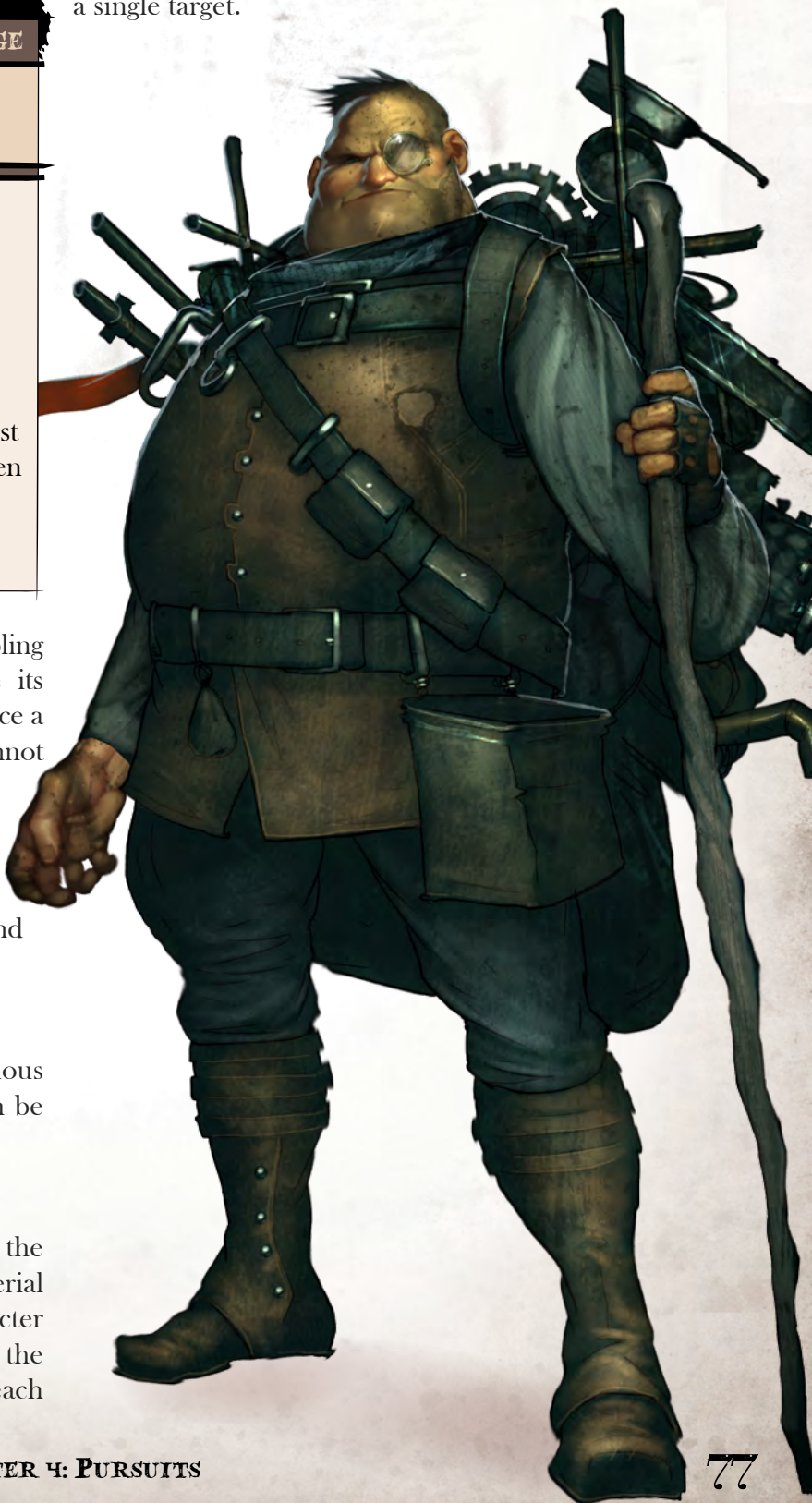
PART EFFICIENCY

Whether brand new or slowly being eaten by rust, the Animator can find some way to incorporate material of any quality into her creations. When this character casts the Cobble Together Manifested Power, the summoned Cobbled gains +2 Cobbling Points for each instance of this Talent she possesses.

RAGE OF THE MACHINE

All it takes is a bit of a nudge to send the rudimentary consciousnesses behind the Animator's creations into a frenzy. Cobbled and Amalgam this character summons gain the following Tactical Action:


(2) *Frenzied Flurry*: This character's controller may discard a Twist Card to make this character take three 1 AP attack actions with a Close Combat weapon against a single target.



EXTRA COBBLING


Controlling a Cobbled can be difficult, but as the character gains more experience, it gradually becomes second nature for her. Each time the character gains this Talent, the maximum number of Cobbled she may have active at one time increases by +1.

SCUTTling NUISANCES



The character's Cobbled keep low to the ground and cling to their master's enemies with hooked arms. Friendly characters do not flip for this character's Cobbled when determining a random target when shooting into an engagement. Attacks made by friendly non-Cobbled characters against a target that is engaged with one of this character's Cobbled gain a  to their attack.

UNCONTROLLED DETONATION

While some artificers might grow despondent at the destruction of one of their creations, the Animator is uncaring about such an event. The character gains the following Manifested Power:

UNCONTROLLED DETONATION				
ACTING VALUE	AP	TN	RESIST	RANGE
<i>Intellect + Explosives</i>	1	12 	-	10
<p>Effect: A target Cobbled character controlled by the caster explodes in a shower of flame and shrapnel. Make an attack flip against the Defense of every character within (X)2 of the target Cobbled, using its Melee + Toughness. On a successful attack the character takes 2 damage. Then, sacrifice the target Cobbled.</p>				


SKILLED COBBLING

Cobbled summoned by this character are Height 2 and have the range of their Bash attack increased to  2. The character's Amalgam have the range of their Bash attack increased to  3. Both gain the following ability:

Melee Expert: This character generates an extra AP on its turn, but this AP can only be used to make Close Combat attacks.



TWISTED PROPAGATION

The character's creations are capable of tearing apart their victims and using their parts to construct new Cobbled for their master. This process is usually quite disturbing to watch, even to those accustomed to some of the darker things Malifaux can throw at a person. The character's Cobbled within line of sight add the following Trigger to their Bash attacks:

 *Twisted Propagation:* After killing the target, if it would leave behind remains of the same type used by this model's controller to summon Cobbled (Scrap or Corpse, as appropriate), summon a Cobbled into base contact with the target's remains. This new Cobbled is under the control of this model's controller and may not activate this round. This Trigger may only be declared if the summoned Cobbled would not cause its controller to exceed the maximum number of Cobbled she can have active at one time.

FUSION

The character gains the following Manifested Power:

MELD TOGETHER				
ACTING VALUE	AP	TN	RESIST	RANGE
<i>Cunning + Artefacting</i>	1	12  	-	10

Effect: The caster sacrifices two or more of her Cobbled within range to summon a Amalgam that has a total number of Cobbling Points equal to the total number of Cobbling Points possessed by the sacrificed Cobbled. She may spend these Cobbling Points to improve the Amalgam in the same manner she would a Cobbled. The Amalgam gains the Slow Condition if it activates on the round it was summoned. The caster may not summon any Cobbled while the Amalgam exists. She may force her Amalgam to tear itself apart as a (1) action, which sacrifices it and leaves behind usable resources (Scrap or Corpses, as appropriate) equivalent to a small child or large dog.



COBBLED

Minion, Construct

Might 1	Grace 1	Speed 0	Resilience 0
Charm -5	Intellect -5	Cunning -5	Tenacity -5
Defense 4	Walk 4	Height 1	Initiative 0
Willpower 2	Charge 4	Wounds 4	

Skills: Evade (2), Melee (2)

Fated Creation: If this character was created out of a Corpse, it gains the Undead Characteristic. Changes to this character's Aspects do not affect its Derived Aspects.

(1) Bash (Melee)

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



AMALGAM

Enforcer, Construct

Might 2	Grace 0	Speed 2	Resilience 2
Charm -5	Intellect -5	Cunning -5	Tenacity -5
Defense 3	Walk 5	Height 3	Initiative 0
Willpower 2	Charge 6	Wounds 7	

Skills: Evade (2), Melee (2), Toughness (2)

Fated Creation: If this character was created out of a Corpse, it gains the Undead Characteristic. Changes to this character's Aspects do not affect its Derived Aspects.

(1) Bash (Melee)

AV: 3 ===== Rg: 2 ===== Resist: Df
Target suffers 2/3/5 damage.

COBBLING POINTS:

- 1 Cobbling Point: Increase the AV of the Cobbled's Bash or Fling attack by +1 (max+3).
- 1 Cobbling Point: Increase the Cobbled's Defense by +1 (max +3).
- 1 Cobbling Point: Increase the Cobbled's Willpower by +1 (max +3).
- 1 Cobbling Point: Increase the Cobbled's Wounds by +1 (max +3).
- 1 Cobbling Point: Increase the Cobbled's Walk and Charge by +1 each (max +3).

- 1 Cobbling Point: Increase a Skill associated with a Physical Aspect (even a Skill the Cobbled does not possess) by +1 rank, to a maximum of 4 Skill ranks.
- 1 Cobbling Point: Increase the damage of one of the Cobbled's attacks by +1. Each time you choose this option the damage values are increased, starting with Severe, then Moderate, then Weak. No value may be increased more than once.
- 2 Cobbling Points: Add the following Ranged Attack to the Cobbled: (1) Fling, AV Grace + Pistol, Rg 8, Resist: Df, and damage 1/2/3. The Cobbled gains Pistols 1.

AUGMENTED

Even though the northern lands are relatively civilized, Malifaux is still a dangerous place. The Neverborn and Undead are constant threats, and many of the natural animals are much more violent than their Earth counterparts. Even if one manages to avoid attracting the attention of such creatures, the Guild is less concerned about the safety of their factories, mines, and railroads than they are about output and results.

Regardless of who someone is or what they do in Malifaux, the odds are stacked against them that sooner or later, they're going to get hurt. Most of the time, these injuries can be treated and the person can return to their normal life in a couple of days, perhaps with an interesting scar and reasonable doctor's bill.

Sometimes, however, the injuries sustained are too severe to be treated by common medicine. Even if the doctors manage to save the person's life, they will likely have to spend the rest of their life disfigured or perhaps even missing a limb. These sorts of injuries can scar a person emotionally as well as physically, and the fact that such an injury often renders a person unable to perform their job only adds to the spiraling depression of the situation.

Luckily, technology, science, and magic have combined to not only repair the injuries and replace the losses of these wounded people, but to actually make them better, stronger, and faster than they once were. The process of attaching prosthetics can be painful and the adjustment process difficult, but for most of these men and women, the chance to once more have a purpose in life is worth it.

There are those, of course, who did not sustain a serious injury and simply chose to improve their body using technology, becoming an amalgamation of machine and man through choice, rather than happenstance.

Regardless of how it comes to pass, these individuals are the Augmented. They now live as part human and part machine, and through that union they gradually become something more than either.

STARTING

An Augmented begins the game with one Pneumatic Limb with augments of a total value up to 25 scrip.

ON THE PURSUIT: END OF THE LINE

When this character fails a Might duel, she may draw a card. During the Epilogue, a character on this Pursuit may advance in any Might-based Skill in addition to those Skill Advancement options presented by the Fatemaster.

ADVANCEMENT

At each step, an Augmented gains the Talent listed below:

STEP	TALENT
0	More Machine Than Man
1	Specialized Tools
2	General Talent
3	Pneumatic Replacement
4	General Talent
5	Specialized Upgrade
6	General Talent
7	Implacable Assault or Augmented Leap
8	General Talent
9	Specialized Technology
10	Apotheosis

**THE BEST WAY TO STOP A
MACHINE FROM TAKING YOUR
JOB? BECOME THE MACHINE.**

-ALOYSIUS VANBOIS








MORE MACHINE THAN MAN

The first steps along the path of the Augmented invariably come about as a result of the character having a portion of her body replaced with a mechanical augmentation. The exact nature of the augmentation varies depending upon the character's injuries (or whim, if the process was elective), but one thing is constant: the replacement process leaves the Augmented feeling as if an important part of them has been replaced by a machine.

The exact appearance of the augmentation is left up to the player and the Fatemaster; one Augmented's mechanical eyes might be binocular-like devices that constantly click and whir as they focus and adjust, while another might rely on metallic orbs that rest within her empty sockets.


When the character gains this Talent, she either chooses one of the augmentations below or flips a card and consults the suit to determine the augmentation randomly. The Fatemaster and the player are encouraged to work the augmentation – and the reasons for acquiring it – into the narrative of their campaign.

-  *Mechanical Heart:* The character's heart has been replaced with a mechanical equivalent that not only continues pumping blood through her body at a steady pace, but also regulates blood flow to ensure that she remains conscious despite serious injury. The character gains a  to all Toughness duels made to avoid unconsciousness.
-  *Mechanical Eyes:* The character's eyes have been replaced with mechanical devices that not only allow her to see normally but also provide her with enhanced vision at night. The character gains the ability to see in darkness as easily as daylight and gains immunity to the Blind Condition.
-  *Brain Pan:* A portion of the character's brain and skull have been replaced with a metal plate, glass dome, or similar construction. The character gains +1 Willpower and is immune to Horror duels.
-  *Synthetic Transfusion:* The character's blood has been replaced with a synthetic substitute. The character gains immunity to the Bleeding Out Condition, and when she is the recipient of First Aid, the character making the flip may use the Alchemy Skill in place of their Doctor Skill.


SPECIALIZED TOOLS

The character is able to access specific tools that grant her new options in combat. The exact nature of these tools varies depending upon the Augmented, and if the character has a Pneumatic arm, they might even be built right into the prosthetic. The character chooses either the Path of Steel or the Path of Sinew and gains the following ability:

Path of Steel: The character gains the following Trigger on her Close Combat attacks:

-  *Electrocute:* When damaging, this attack ignores Armor.

Path of Sinew: The character gains the following Trigger on her Close Combat attacks:


-  *Venipuncture:* After damaging a Living target, heal 1 damage.

PNEUMATIC REPLACEMENT

Whether due to an accident or personal choice, the character gains a Pneumatic Limb with steam augments, whose total value cannot exceed 40 scrip. The appearance of this limb depends upon where the character acquires it: the pneumatic limbs offered by the Guild and Union all tend to resemble one another, while those created by private artificers can vary wildly from one limb to the next.

If the character is unwilling to seek out someone to craft a limb for her, it is possible for the character to instead make her own pneumatic limb. The appearance of the limb then depends entirely upon the Artefacting skill of the Augmented. Regardless of whether the limb appears streamlined, bulky, or a shoddy mess of rusted parts, however, its function remains consistent.

The character may choose one of the following benefits:

- The character may use the Pneumatic (Aspect) abilities of their Pneumatic Limbs one additional time per Dramatic Time.
- If at any point the character possesses two Pneumatic arms, she gains a  on all Close Combat attacks she makes with her Pneumatic arms.
- If at any point the character possesses two Pneumatic legs, she gains +2 to her Walk and Charge Aspects.

SPECIALIZED UPGRADE

The character undergoes a significant change that takes her further from her humanity and closer to becoming a machine. The character gains the Construct Characteristic (in addition to her Living Characteristic) and one of the following augmentations, depending on whether she chose the Path of Steel or the Path of Sinew in the Specialized Tools Talent:

Path of Steel: The character is capable of increasing the output of her internal power systems to dangerous levels. The character gains the following ability:


- *Arc Caster:* The character's Electrocute Trigger also ignores Hard to Wound and Hard to Kill. When the character suffers a Critical Effect caused by an enemy, she gains the Fast Condition.

Path of Sinew: It's a relatively simple matter to either implant storage sacs in the Augmented's body or convert her organs to function in a similar manner. The character gains the following ability:

- *Siphon Blood:* Each point of healing the character would gain from the Venipuncture Trigger which would take her above her maximum Wounds instead gives her the following Condition until the end of Dramatic Time: **"Stored Blood +1:** After this character suffers damage, she may reduce the value of this Condition by any amount (to a minimum of 0) to immediately heal that much damage." If she declares the Venipuncture Trigger on an attack that kills her target, she instead heals 2/3/4 damage.

IMPLACABLE ASSAULT

Fighting against Constructs is often a difficult process, as most are programmed to barrel towards an enemy with no regard for any injuries they might sustain in the process. As the character becomes more accustomed to her own augmentations, she begins to develop a similar mentality towards combat, attacking her enemies with the unflinching resolve of a machine. The character gains the following Tactical Action:

- *(0) Implacable Assault:* The character may discard a Twist Card to adopt the unceasing relentlessness of a machine. This grants the character a  to her attack and damage flips for the duration of her turn.

AUGMENTED LEAP

The Augmented is now able to perform inhuman leaps, either because of augmentations implanted into her legs or adjustments to her already artificial legs. These leaps give the character an impressive degree of mobility, both in and outside of combat.

The character gains the following Tactical Action:

- *(0) Augmented Leap:* This character may discard a Twist Card to perform an Athletics test against a TN of 10. If successful, the character may immediately move a distance equal to her Charge Aspect in yards, plus two yards per Margin of Success. The character ignores intervening terrain and characters during the move but cannot leap through solid walls or other impenetrable barriers.

SPECIALIZED TECHNOLOGY

The character undergoes another specialized upgrade, this time using bleeding edge technology to push the limits of what science is capable of accomplishing. The character gains one of the following augmentations, depending on whether she chose the Path of Steel or the Path of Sinew in the Specialized Tools Talent:

Path of Steel: The character gains the following weapon, which is either integrated into one of her pneumatic limbs or attached to her arm via mechanical implants:


WEAPON (LONG ARMS)	RANGE	DAMAGE
Arc Bolt	8	2/3/4
Special: Ignores Armor. Does not randomize when firing into close combat. Does not require ammo.		


Path of Sinew: Implanted regulation devices push the character's metabolism to unnatural levels. In addition to an increased appetite, the character gains the following ability:

- *Accelerated Metabolism:* At the start of the character's turn, if she has the Stored Blood +2 or higher Condition, she may end the Stored Blood Condition to gain the Fast Condition.

APOTHEOSIS

The final step upon the path of the Augmented is always the most dramatic. Up until now, the augmentations the character has been adding to her body have been relatively minor; she may have replaced an arm or a leg along the way, but her form has still remained human in appearance. Now, however, she has the opportunity to undergo a drastic reshaping of her body. The character chooses one of the following augmentations:

- *Additional Arms:* The character gains an additional pair of mechanical arms which are attached to her back. The character gains the following ability: "**Pneumatic Expert:** This character generates an additional AP on her turn, but this AP can only be used to take a Pneumatic Close Combat Attack Action."
- *Executioner Claws:* The character may replace one or both of her hands with an Executioner Claw, a specialized weapon consisting of three to five oversized, razor-sharp steel claws. If she replaces both hands, she gains a  to her attacks using this weapon (but will need help feeding herself). The Augmented gains the following integrated weapon:

WEAPON (HEAVY MELEE)	RANGE	DAMAGE
Executioner Claw	3	3/4/5
 Decapitate: After damaging, the target must discard two Twist Cards or be killed.		

- *Patchwork Plating:* The character replaces a significant portion of her skin with armor plating, providing enhanced protection from attacks. The character gains Armor +1. This additional armor does not reduce the character's Defense Value and can bring the character up to Armor +4.
- *Spider Legs:* The character's legs are replaced with mechanical legs like a spider. While off-putting, the enhanced mobility provided by her multiple legs now enables her to quickly move around. The character gains the following ability: "**Nimble:** The character generates an additional AP on her turn, but this AP can only be used to take a Movement General Action." If the character had any Pneumatic legs, they are incorporated into the new legs, allowing the Augmented to continue to benefit from their presence.

COLLABORATOR

In the northern lands, community is everything. From the men working in the Union's Soulstone mines to the hunters who set out each day to keep their town fed, everyone chips in to make life just a little bit easier for their neighbors. While they can be a bit gruff and surly with newcomers, once someone has made an effort to settle down and join a community, that community usually welcomes and supports that person as one of their own.

The Collaborator is the result of this mindset when applied to combat. While most Collaborators are more than willing to get into a fight to help their allies, they excel at a support role, pointing out openings to their allies or bolstering their morale with a few enthusiastic words of encouragement.

The most notorious Collaborators are the Union Representatives and Foremen, all of whom are equally capable of rousing the spirits of their men into action and holding the line against Guild strikebreakers seeking to disrupt an organized protest or mining strike. Depending upon the Contract Town, these men and women can be seen as anything from heroes of the common man to dangerous instigators that give the common miner a bad reputation.

The Guild is not without its own Collaborators, of course, and many of them serve as sergeants and other commanders in the guard. Whether it's leading patrols through the city, standing watch on the walls of the Quarantine Zone, or organizing a strike force against a suspected Arcanist safe house, these Collaborators use planning, leadership, and a few carefully placed threats to turn groups of otherwise disorganized guardsmen into deadly assault squads.

Other Collaborators eschew such formal organizations, instead serving as the leaders of gangs or mercenary groups. The truth of the matter is, Malifaux is a dangerous place, and anyone capable of organization and teamwork in combat is never without employment for very long.

STARTING

A Collaborator begins the game with any weapon and armor of a combined value of up to 25 scrip.

ON THE PURSUIT: TEAM TACTICS

When this character fails a Social duel she may draw a card. During the Epilogue, a character on this Pursuit may advance in any Social Skill in addition to those Skill Advancement options presented by the Fatemaster.

ADVANCEMENT

At each step, a Collaborator gains the Talent listed below:

STEP	TALENT
0	Preparations
1	Set 'em Up or All Together Now
2	General Talent
3	Special Forces or Pull It Together
4	General Talent
5	Inspiring Speech or Special Forces
6	General Talent
7	Excessive Preparations or Prompt
8	General Talent
9	Do It Like This or Plans Within Plans
10	Master Plan

**SOME PEOPLE TAKE 'UNITED WE
STAND' TO A WHOLE NEW LEVEL.**

-BRIANNA WORCHILD



PREPARATIONS

Collaborators know that going into a situation without a plan is the surest way to end up in an undertaker's coffin. When the Collaborator finds herself in combat, she's able to quickly assess the situation and come up with a plan for getting her (and her team) to the end of the fight in the best shape possible.

After flipping Initiative, the character may discard a card from her hand to reflip her Initiative.

SET EM UP

Part of teamwork is knowing the capabilities of your allies and how you can help them achieve their full potential. Whether that means shooting someone in the leg so that they stumble back into an ally's blade or maneuvering a melee opponent so that a hidden sniper can shoot them in the back, the Collaborator knows just how to set up her enemies so that her allies can knock them down.

After damaging an enemy with an attack, the character may discard a Twist Card to give the opponent the following Condition until the start of this character's next turn: **"In Position:** Enemies attacking this character add the suit of the card discarded when this Condition was applied to their final duel totals."

ALL TOGETHER NOW

Collaborators tend to be effective leaders, and they're skilled at getting people with differing ideologies and opinions to put aside their differences and pitch in to accomplish a common goal. This is quite useful in the northern lands, where stubbornness and surliness are more plentiful than the jackalopes.







When taking part in an Ongoing Challenge, the character may discard a Twist Card to allow all characters participating in that Ongoing Challenge to add the suit of the discarded card to the final duel totals of any Challenges they make as part of the Ongoing Challenge.

SPECIAL FORCES






The Collaborator is quite capable of either leading or supporting her allies in combat, whether that might be against inhuman monsters such as the Neverborn or Undead or against more human adversaries such as a Guild patrol or striking Union miners.

When the character gains this Talent, she must choose either the Strike Team or Firing Line option. The character and her allies within 6 yards gain a Trigger on their attacks during Dramatic Time, as determined by the suit of the Collaborator's Initiative flip.

Strike Team: The Collaborator prefers to lead her team right into the thick of combat, standing shoulder to shoulder with her allies right on the front line. The following Triggers apply to Close Combat attacks:

-  *Critical Strike:* When damaging, deal 1 additional damage for each  in the final duel total.
-  *Reposition:* After succeeding, this character may move 3 yards.
-  *Duck and Weave:* After succeeding, this character gains the following Condition until the beginning of their next turn: "**Weaving:** This character gains +2 Defense."
-  *Twist the Blade:* The damage flip gains .

Firing Line: There's glory to be found in close combat, but the Collaborator prefers to deal with her problems at a distance...preferably with a great deal of firepower. The following Triggers apply to Ranged Combat attacks:

-  *Precision:* Immediately increase this character's final duel total by 1 for each  in the final duel total.
-  *Flush Out:* After failing, push the target up to 3 yards in any direction.
-  *Armor Piercing:* After succeeding, this attack ignores Armor.
-  *Aim Low:* After damaging, the target gains the **Slow** Condition.

If the character gains this Talent a second time, she gains the remaining option (Strike Team or Firing Line).

PULL IT TOGETHER


Sometimes, bad things happen and someone falls behind, drops a critical piece of machinery, or makes a fool out of themselves in polite company. When the going gets tough, however, the Collaborator works even harder (or at the very least, starts yelling at others to work harder).

When taking part in an Ongoing Challenge, the Collaborator may discard a card when another character fails a Challenge to prevent that character's failure from contributing any Failure Requirements to the Ongoing Challenge.

INSPIRING SPEECH


It can be difficult to remain positive all the way through a combat, particularly when the tides of fate seem to be working against the Collaborator and her allies. With a few words of encouragement, the Collaborator is able to reinvigorate her allies, urging them forward by invoking their common goal, reminding them of their duty, or just drawing upon pure hatred for their enemies.

The character gains the following Tactical Action:

- (0) *Inspiring Speech:* The character attempts to bolster the morale of a target ally with a few inspiring words. The character makes a Leadership test against a TN of 10. If successful, the ally gains the following Condition until the end of the round, plus one round per Margin of Success: "**Inspired:** This character gains  to all Close Combat and Ranged Combat attacks."

EXCESSIVE PREPARATIONS


Equal amounts paranoia and preparation have made the Collaborator pretty quick in combat.

The character gains  to Initiative flips and may count the suits of both flipped cards towards determining which Triggers are granted by her Special Forces and Master Plan Talents until the end of Dramatic Time.

PROMPT

A skilled leader is often able to encourage her allies to fight just a little harder with a few well-chosen words. It's even easier to choose those words when there's a bit of magic to help out. Malifaux adds strength to the Collaborator's voice, adding extra weight to her suggestions and empowering her allies with extra energy to carry out her wishes.

The character gains the following Manifested Power:

PROMPT				
ACTING VALUE	AP	TN	RESIST	RANGE
<i>Charm</i> + Leadership	1	11 	-	8
Effect: Target willing ally may move up to 3 yards in any direction and then perform a (1) Action of their choice.				

DO IT LIKE THIS

The people of the northern lands tend to be quite stubborn and set in their ways. Despite nearly all of them having only lived in the area for less than a decade, there's a commonly accepted way for doing just about everything, and anyone that suggests a better way of doing something generally earns either a skeptical glance or a few muttered words about "city folk telling us how to run our lives."

The Collaborator is aware of this tendency which, while certainly representative of the Northern mentality, tends to be present in just about everyone to some degree. By phrasing her suggestions in a very specific way, she is capable of showing those around her a way of doing things that neither challenges conventional wisdom nor makes them look like fools.

Things get a bit more difficult when it comes down to avoiding the twists and turns of fate, but the basic principle is the same. While most Fated are capable of cheating their own fate, very few people in Malifaux are capable of altering someone else's destiny.

The character may Cheat Fate for a willing ally within 6 yards.

PLANS WITHIN PLANS

There's just too much going on for the Collaborator to focus on one single thing. Multitasking is her life now; between juggling the egos of her allies, keeping their short and long term goals in sight, and every once in a while cracking someone upside the head with a shovel, it's a wonder that she ever finds time to sleep at all.






When in combat, the Collaborator is a frenzy of activity, always seeking to squeeze just a little bit more out of every attack. It's exhausting, sure, but when she's asking everyone else to give 100%, it helps to set a good example.

The character may declare two Triggers when making an attack, so long as they are different. The character must still meet any necessary suit requirements for both Triggers and chooses the order in which the Triggers resolve (if relevant).

MASTER PLAN

The Collaborator has a plan for every situation, even if that plan is "think up a new plan really fast." So long as her allies are willing to trust in her leadership and common sense, she's able to not just keep them alive, but to help them capitalize upon their successes and minimize the risks they take.

The character and her allies gain a specific bonus during Dramatic Time as determined by the suit of the character's Initiative flip.

-  After killing an enemy, the attacking character performs a 1/2/3 healing flip.
-  Friendly allies ignore severe terrain when moving.
-  After killing an enemy, the attacking character may draw a card.
-  Friendly allies gain the following Condition: **"Hard to Wound +1:** Damage flips against this character suffer .

ENGINEER

Not everyone has magical talent, so having someone who knows how to utilize steam power without needing to add a Soulstone into the mix can be extremely valuable. Engineers are those individuals who eschew the use of Soulstones and magic when creating Constructs, instead relying upon steam power, pneumatics, and good old-fashioned logic engines to give their creations life.

Engineers are fairly common throughout Malifaux. Most of their number are members of the Union, and they keep the advanced mining equipment properly maintained and functioning at all hours of the day. Every miner knows that their lives are safer with an Engineer around, and as such these Engineers rarely have to pay for their own drinks when they visit the Union bar.

The Guild employs a fair number of Engineers as well, both to maintain their suite of armed Constructs and to care for the more mundane (but no less important) machinery that keeps Malifaux running. The railroads, aircars, and riverboats are the lifeblood of Malifaux, and Engineers keep everything running and on schedule.

Beyond these two groups, there are a number of other organizations that make a habit of employing Engineers on a regular basis. Condor Rails always has a few dozen talented Engineers on its payroll to ensure that the trains keep running, and the Foundry rarely begins a large project without an Engineer on site.

Of course, there are also plenty of freelance or independent Engineers in the world, working quietly to advance the fields of science and engineering in their own unique way. While their skills are not magic and are thus exempt from the jurisdiction of the Witch Hunters, most Engineers still register their work with the Guild's Amalgamation Office as a matter of courtesy (and to cut down on the number of unexpected Guild raids on their workshops).

Engineers believe in solving problems through the power of technology. No one understands the machinery that makes Malifaux tick better than Engineers, and their inventiveness often finds new solutions to old problems.

STARTING

Engineers begin the game with a Mobile Toolkit (see page 230).

ON THE PURSUIT:

INTERCHANGEABLE PARTS

When this character fails an Engineering or Artefacting duel, she may draw a card. During the Epilogue, a character on this Pursuit may advance in any Crafting Skill in addition to those Skill Advancement options presented by the Fatemaster.

ADVANCEMENT

At each step, an Engineer gains the Talent listed below:

STEP	TALENT
0	Complex Machinery
1	Mechanical Animation
2	General Talent
3	Invention or Analyze Weakness
4	General Talent
5	Invention or Additional Constructs
6	General Talent
7	Invention or Grinding Halt
8	General Talent
9	Invention or Field Repairs
10	Artificial Soulstone

—◆—
**NOTHING FEELS BETTER THAN
CREATING SOMETHING THAT
WILL DO YOUR BIDDING.**

—ALOYSIUS VANBOIS
—◆—



COMPLEX MACHINERY

The Engineer's close attention to even the smallest detail may seem overly fussy to some, but nobody complains when it comes time to reap the rewards of her careful work. Spending a whole day checking and rechecking the articulated actuators in a construct's leg might not be the Engineer's idea of fun, exactly, but the satisfaction she feels when that same leg takes three bullets and continues to function more than makes up for the long hours and endless adjustments.

The character gains a **+** to any ongoing Engineering or Crafting duel. When using the Artefacting Skill to create a Construct, the character gains +1 Construct Point per step of the Engineer Pursuit she has completed, and the scrip cost to create the Construct is reduced by a similar amount (to a minimum of 1 scrip).

MECHANICAL ANIMATION

Many people in Malifaux can animate a Construct with magic, trusting the spell's magic to fill in and compensate for those parts of the machine that don't quite work on their own. They might not notice or care about the lumbering gait of their creation, but to the Engineer, these flaws stick out as the signs of someone who cut corners to get something done quickly.

When the Engineer animates a Construct, she does so not with magic but with a boiler and good old-fashioned mechanical engineering.

The character gains the following Tactical Action:

MECHANICAL ANIMATION

ACTING VALUE	AP	TN	RESIST	RANGE
Engineering + Artefacting	2	10	-	1

Effect: Target inanimate Construct comes to life as a Construct under the caster's control for 1 day. At the end of this duration, the construct returns to its inanimate form and may be later reanimated. The caster may deactivate a Construct she has animated with this Action within 1 yard as a (1) Action.

A caster may only control one Construct at a time with this Action.

INVENTION

The character's research into advanced engineering has produced a prototype invention with quasi-magical powers. To determine the capabilities of the invention, create a new Manifested Power Spell and choose the appearance of the device. The TN of the invention's Manifested Power may not exceed the number of steps the character has completed along the Pursuit that granted her this Talent +8. The base AV of the invention is determined by this character's relevant Skill and Aspect; once determined, this value does not change, even if the invention is used by another character (see below). Talents which allow the character to alter Manifested Powers (such as by adding Triggers or Immuto) may not be used on inventions.

Generally speaking, most inventions are portable but require the use of one or more hands to operate. The invention may be used by any character, but characters attempting to use an invention they did not create must succeed on a TN 9 Artefacting + Intellect Skill duel once per day in order to activate it; on a failure, the device fizzles, shoot sparks, or otherwise fails to function for the rest of the day. The character can create additional copies of her invention with eight hours of work and an amount of scrip equal to twice the final TN of its Manifested Power.

Each time the character gains this Talent she may create a new invention. Despite the quasi-magical nature of these inventions, they are mechanical devices and as such bypass the Guild's restrictions on unlicensed magic use.

ANALYZE WEAKNESS

Engineers spend their careers attempting to eliminate weaknesses from their creations, and as a result, they become pretty good at spotting those weaknesses when they crop up elsewhere. In combat, an Engineer is able to point out the weak points of her enemies, allowing her allies to strike in just the right place to cause maximum damage.

The character gains the following Tactical Action:

- (1) *Analyze Weakness*: Target enemy character gains the following Condition until the end of Dramatic Time: **"Weak Points:** Enemies attacking this character ignore Armor and Hard to Wound."

ADDITIONAL CONSTRUCTS

Controlling a Construct can be difficult because it follows a set programmed response to each order with very little room for interpretation. Eventually, however, these commands become second nature to the Engineer, almost a second language between her and her Constructs. It's a simple matter, then, to work a second Construct into the dialogue, commanding each one with its own designation codes and terms.

It's not unusual for Engineers to synchronize their Constructs so that they function as a team, allowing one to advance while the other provides covering fire or allowing a smaller Construct to serve as a "spotter" for a larger Construct with heavier weaponry. Choreographing these complicated interactions can be taxing for the Engineer, but when executed successfully, it's truly a sight to behold.

The character may control an additional Construct that has been animated with her Mechanical Animation action.

GRINDING HALT

Some careful adjustments to the logic engines of the Engineer's Constructs enable them to quickly abort their previous routines and turn all effort towards defense when attacked. By turning its body so that incoming attacks strike thick armor plates and redundant systems rather than support beams or critical internal components (such as its boiler), the Construct is able to minimize the damage it takes from the attack

It only takes a moment for the Construct to recover and resume its prior routine, but for that one moment, the Construct is unyielding in its defense. Constructs under this character's control gain the following Defensive Trigger:

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

FIELD REPAIRS

The character can perform “quick and dirty” repairs on Constructs in the field, exchanging aesthetics and careful testing for speed and efficiency. While this tends to result in the Constructs having a very rough and haphazard appearance following such repairs, that's usually an acceptable sacrifice to keep them functioning.

The character gains the following Tactical Action:

- (1) *Field Repairs*: This character may discard a Twist Card to heal 1/2/3 damage on target Construct within 1 yard.



ARTIFICIAL SOULSTONE

Soulstones are inherently mysterious objects steeped in superstition and magic, but at their core, they're nothing more than powerful energy batteries. Rather than try to obtain one of the rare stones, the Engineer has cut out the middleman and invented her own mechanical Soulstone. It might not be as pretty as the real thing, but it's just as effective and far more legal to own.

The character gains an Artificial Soulstone. The Artificial Soulstone is Lade 3 (Size 2, Quality 1) and can hold five Charges within its energy matrix. It constantly draws small amounts of energy from the surrounding aether, allowing it to regain one Charge per month, though it can also be recharged like a normal Soulstone (via Siphoning or the Harness Soulstone Skill).

The character can always make use of her Artificial Soulstone, regardless of her ranks in the Harness Soulstone Skill. Other characters attempting to use the Engineer's Artificial Soulstone treat it as if its Lade were two higher than normal (i.e., Lade 5) for determining whether or not they can make use of it. Because of this restriction, the artificial Soulstone is considered to have the scrip value of a Soulstone two Lade lower than its actual rating (ie, 1,000 scrip, rather than 20,000 scrip).

- If the Artificial Soulstone is ever lost or destroyed, the character can create a new one with eight hours of work and thirty scrip worth of materials. Creating a new Artificial Soulstone renders all previous Artificial Soulstones that character has created inert; each Artificial Soulstone is designed to draw upon the aetheric currents in a specific fashion, and more than one Artificial Soulstone attempting to access the aether in the same manner invariably results in the oldest Soulstone's malfunction as the new Soulstone steals its fuel source.

ILLUSIONIST

It is easy to underestimate the power of an Illusionist. Often illusions are seen as simple tricks, using a distraction or similar trick to fool someone. While this is true, an Illusionist practices something much greater than simple "stage tricks."

People rely on their senses for everything. It is how they understand the world around them, how they interact, and how they survive. The ability to manipulate the senses directly and on a large scale is a significant power indeed.

Illusionists are fairly rare but more common than most people suspect. Their tricks are often seen to be mere sideshow - certainly nothing approaching true magic - which helps them avoid attention from the otherwise vigilant Witch Hunters (and often the recruitment agents of the Arcanists as well). Stage magic is so common back on Earth that few people give it much thought when they see it.

Even when the Guild does catch wind of an actual Illusionist, it's often surprisingly difficult to track the Illusionist down and catch them. The ability to create illusions and disappear from sight makes anyone difficult to pin down, but when combined with the misdirection skills of an Illusionist, such a chase becomes an exercise in futility. The Witch Hunters frequently use such assignments as punishments for misbehaving agents; after weeks of chasing shadows and rumors across the city and even into the northern lands, the chastised hunter has likely learned their lesson.

Many Illusionists mask their power by learning sleight of hand and other minor 'stage magic' tricks so that they can easily dismiss their skills as nothing more than a little misdirection.

Taking Prestidigitation seriously is as much about a state of mind as it is about power. Illusionists understand better than anyone that people's senses lie to them, and they are more than happy to exploit this.

STARTING

You gain the Stage Magic Talent.

ON THE PURSUIT: NOTHING IS REAL

When an enemy successfully disbelieves one of this character's illusions for the first time during Dramatic Time, this character may draw a card. During the Epilogue, a character on this Pursuit may advance in any Magical Skill in addition to those Skill Advancement options presented by the Fatemaster.

ADVANCEMENT

At each step, an Illusionist gains the Talent listed below:

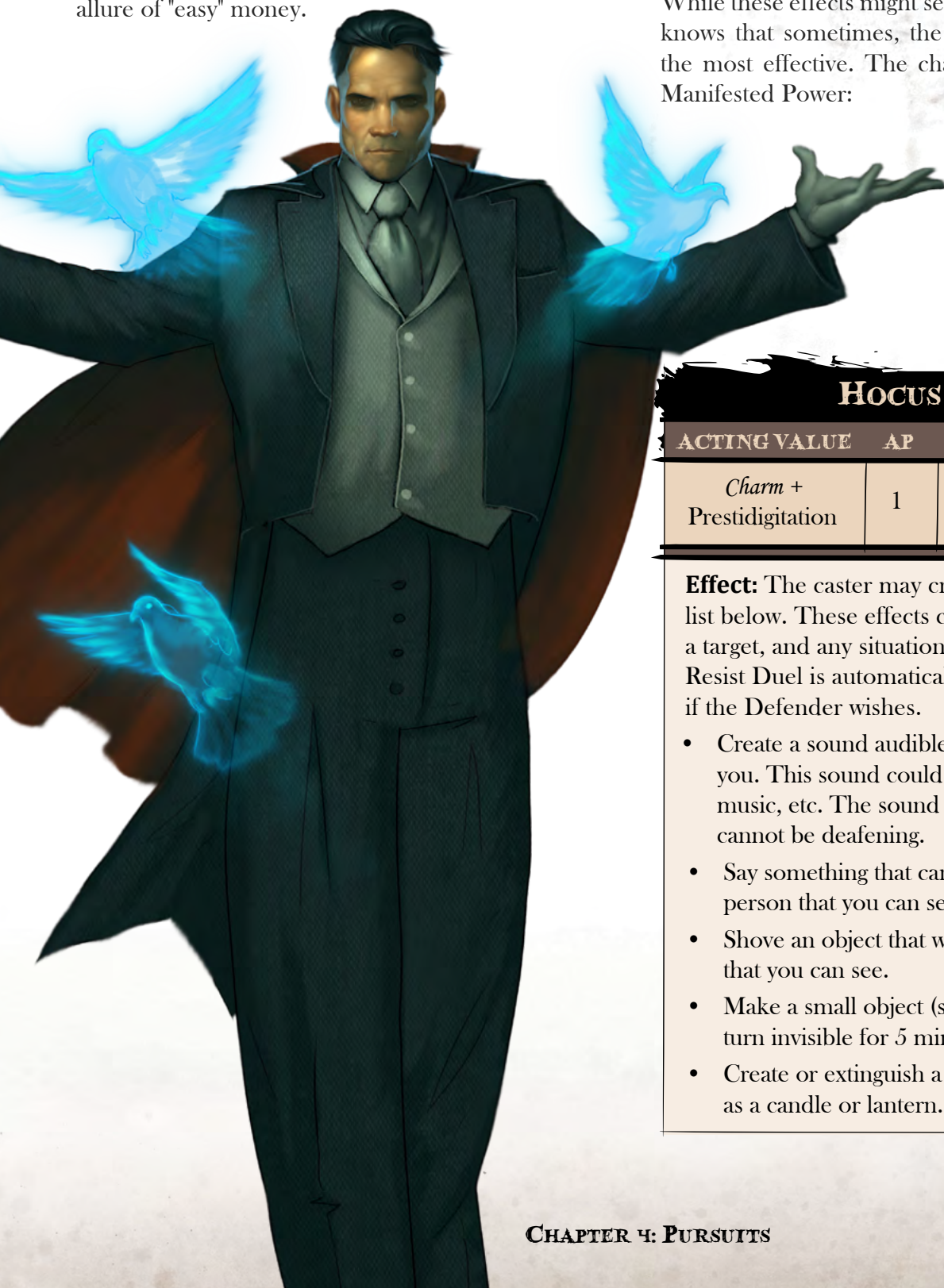
STEP	TALENT
0	Illusions
1	Powerful Illusions or Effortless Illusions
2	General Talent
3	A Thousand Faces or Smoke and Mirrors
4	General Talent
5	Phantasmal Distraction or Disappearing Act
6	General Talent
7	The Prestige or Powerful Illusions
8	General Talent
9	Hat Trick or Magician's Duel
10	House of Mirrors

ANY PETTY MAGICIAN CAN
MAKE SOMETHING *DISAPPEAR*.
IT'S THE '*APPEAR*' THAT'S HARD.

-RAINA BLOUT

STAGE MAGIC

There are many Illusionists back on Earth, each one of varying skill and talent. Rather than rely upon true magic to perform their tricks, these magicians and performers rely upon misdirection, carefully constructed trick props and good old fashioned showmanship to carry a show. The best of these Illusionists can attract huge crowds and earn a very comfortable living off the stage, but far more are simple performers and con artists who do what they do from either a love of the craft or the allure of "easy" money.



When these people come to Malifaux, many of these Illusionists are surprised to find themselves capable of actual magic, though of a far more subtle variety than that which the Arcanists and Resurrectionists seem to favor. Already skilled at misdirection and deception, Malifaux transforms simple stagecraft into phantasms and illusions, allowing those with the inclination to become something much greater than they were back on Earth.

While these effects might seem minor, a true Illusionist knows that sometimes, the less flashy deceptions are the most effective. The character gains the following Manifested Power:

HOCUS POCUS

ACTING VALUE	AP	TN	RESIST	RANGE
<i>Charm</i> + Prestidigitation	1	10☹	-	8

Effect: The caster may create any effect from the list below. These effects can never be used to harm a target, and any situation that would warrant a Resist Duel is automatically won by the Defender, if the Defender wishes.

- Create a sound audible to everyone that can see you. This sound could be a word, animal call, music, etc. The sound may be distracting, but it cannot be deafening.
- Say something that can only be heard by one person that you can see.
- Shove an object that weighs 5 pounds or less that you can see.
- Make a small object (smaller than a breadbox) turn invisible for 5 minutes.
- Create or extinguish a small source of light, such as a candle or lantern.

ILLUSIONS

As their name might suggest, the core ability of the Illusionist is the ability to create and manipulate illusions. While no more substantial than a soap bubble, the chaos that a skilled Illusionist can create with a single illusion is truly impressive.

The character gains the following Manifested Power:

ILLUSIONS				
ACTING VALUE	AP	TN	RESIST	RANGE
Charm + Prestidigitation	1	10☹	-	-

📖 *Lasting Illusions:* Every 📖 in the final duel total increases the duration by 1 minute.

Effect: The caster creates an animated illusion that appears real to observers for 1 minute. The caster must declare all details of the illusion at the time it is summoned. The illusion will not react to external stimuli, but it can be commanded with the (1) Order Action. Those viewing the illusion believe it to be real unless there is a reason for them to doubt it (TN 10 Willpower duel to disbelieve the illusion) or they come into physical contact with it (which causes automatic disbelief).

POWERFUL ILLUSIONS

Illusions are malleable things, but with practice the Illusionist learns not only how to extend how long her illusions last but also how to add a few seemingly minor details to her creations to make them seem all that more realistic to observers.

Illusions created by the character's Spells and Manifested Powers have their duration increased by +1 minute and the TN to see through them is increased by +2.

EFFORTLESS ILLUSIONS

Practice makes perfect, and the Illusionist is no stranger to practicing her tricks over and over again, until controlling them becomes as effortless as breathing.

The character may control an illusion they have created with the Illusion Manifested Power as a (0) Action, rather than a (1) Action.

A THOUSAND FACES

Makeup and disguises only go so far when it comes to concealing your identity. The Illusionist has taken things one step further and learned how to weave an illusion around herself, effectively allowing her to appear to be someone she is not.

The character gains the following Manifested Power:

A THOUSAND FACES				
ACTING VALUE	AP	TN	RESIST	RANGE
Charm + Enchanting	1	10☹	-	-

Effect: The caster cloaks her body in an illusion, allowing her to appear as someone else. While this spell does not allow her to appear as a specific person, she could appear as a typical member of a specific group (e.g., she could not disguise herself as The Judge, but she could change her appearance to that of a generic Death Marshal). The illusion covers the caster's physical appearance as well as her clothing, weapons, armor, and equipment. As long as those interacting with the character's disguise have no reason to call it into question, it automatically fools the observer. If anyone has a reason to doubt the authenticity of the disguise, they may attempt a TN 10 Wp duel to disbelieve the illusion. Characters coming into physical contact with the disguise automatically disbelieve it.

SMOKE AND MIRRORS

The gunslinger takes aim at the Illusionist and pulls the trigger, only for the bullet to strike the Illusionist in the chest and shatter her form into a thousand shards of broken mirrored glass. Other Illusionists prefer puffs of colored smoke, but regardless of the personal touches, killing an Illusionist can be surprisingly difficult when you're not even shooting in the right direction.

The character gains the following Defensive Trigger:

- Df/Wp (☹) *Smoke and Mirrors:* After succeeding against an enemy, you may place yourself anywhere within 5 yards of your current position.

PHANTASMAL DISTRACTION

Enemies within 2 yards of an illusion this character created may not make disengaging strikes. In order for this Talent to function, the illusion in question must take the form of a creature hostile to the enemy (i.e., one that the enemy could be engaged with) and the enemy must still believe the illusion to be real. If the enemy ever successfully disbelieves the illusion, the illusion immediately ceases to prevent that character from making disengaging strikes.

DISAPPEARING ACT

Making something disappear into thin air has been a staple of magic acts for centuries. The very best Illusionists can make something disappear for real.

The character gains the following Manifested Power:

DISAPPEARING ACT

ACTING VALUE	AP	TN	RESIST	RANGE
<i>Intellect + Prestidigitation</i>	1	10	Wp	10

Effect: The target is removed from reality. It returns at the end of the round, appearing in a safe spot within 5 yards of you, without sensing that any time has passed. The target's return is delayed one additional round for each Margin of Success achieved when casting this Manifested Power.

THE PRESTIGE

Every great magic trick consists of three parts: the Pledge, where the magician shows her audience something normal; the Turn, where she makes the object do something amazing; and the Prestige, the final part that ends the trick, returns any vanished objects to sight, and earns the applause of the audience.

The character gains the following Manifested Power:

THE PRESTIGE

ACTING VALUE	AP	TN	RESIST	RANGE
<i>Cunning + Counter-Spelling</i>	1	10	Wp	10

Effect: Dispel all illusions within (X)10 of the caster. Any hidden objects are revealed in a softly glowing light. Any hidden people must make a Wp 12 duel or also be revealed.

HAT TRICK

Pulling a rabbit out of one's hat is a popular trick, but why stop there? Whether it's pulling the wallet out of someone's pocket, Soulstones out of their backpack, or the gun out of their holster, this trick has gained new popularity on the stages (and in the back alleys) of Malifaux.

The character gains the following Manifested Power:

HAT TRICK

ACTING VALUE	AP	TN	RESIST	RANGE
<i>Intellect + Prestidigitation</i>	1	10	-	8

Effect: The caster may reach into any pocket-like object at hand and out of another similar object within range. She may make an immediate Pick Pocket Action, Pistol attack or attack (one-handed weapons only) against a target within range of the second object. The chosen action gains a .

MAGICIANS DUEL

Magicians frequently attempt to spy upon their peers to steal away the secrets to new tricks. This antagonism towards other magicians shows itself in the Illusionist's ability to match her magical prowess against that of another, often with deadly results.

The character gains the following Manifested Power:

MAGICIAN'S DUEL

ACTING VALUE	AP	TN	RESIST	RANGE
<i>Intellect + Sorcery</i>	1	10	*	6

Showstopper: After damaging, the target gains the following Condition until the start of your next turn: "**Dazzled:** This character cannot take actions using the Skill they chose to resist this attack."

Effect: The Resist for this spell is Intellect + a Magical Skill of the target's choice. Deal 2/3/4 damage to the target.

HOUSE OF MIRRORS

The character has become so adept at using illusions to disguise their true location that many attacks aimed at the character end up missing entirely. Whether this is because of passive illusions, quick reflexes, or just clever misdirection, the effect is the same: the character no longer suffers damage from Weak damage flips.

INFILTRATOR

There are many factions vying for control in Malifaux, but only a few do so openly. For the most part, these battles are carried out in secret. It is because of this that Infiltrators are so valuable. Infiltrators gain information on what certain groups are up to, allowing their allies (or sometimes, the highest bidder) to act on that information. They are, for all intents and purposes, spies.

Being an Infiltrator is difficult. It requires going undercover for long periods of time, often indefinitely. Many Infiltrators end up living lives that run counter to their beliefs, all to report back and hope that the future is better for others. Over time, pretending to be someone else begins to erode away your sense of self, and many Infiltrators end up becoming double agents.

The Guild and the Union have been engaged in a war of information, propaganda, and positioning almost since the Union came into existence, and Infiltrators for both factions are scattered all across the North. The Guild frequently sends Infiltrators into the mines, hoping that one of their agents might manage to worm their way into the upper echelons of the Union and, hopefully, into the ranks of the Arcanists themselves.

The Union, meanwhile, has seeded the lower ranks of the Guild with their own men and women, all with orders to report back to them whenever the Guild starts making noise about curtailing the influence of the Union. A few of these Infiltrators have been chosen by Doctor Ramos himself and tasked with missions of even greater importance...such as the infiltration of the Witch Hunter organization.

Such spying is not limited to just the Guild and the Union; the Ten Thunders have agents scattered among every important faction within Malifaux, and everyone has heard stories of Neverborn dopplegangers and the havoc they can wreck if left unchecked.

Infiltrators are highly valued and prized assets, and they tend to be well compensated for their work. They excel at getting into places they're not supposed to be. Usually they do this through lying, but they also use bribery, blackmail, and plain old sneaking when necessary.

STARTING

An Infiltrator begins the game with a non-magical skill toolkit (see the *Fated Almanac*, page 179).

ON THE PURSUIT: ACT LIKE YOU BELONG

When this character fails a Deceive or Stealth duel she may draw a card. During the Epilogue, a character on this Pursuit may advance in any Social Skill in addition to those Skill Advancement options presented by the Fatemaster.

ADVANCEMENT

At each step, an Infiltrator gains the Talent listed below:

STEP	TALENT
0	Strike First
1	Sneaky or Slip Away
2	General Talent
3	Disguised or From the Shadows
4	General Talent
5	Betrayal or Disguised
6	General Talent
7	Infiltration or Endless Lies
8	General Talent
9	Disillusioned or Endless Lies
10	Membership Cards

WALK IN LIKE YOU OWN THE
PLACE? NAH, ACT LIKE YOU'VE
ALWAYS BEEN THERE.

-ANONYMOUS




STRIKE FIRST

Every Infiltrator knows that at some point, no matter how good they are, their cover will get blown, and they'll have to act quickly if they want to survive. Because of this, most Infiltrators tend to be very decisive in combat, striking swiftly and efficiently to deal as much damage as possible before the enemy knows what's happening.


When the character attacks someone who believes her to be friendly or who has not yet acted during Dramatic Time, she may add a suit of her choice to her final duel total.

SNEAKY

Infiltrators tend to be cautious and more than a little bit sneaky, either because the profession attracts those sorts of people or because those without such skill end up getting caught within their first week. Experienced Infiltrators tend to be downright paranoid, and many find it difficult to return to a normal life once their assignment is complete.

When this Talent is gained, the character must choose either Deceive or Stealth. She gains a  to Challenge Duels with that Skill.

SLIP AWAY

While most Infiltrators tend to be armed in some way or another, the information they've managed to gather tends to be too important to risk throwing their lives away in combat. As a result, most Infiltrators tend to be quite skilled at slipping away from combat. The character gains a  to her Defense flips made to avoid disengaging strikes.

DISGUISED

Even when not wearing an actual disguise, the character has mastered the art of seeming unimportant while in combat. The character cannot be the target of the Charge Action. Even if she is taking hostile actions against an enemy, she simply does not seem important enough to warrant a charge in the eyes of the enemy (though enemies could still walk into melee with the character or shoot her with a gun).


FROM THE SHADOWS

Infiltrators often operate far behind enemy lines, making the chances of reinforcements showing up to assist them in combat rather low. As a result, Infiltrators tend to be somewhat proactive about getting into position when it looks like a fight might break out. Whether that means moving closer to the enemy's leader in the hopes of assassinating him and ending the fight quickly or getting as far away from the skirmish as quickly as possible, the Infiltrator is already in motion when people start reaching for their guns.

When called upon to make an Initiative flip, if no enemy is aware that this character is an unfriendly combatant (either because they believe her to be an ally or are simply unaware of her 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 she possesses. If multiple characters have this talent, resolve each in Initiative order.

BETRAYAL

Because an Infiltrator is so often nestled within an enemy organization, when it comes time to strike, they often do so with a dagger (or bullet) to the back. The element of surprise is a powerful force in battle, and the Infiltrator learns to capitalize upon that advantage for all it's worth. If the Infiltrator can manage to work herself into a position of authority within her organization, an unexpected betrayal at a critical moment could turn an unwinnable battle into a one-sided slaughter.

When the character attacks someone who believes her to be friendly or who has not yet acted during Dramatic Time, she gains a  to the attack Flip. She also gains the following Trigger on her Close Combat and Ranged Combat attacks:

☞ *No Witnesses*: After succeeding, the target gains the following Condition until the end of the round: **“Unbeknownst**: This character may not declare anyone with the Disguised Talent as the target of its Attack actions.” This Trigger can only be declared once per round.

INFILTRATION

Most Infiltrators work within the lower ranks of an organization, pretending to be a common miner or guard as they pass yield reports or patrol schedules back to their superiors. At a certain point, however, some Infiltrators have the opportunity to advance further within the organization they're infiltrating, whether through promotion for hard work or simply because the Infiltrator's superiors all disappeared under mysterious circumstances.

The character chooses an organization (Guild, M&SU, Condor Rails, etc). She is considered to be a high ranking member of that organization in good standing. The character may use this standing to bypass the requirements of some Advanced Pursuits belonging to that faction, at the Fatemaster's discretion.

The character may also use the Bureaucracy Skill to utilize the resources of her chosen organization. The TN for doing so should be dependent on the importance resources required as suggested in the list below:

Common Resources (TN 10): These are common procedural tasks that aren't likely to attract any attention or be questioned by the character's superiors. This would cover moving Guild guards from one low-priority area to another, learning the location of an Arcanist safe house, gaining a random human corpse from a Resurrectionist, and so on.

Minion Recruitment (TN 12): The character can recruit the assistance of a Minion NPC from their organization for the duration of a single mission. For instance, a character infiltrating the Guild could gain the services of a Witchling Stalker in order to help her track a fleeing spellcaster, but once the character starts investigating the Nephilim skulking through the Quarantine Zone, the Stalker will return to its handlers.

In general, these Minions are seen as expendable by their organization, so if they're killed in the line of duty, the organization won't be too upset over their loss. The Minion NPC remains under Fatemaster control for the duration of the mission but will generally follow any orders that are not suicidal or obviously harmful to the organization.

Uncommon Resources (TN 14): These are resources that likely require the character's direct superior to sign off on or otherwise require some time getting set up. The character's name will be attached to the resource, so if something goes wrong, the character will likely find herself explaining things to her superiors or otherwise having news of the situation spread through the organization. For instance, the character could have a suspect in Guild custody released to her care, but she would have to explain herself if that suspect was seen causing trouble again the next day. If the character was infiltrating the Arcanists, she could find out the time and route of a smuggling shipment but would come under suspicion if that shipment was then seized by the Guild. While there might not be such consequences for a character that recruits a sober Gremlin to guide her through the Bayou, the other Gremlins in the Bayou are going to find out about it if she ends up getting that Gremlin killed.

Enforcer Recruitment (TN 16): This functions much like the Minion Recruitment resource, save that the NPC is an Enforcer of the organization in question. Because of the NPC's importance, the character's superiors are very interested in seeing them return from the mission all in one piece and will be upset if the Enforcer is killed.

Rare Resources (TN 18): These resources require approval from the highest levels of the organization, and people will definitely be paying attention to how the character uses those resources. Examples of this might be the Guild waiving the fee for a spellcaster to become licensed with the Guild, the Arcanists loaning the character a Soulstone for a mission, or the Ten Thunders sending a sniper to assassinate a target the character has marked for death.




ENDLESS LIES

After spending so long pretending to be something she is not, the character has learned that most people prefer a pleasant lie over an uncomfortable truth. More importantly, the character can tailor a lie to match whatever the other person wants to hear, while the truth is rarely so malleable. The character may always choose to use the Deceive Skill in place of another Social Skill during a Challenge Duel.

DISILLUSIONED

The Infiltrator has worked with an organization for long enough to know that nobody in Malifaux is being completely honest with anyone else. By drawing upon this knowledge, the Infiltrator is able to open the eyes of others to the lies and deceptions of their own superiors and, in doing so, set them up for a betrayal of an entirely different kind.

The character gains the following Manifested Power:

DISILLUSION				
ACTING VALUE	AP	TN	RESIST	RANGE
<i>Charm + Deceive</i>	0	12 	Wp	4
<p> Question Loyalty: After succeeding, the target gains the following Condition for the rest of the round: "Whose Side Am I On?!": Anyone attacking this character gains a  to the flip."</p>				
<p>Effect: Push target enemy up to its Walk in any direction.</p>				

MEMBERSHIP CARDS

It takes a special kind of confidence to walk right into an organization and claim to be a high-ranking member, but the Infiltrator is the sort of person who can pull it off (with a little help from some convincing documents and a few overheard passwords). While some Infiltrators will only briefly use an organization to gain access to its resources and then never look back, others build up reputations for themselves within multiple organizations, all of whom believe that the character is loyal to their ideals alone.

If the character has the Infiltration Talent, they may switch the organization they chose for Infiltration to another organization once per day. The process requires five minutes of uninterrupted concentration, during which time the Infiltrator reviews the protocols of the new organization, gets into character, and otherwise prepares for the deception.

If the character does not have the Infiltration Talent, they instead gain the Infiltration Talent.

MAGE

In Malifaux City, magic users are seen as a significant threat by the Guild. The Witch Hunters keep a constant eye on Malifaux Station for those who show signs of magical power when they cross through the Breach, and rare is the train ride that does not end with at least one confused person being hauled off in chains. If they are lucky, the newly awakened spellcaster might find themselves working for the Guild as a sanctioned spellcaster. Fate is far less kind to the others.

People have a different perspective on magic in the northern lands. While still technically illegal, unsanctioned magic is often seen as acceptable or even viewed in a positive light. The people of the North live in an unforgiving land, and a talented spellcaster can make things easier for an entire community. Those with a bit of talent are encouraged to practice and apply their skills, albeit as something of an open secret.

Mages are people who were born with a tiny bit of natural talent. That might not have meant much back on Earth, of course, but crossing through the Breach into Malifaux awoke something inside them. Their power increased significantly and now they are capable of magical feats that would have been impossible back on Earth.

This increase in power comes at a heavy price; the Witch Hunter Task Force is always looking for those with the gift, and they don't give a lot of options to anyone they find. Many, therefore, leave the city (and the watchful eyes of the Guild) and head north, where they can practice their skills a bit more freely.

Unlike some of their magical kindred, Mages aren't known for their expansive repertoire. Rather than learn their spells through Grimoire, a Mage's magic comes to them naturally. This makes it easier for Mages to escape the Guild's attention, as a search of their person will not reveal any of the Grimoires that often give away other spellcasters.

A Mage is a spellcaster who believes in honing a few spells to perfection rather than dabbling in the many magics out there. This makes them safer and more reliable, and sometimes capable of even greater magical works.

STARTING

A Mage gains a Magical Theory and the Arcane Shield Talent.

ON THE PURSUIT: FOCUSED EFFORTS

When this character fails to cast a Manifested Power spell, she may draw a card. During the Epilogue, a character on this Pursuit may advance in any Magical Skill in addition to those Skill Advancement options presented by the Fatemaster.

ADVANCEMENT

At each step, a Mage gains the Talent listed below:

STEP	TALENT
0	New Manifestation
1	New Manifestation or Triggered Immuto
2	General Talent
3	New Manifestation or Totem
4	General Talent
5	New Manifestation or Furious Casting
6	General Talent
7	Triggered Immuto or Improved Totem
8	General Talent
9	New Manifestation or Reflect Magic
10	Chain Casting

MY MAGIC COMES NATURALLY.
NO NEED FOR BOOKS OR FANCY
WORDS, JUST PURE POWER.

-BRIANNA WORCHILD



ARCANE SHIELD

One of the first emotions experienced by Mages who enter Malifaux is fear. Whether out of fear for the strange power welling up inside them or fear that the Guild might learn of their powers and arrest them as soon as they step off the train, the experience tends to be somewhat traumatic.

As a result, one of the first powers that most Mages develop is an instinctual ability to shield themselves from harm. While this protection is not enough to fully stop a bullet or turn aside a sword thrust, it does dampen the force with which such weapons strike the character...most of the time.

During Dramatic Time, if the character has not yet taken her turn during the current round, she reduces all damage she suffers by 1, to a minimum of 0.

NEW MANIFESTATION

The inherent abilities of each Mage are as unique as a fingerprint. Where one Mage might develop the ability to teleport herself and others with a simple gesture, another might be able to throw fireballs at her enemies or even raise the dead with a soft whisper.

This wide assortment of magical powers are generally referred to as Manifested Powers. Some Mages only manifested a single power, and their mastery over that power grows greater and greater as they spend more time in Malifaux and become more accustomed to their new abilities. Others develop a wide range of abilities, shaping their magical talents into an unpredictable arsenal of otherwise unrelated powers.

The character gains a new Manifested Power spell. The final TN for this Manifested Power may not exceed the number of completed steps the character has in the Pursuit that gave her this Talent + 8.

Alternatively, the character may add a single Immuto to one of her existing Manifested Power spells, without changing the TN of the Manifested Power.

TRIGGERED IMMUTO

Some Mages develop the ability to shape their magic on the fly, twisting their spells into new shapes as the need arises. While such feats are not always possible, when the circumstances are right the Mage can unleash truly devastating power.

The character chooses one of her Manifested Powers, an Immuto, and a suit. The chosen Manifested Power gains a Trigger for that suit with the Immuto's effect, without changing the TN of the Manifested Power.

CREATING A TOTEM

Creating a Totem is a very flexible process. The most important thing when creating a Totem is to make sure that it reflects the character's personality and goals.

All Totems begin the same basic stats when created (see stat block on page 103).

- The Totem gains one of the following Characteristics: Living, Construct, Undead, Spirit, or Oni.
- The Totem is either Height 1 or Height 2, as appropriate.
- The character may assign up to 3 points to their Totem's Physical and Mental Aspects in whatever manner they wish, so long as no Aspect is increased above +2.
- The Totem gains one Skill of the character's choice at Rank 2 and two Skills of the character's choice at Rank 1.
- The Totem determines its Derived Aspects in the same manner as a Fated character (see page 56).
- The Totem gains a Manifested Power of the character's choice with a max TN of 10. Alternatively, the character might instead choose to give her Totem an improved attack (such as a 2/3/4 close combat attack with range ∞ 2).

TOTEM

The character gains a Totem: a manifestation of her growing magical power and connection to Malifaux. The Totem should take the form of something important to the character and should, in some way, reflect her personality and history. For instance, the Totem of a character focused on creating constructs might take the form of her first working creation, while a character that enjoys blasting her enemies with fireballs might have a Totem that resembles a Fire Gamin. A character with one or more Animal Companions might gain a smaller or younger version of a Beast as a Totem, while someone focused on hunting Neverborn might choose to enslave a young Nephilim to serve as her Totem.

Alternatively, an NPC that the character is particularly close to or whose goals match the character's own might become her Totem. For this to happen, the NPC's connection to the character should be stronger than their connection to anyone else. When the NPC becomes a Totem, they retain their personality and free will, but their goals and aspirations shift to become even more in line with those of the character; it's immediately clear to both parties what has happened, and the Fatemaster is encouraged to make the NPC accepting of this change.

If a character's Totem is slain, she can obtain a new one with a day-long magical ritual. The Totem is an exact copy of the original Totem, even if the Totem was an NPC; their link to the character provides them with a limited form of immortality so long as the Mage remains alive.

During Dramatic Time, the Totem may controlled by the character with the (1) Order Action.

FURIOUS CASTING

Sometimes the Mage finds herself in a situation that requires finesse and subtlety...and sometimes, she just needs to blow something apart as quickly as possible. Fortunately, heightened emotions only seem to enhance a Mage's innate magical powers, allowing her to unleash a shocking amount of devastation upon her enemies.

The character gains the following Attack Action:

- (2) *Furious Casting*: The character may discard a Twist Card to take three 1 AP attacks with a single Manifested Power against a single target.

IMPROVED TOTEM

As the Mage's connection to Malifaux increases, her Totem becomes stronger and more sure of itself. In addition to developing greater powers, the Totem takes on a more proactive personality, making it easier for the Mage to direct it in combat.

Some Mages have noticed that as time passes, their Totems sometimes have uncanny insights into the secrets of Malifaux, occasionally pointing them towards a hidden Grimoire or a location of magical interest. Just where these inspirations come from is a mystery; when pressed, those Totems capable of speech seem unable to explain just where this knowledge comes from, only that it feels like a memory that had, until recently, been forgotten.

The character may choose a second Manifested Power for her Totem with a maximum TN of 12. When directing her Totem, the character may use the (1) Order Action as a (0) Action.

If the character does not possess a Totem, she instead gains the Totem Talent.

REFLECT MAGIC

The Mage's skill with magic is such that she can rip a spell cast against her apart and throw the raw magic that formed its core back at its caster. The character gains the following Defensive Trigger:

- **Df/Wp** (☞☞) *Reflect Magic*: After a harmful spell fails against this character, this character deals 2/3☞/5☞☞ damage to the caster. This damage flip receives a ☐.

CHAIN CASTING

The Mage's strength is such that she can often overwhelm her enemies with sheer magical power. Choose a Manifested Power. It gains the following Trigger:

- ☞☞ *Overpower*: After damaging, immediately take this Action again against the same target. This Action may not declare Triggers.



TOTEM

Peon

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

Skills: Any Skill (2), Any Skill (1), Any Skill (1)

Manifested Power: This Totem gains a single Manifested Power (spell or ability) of the character's choice.

(1) Bash (Melee)

AV: 3 ===== Rg: ☞ 2 ===== Resist: Df
Target suffers 1/2/4 damage.

PRIMAL

Not everyone feels an affinity for their fellow man. There are those who feel more affinity for nature - sleeping under the stars, hunting and gathering for their meals - than for the civilized world and all its rules and social expectations.

Many of these people, called Primals, feel a greater connection to animals than to their own species, finding humans too complex and random for comfort. Primals are at home in nature, often finding a particular environment to be suitable to their tastes.

Just because an individual is a Primal, however, doesn't mean that they've completely rejected civilization. Many Primals own homes, attend social gatherings, and have close friends, but most feel trapped inside their culture rather than uplifted by it. They may believe that they are unable to leave due to their obligations, or they may lack the skills and knowledge to fully survive in the wild. Regardless, Primals have not abandoned their own species.

Some Primals surround themselves with animal companions, fierce beasts that see the Primal as the leader of their pack. In the northern lands, this isn't too uncommon, as more than a few hunters have managed to domesticate Hoarcats or Raptors to help them chase down their prey. Less common are the rugged strangers that sometimes wander into a Contract Town with a Razorspine Rattler or Wild Boar at their side; such appearances always seem to attract an interested (but cautious) crowd of onlookers eager to see an exotic creature up close.

Even within the confining streets of Malifaux there are a few Primals; the men and women who raise the Guild's Hounds often feel closer to the pups they have raised from birth than their fellow guardsmen, and there have always been reports of rat catchers with an almost supernatural connection to the vermin they keep in check.

A Primal can be poorly mannered and gruff, but they also tend to be fiercely loyal and tenacious, especially when it comes to their animal companions.

STARTING

A Primal begins the game with +1 Wound.

ON THE PURSUIT: ON THE SCENT

When this character fails a Notice, Track, or Wilderness duel she may draw a card. During the Epilogue, a character on this Pursuit may advance in any Cunning-based Skill in addition to those Skill Advancement options presented by the Fatemaster.

ADVANCEMENT

At each step, a Primal gains the Talent listed below:

STEP	TALENT
0	Force of Nature
1	Beast Whisperer
2	General Talent
3	Stalk or Animal Companion
4	General Talent
5	Hunting Call or Animal Companion
6	General Talent
7	Smell Fear or Loyal Devotion
8	General Talent
9	The Law of Meat or Pack
10	Eat Your Fill

**YOU GOTTA BE A BIT SAVAGE TO
SURVIVE IN THE WILDS. MOST
PEOPLE AIN'T GOT IT IN 'EM.**

-MCTAVISH

FORCE OF NATURE

Primals often eschew manufactured weapons, instead relying upon savage punches, fierce kicks, and other innate attacks to damage their enemies. When this character deals damage with a natural attack (typically Pugilism, Martial Arts, or Grappling, though this also includes the melee attacks of characters shapeshifted into Beasts, but not attacks from pneumatic limbs), she deals +1 damage.

BEAST WHISPERER

The Primal can communicate with Beasts, at least on a basic level. Although such creatures do not possess any sort of language that humans might understand, the character and any Beasts she communicates with can read each other's body language and physical cues. This allows the Primal and the Beast to discern the general disposition of the other (tired, hurt, friendly, frightened, etc.) and to pass on general concepts (such wanting to hunt together, asking to pass through territory without challenge, or warning of danger in the area).

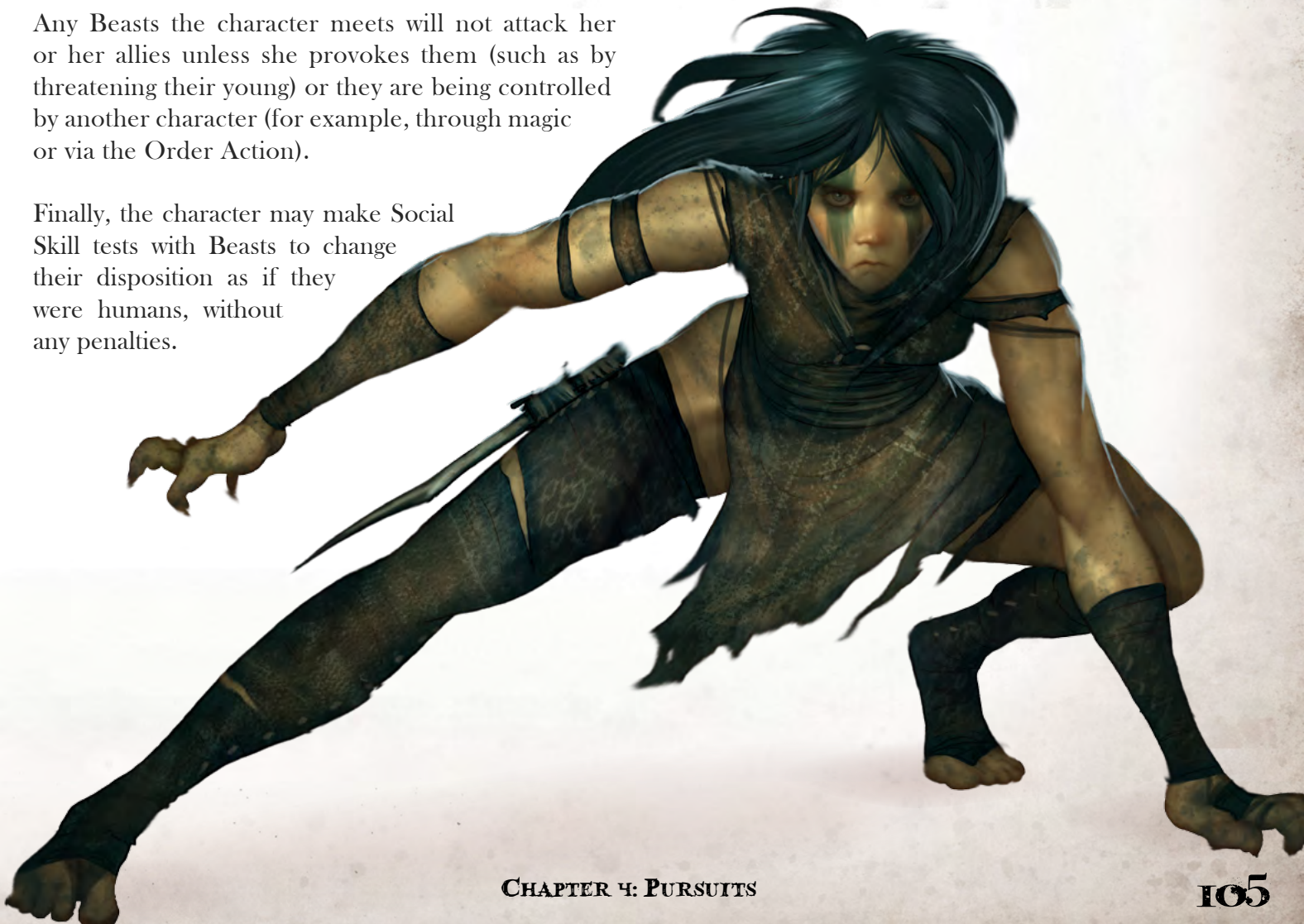
Any Beasts the character meets will not attack her or her allies unless she provokes them (such as by threatening their young) or they are being controlled by another character (for example, through magic or via the Order Action).

Finally, the character may make Social Skill tests with Beasts to change their disposition as if they were humans, without any penalties.

STALK

Every predator knows how to hunt for food, and while the Primal may stalk her prey for different reasons, the basic principles remain the same. The character gains the following action:

- (0) *Stalk*: This character may discard a card to give a target enemy character within line of sight the following Condition until she 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 she began."



ANIMAL COMPANIONS SIDEBAR

When a Primal character gains an Animal Companion, the Fatemaster and the Primal's player should take a few moments to discuss the type of Animal Companion the Primal wishes to attract. Typically speaking, this should be a Beast native to the area that the characters are currently located, but there are always exceptions; a Primal that never leaves Malifaux City might rescue a dancing bear from a sideshow circus, for instance, and there are always random creatures wandering into the Footprints and becoming trapped by the inhospitable terrain. Even if there are no Beasts of the desired type in the area, the Fatemaster could craft an entire adventure around the Primal's journey to a Beast's natural habitat and the character's subsequent attempts to locate it.

Once the Primal has located a Beast she wishes to make her companion, she must move to within five yards of the creature and attempt to befriend it. To do so, the Primal makes a Husbandry Challenge against a TN equal to the beast's combined Wounds and Willpower Aspects. On a success, the Primal has befriended the Beast, and it is now her Animal Companion. On a failure, the Beast wants nothing to do with her and will become hostile if the Primal lingers in the area for too long; no further attempts may be made to befriend that particular Beast. Each additional Margin of Success on this duel increases the Beast's AV by +1 for as long as it remains the Primal's companion.

The Animal Companion may be dismissed at any time as a (0) Action, at which point it does its best to return to its home as quickly as possible (or finds a new home nearby, per the Fatemaster's discretion). Once a Beast has been dismissed, the Primal may not attempt to befriend that particular Beast again. If an Animal Companion is slain, the character may replace it in the manner noted above.

It should be noted that while most people in Malifaux won't give too much consideration to a dog or raptor companion, the sight of a Moleman following a character around is going to earn some strange looks. Larger beasts - such as Razorspine Rattlers or Maulers - may even start a panic and send people lunging for their guns, depending on the Primal's location. The Fatemaster is encouraged to present the people of the Northern lands as being somewhat more accepting of these creatures than their counterparts back in Malifaux city, but even then, nobody ever ends up entirely comfortable with the idea of a giant rattlesnake watching their children play.


ANIMAL COMPANION

Many predators hunt in packs, allowing them to bring down much larger prey. Other creatures are more solitary but are willing to submit to a stronger predator. Whether by taking control of a pack or by proving her dominance over a solitary hunter, the Primal has managed to gain dominance over a wild Beast.

The character gains an Animal Companion. The Animal Companion can be any creature with the Beast Characteristic of Minion level or lower that does not also possess the Defiant Characteristic. The Animal Companion may be commanded using the (1) Order Action. The character may have one Animal Companion for each instance of this Talent she possesses.

HUNTING CALL

The character gains the following Manifested Power:

HUNTING CALL				
ACTING VALUE	AP	TN	RESIST	RANGE
<i>Charm</i> + Husbandry	1	10 	Wp	8
Effect: Target Beast makes a 1 AP Action controlled by the caster. This Action may not force the Beast to sacrifice itself but can cause it to take Actions against its own nature.				

LOYAL DEVOTION

Even those animal companions which were coerced into joining the Primal by force or circumstance eventually begin to appreciate her presence and grow to love her. This bond is so strong that, when they sense that their pack leader is about to be attacked, the beast will literally throw itself in front of the attacker to protect her.

The character gains the following Defensive Trigger:

- Df (📖) *Protect Me*: After an attack from an enemy succeeds against you, one of your Animal Companions within 2 yards suffers the effects of the Attack Action instead, provided it is a legal target for the attack.

SMELL FEAR

It's a common belief among those living in the Northern Hills that wild animals can smell fear. When faced with a drooling, hungry beast that has wandered down from the mountains in search of an easy meal, the adage goes, the only way to survive is to put on a brave front, step forward, and shout at the creature until it slinks away, intimidated by your fearlessness.

In reality, this practice has only made it easier for the beasts of the northern lands to hunt, as such loud, unyielding targets are much easier to catch than those that simply turn and run at the first sign of danger.

Despite this, it's true that some animals can smell fear, and after spending so long becoming closer to the natural world, the Primal develops the ability to smell it as well. It's a combination of sweat and adrenaline that soon becomes intoxicating to her, and its presence spurs the character and her pack onward to greater acts of violence.

If an enemy the character or one of her Animal Companions is engaged with fails a Willpower duel, the character or one of her Animal Companions may make an immediate Close Combat attack against that enemy. This Talent can only be used once per round.



THE LAW OF MEAT

Those who spend a significant time in the wild often talk about "the Law of Meat." This isn't a codified rule that is found in some dusty Guild codex or a statute that is debated in the courtrooms of Malifaux City; it is a euphemism for life itself, red in tooth and claw. Life is made up of predators and prey, and the only rule that matters is "eat or be eaten."

Having come so far, the Primal knows exactly which group she falls into and which group holds those foolish enough to stand against her. Malifaux seems to agree with the Primal in this instance, and it has given her the ability to make such distinctions very final.

The character gains the following Manifested Power:

THE LAW OF MEAT				
ACTING VALUE	AP	TN	RESIST	RANGE
<i>Charm</i> + Intimidate	1	10📖🐾	Wp	8
Effect: The target gains the following Condition until the end of the round: “Prey: This character may not take Charge Actions and while engaged in melee can only take Walk Actions.”				

PACK

The character can command multiple Animal Companions with a simple gesture. Whenever the character takes a (1) Order Action to command an Animal Companion, they may give orders to two Animal Companions instead of one, and the orders may be different. If the character only has a single Animal Companion, she may choose to use the (1) Order Action as a (0) Action to command it.

EAT YOUR FILL

Letting what you kill go to waste is foreign to nearly every animal, whether native to Earth or Malifaux. As civilization loses its last hold over the Primal, she realizes that there is little distinction between a cooked turkey and a Guild sergeant: everything is meat.

After killing a Living creature with a Close Combat attack, the character may immediately end her turn to heal all damage she has suffered by gorging herself on her enemy's flesh. If the character has any Animal Companions, they gain this Talent as well.

Silent One

Shapeshifter

ADVANCED PURSUITS

December Acolyte

Showgirl

Demolitionist

ADVANCED PURSUITS

The following are some Advanced Pursuits that are either common in the northern lands or share a certain pro-Arcanist worldview. While three of them - the December Acolyte, the Showgirl, and the Silent One - represent the character pledging fealty to a certain group, the Shapeshifter and Demolitionist are unaligned, representing paths of personal discovery and experimentation.

Remember that characters never choose Advanced Pursuits as their current Pursuit during the Prologue. Instead, the character takes a step along her Advanced Pursuit only when the session focuses on her Advanced Pursuit. During the Epilogue of such a session, the character takes one step down her Advanced Pursuit's path, instead of her current Pursuit. The character otherwise advances normally. See the Advanced Pursuits chapter in the *Fatemaster's Almanac* for a more detailed explanation of Advanced Pursuits.

As with other Advanced Pursuits, the options presented here are only available if a character meets certain story requirements, which are provided here in brief.

DEMOLITIONIST

Sometimes, people working closely with dynamite can hear it whispering to them in a quiet voice, urging them to create larger and larger explosions. Those who heed these whispers become Demolitionists, masters of all things that go "boom."

Requirement: The character must blow something up (in an awesome way).

DECEMBER ACOLYTE

Members of the cannibalistic Cult of December, the December Acolytes are fierce hunters and stalkers. Their connection to December imbues the Acolyte with terrible powers, all of which are used in service to the Cult.

Requirement: The character must be called by December and then pass the Cult's initiation rite, which involves hunting someone across the frozen mountain, killing them, and then eating their heart.

SHAPESHIFTER

Some people are more comfortable in the skin of a beast than in their own. By drawing upon the primal forces of Malifaux, the Shapeshifter is able to change her shape into that of a beast whenever she wishes.

Requirement: The character must establish a connection to the primal forces of Malifaux. The exact nature of this connection and how the character establishes it are left to the imagination of the player and her Fatemaster; no two Shapeshifters go about it in quite the same way.

SHOWGIRL

The Showgirls of the Star Theater are renowned all throughout Malifaux as some of the most talented and beautiful performers on this side of the Breach. Each one is given a Mannequin companion that assists her during her practice and also serves as a bodyguard. No matter the stage, a Showgirl can melt hearts and turn heads wherever she goes.

Requirement: The character must be female and must audition for Colette Du Bois at the Star Theater. A private interview follows, during which Colette makes certain that the character doesn't have anything in her life that would prevent her from becoming a willing Arcanist operative.

SILENT ONE

Silent Ones are the handmaidens of Rasputina, the "Winter Witch" who leads the Cult of December. Through the connection the character shares with her mistress and the dreaded Tyrant December, the Silent One unlocks the secrets of frost magic and learns how to bend the very winter to her will.

Requirement: Must be called by December, then pass the Cult's initiation rite, which typically involves fighting other prospective Silent Ones to the death and eating their hearts. Silent Ones are traditionally female, but the Cult does accept male members...at a price.

DECEMBER

ACOLYTE

The Tyrant known as December has been calling people northward to the Ten Peaks since the Breach first opened. In these mountains, December's influence can be felt in the perpetual winter that ravages the landscape. Nearest to the peaks, an endless blizzard whips snow through the air at impressive speeds, and there is little shelter from the cold...save for the caves which house December's Cult.

Those chosen by December tend to share a few similarities, most often a near-death experience involving the cold. While hovering on the brink of life and death, many of these chosen will either see a vision of glowing eyes and a terrible fanged maw or hear a disembodied voice calling to them, urging them to travel ever northward. A few chosen come from darker backgrounds, as those who have consumed human flesh - whether out of choice or desperation - also attract the Tyrant's attention.

While some choose to ignore December's call, far more are overcome by curiosity, need, or lust for power and brave the dangers of the mountains to reach the Cult. There they are welcomed, given enough food to stay alive, and are allowed to regain their strength as the Cult prepares for their initiation rite.

Initiation into the Cult is cruel and difficult, for they have no room for those who cannot survive the ravages of the mountain. Armed only with warm furs and a harpoon gun, the chosen is placed on the path of their prey: a human who has been abducted from their home and left on the side of the mountain. If the chosen can successfully track the prey down, kill them, and eat their heart, then they are welcomed into the Cult as a new brother or sister.

Those that fail the initiation rite are left on the mountain for whatever scavengers can survive in the eternal winter, just one more set of bones to become half-buried in the snow.

REQUIREMENTS

To become a December Acolyte, the character must be contacted by the nightmare entity known as December. This can happen in a variety of ways, and indeed it is possible that December never speaks to a mortal in the same way twice. The character might hear a voice on the wind, see a terrible vision after falling through the ice of a frozen pond, or experience a longing whenever they look northward to the distant mountains.

Regardless of the way in which December makes contact with the character, she must travel to the perpetually snow-capped mountains north of Malifaux City in order to receive her training. After climbing the mountain and making contact with the Cult of December, the character must then undergo an initiation rite that involves hunting down and killing another human in the middle of the endless blizzard.

ADVANCEMENT

At each step, a December Acolyte gains the Talent listed below:

STEP	TALENT
1	Frozen Heart
2	Maim
3	From the Shadows
4	Ice in the Veins
5	Smell Weakness

**THEY'RE DRIVEN BY HUNGER:
FOR POWER, FOR WARMTH, AND
IN THE END, FOR FLESH.**

-RAINA BLOUT



FROZEN HEART

When the December Acolyte first proves herself and enters the service of the Cult, the Tyrant leaves His mark upon her. The character gains the Frozen Heart Talent. If she already had this Talent, she moves to Step 2 of this Advanced Pursuit instead.

MAIM

The December Acolyte is capable of hurting those around her in astonishing and cruel ways. The character chooses a Ranged Combat or Close Combat Skill. All attacks she makes with the chosen Skill gain the following Trigger:

✕ *Maim*: When this attack causes a Critical Effect, this character may instead choose to inflict any lower Critical Effect of their choice from the same Critical Effect table.

FROM THE SHADOWS

Devotion to the cold nights of December have granted insights into the nature of shadow and darkness.

When called upon to make an Initiative flip, if no enemy is aware that this character is an unfriendly combatant (either because they believe her to be an ally or are simply unaware of her 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 she possesses. If multiple characters have this Talent, resolve each in Initiative order.

ICE IN THE VEINS

The powerful winter magics of December infuse the character's very being, and this extends to the weapons she wields, which are often covered in mystical hoarfrost. Whenever she successfully strikes a single target with a Ranged Combat or Close Combat attack, the target also gains the Slow Condition.

SMELL WEAKNESS

The hunter must strike quickly on cold nights. This character gains the following Tactical Action:

(1) *Smell Weakness*: This character may make a Wilderness Challenge against a TN of 8. On a success, enemy characters within 6 yards of this character may not benefit from Armor or Hard to Wound for the rest of the round, plus one round per Margin of Success.

SILENT ONE

Silent Ones are historically made up of the women who had their tongues removed by the male priests of December, who feared their power. Since Rasputina took over leadership of the Cult, she has put an end to the barbaric practice, instead requiring that each prospective Silent One undergo a ritual branding of her tongue to honor the sacrifice of her sisters.

What the rest of the Cult doesn't know is that each brand also limits the power of the Silent One, ensuring that none of them achieves a stronger bond with December than Rasputina's own. In this way, she ensures her place at the head of the Tyrant's Cult, just in case December decides that one of the Silent Ones might make a more willing vessel for His power.

Beyond this deception, Silent Ones are Rasputina's handmaidens, and because of this they carry special privilege within the Cult. Their commands are second only to those of Rasputina herself, and those who disrespect or ignore the wishes of a Silent One often find themselves torn apart and eaten by the rest of the Cult for the insult.

In battle, the Silent Ones bring the might of winter to bear. While they have less raw power than their mistress, they are still quite capable of wreaking havoc upon their foes. While this makes them a powerful asset to the Cult, few Silent Ones venture very far beyond their mountain home. There is no restriction against doing so, but many Silent Ones feel such a strong connection to the cold that the warmth of the lower lands eventually becomes uncomfortable.

Whether within their mountain home or traveling across Malifaux on a mission for the Cult, the Silent One's loyalty to Rasputina, the Cult, and December (not necessarily in that order) is unshakeable.

REQUIREMENTS

In order to go down the path of the Silent One, an individual must travel to the Temple of December and pass an initiation rite that typically involves fighting one or more other prospective Silent Ones to the death and devouring the heart of the loser(s). After this, the character swears loyalty to the Rasputina, December, and the Cult. The final step of the initiation is the painful branding of the character's tongue with an arcane rune, which symbolically and magically links the character to Rasputina.

While the Cult traditionally only allowed females to ascend to the lofty position of Silent One, Rasputina has made some changes in the past few years and now allows males to join their ranks...if they are first castrated. While there have been few willing to take her up on the offer, it remains an option for those males who really, really want to rise to the upper echelons of the Cult.

ADVANCEMENT

At each step, the Silent One gains the Talent listed below.

STEP	TALENT
1	Frozen Heart
2	Frost Magic
3	Ice Constructs
4	Frozen Wall
5	Winter Mastery

” . . . ”

-CALA TURNER, SILENT ONE



FROZEN HEART

The character gains the Frozen Heart Talent. If they already have this Talent, they move to Step 2 of this Advanced Pursuit instead.

FROST MAGIC

The Silent One always has access to the Elemental Engulf and Elemental Projectile Magic and the Ice Immuto, no matter her current Grimoire. If she does not possess a Grimoire, she may act as if she possessed a Grimoire with these Magic and Immuto.

ICE CONSTRUCTS

This character gains the following Manifested Power:

ICE CONSTRUCTS

ACTING VALUE	AP	TN	RESIST	RANGE
<i>Intelligence + Sorcery</i>	1	14	-	-

Effect: Summon an Ice Gamin next to you. The Ice Gamin gains the Slow Condition if it activates on the round it was summoned. The Gamin may be commanded using the (1) Order Action. The Ice Gamin lasts for 10 minutes. The caster may only control one such Ice Gamin at a time.

FROZEN WALL

This character gains the following Manifested Power:

FROZEN WALL

ACTING VALUE	AP	TN	RESIST	RANGE
<i>Intelligence + Enchanting</i>	1	10	-	12

Effect: Create a wall of ice that is 1 yard thick and up to 5 yards long, +5 yards long per in the final duel total. This wall is Height 5 and has Armor +5 (that is ignored by Burning damage). Each 5-foot segment of the wall has 5 Wounds; destroying a segment breaches the wall, but does not destroy any remaining segments. The wall melts after 1 minute, +1 minute per Margin of Success.

WINTER MASTERY

When casting the Ice Constructs Manifested Power, the character may choose to increase the TN by +3. If she does, she summons an Ice Golem instead of an Ice Gamin.

SHOWGIRL

The Showgirls who make up the stage show at Colette Du Bois' Star Theater are some of the most talented and famous performers in all of Malifaux. The performances at the Star are equal parts burlesque, magic act, and rowdy dance number, so each Showgirl must be a master of multiple arts.

Because the Star Theater is so renowned, it doesn't take long for a Showgirl to become well known throughout the city. While some of the women embrace this newfound fame and popularity, others soon grow to resent their fans and the cheerful persona they must adopt in public. Fortunately, Colette tends to keep a close eye on her girls, and whenever it seems like a Showgirl is becoming overwhelmed with the burdens of fame, she'll rotate her into a supporting role and allow another of her girls to take the spotlight.

As part of their contract with the Star Theater, each Showgirl is assigned a Mannequin assistant. These constructs are essentially a full-sized articulated doll, usually matched to the proportions of their Showgirl master. In addition to serving as a canvas for any new dresses the Showgirl wishes to create, the Mannequin serves as an assistant while she practices her stage show and a bodyguard when she goes out in public.

While they are all built by the same set of artisans, each Mannequin eventually starts to develop a number of small personality quirks. The performers at the Star commonly believe that this is due to the personality of the Showgirls rubbing off onto their Mannequins, a theory that tends to draw either the curious attention or educated scorn of those with any skill in artefacting.

The protection of the Mannequins is doubly important for a reason that isn't explained to the Showgirls until they've been a member of the troupe for at least a month. As part of the bargain that Colette made in order to gain ownership of the Star Theater, each Showgirl also serves as an Arcanist operative. Whether delivering messages, retrieving information, distracting guards, or assisting their employer in smuggling Soulstones, the life of one of the Star's Showgirls is never dull.

REQUIREMENTS

In order to become a Showgirl, the character must petition for an audition at the Star Theater, which frequently requires a history of successful performances at other, smaller theaters just to get the appointment. Once on stage in front of Colette, the Showgirl must prove that she possesses a wide breadth of skills, most notably singing, dancing, and a willingness to show a little skin (the Star is famous for its burlesque shows).

If the performance goes well, the prospective Showgirl earns a personal interview with Colette, who spends the meeting chatting with the woman in order to ascertain her personality and allegiances. If she seems like the sort of person who would object to becoming an Arcanist operative, Colette typically thanks her for the audition and writes her a letter of recommendation to another theater that would be "a better fit."

The Showgirls of the Star Theater are exclusively female, and Colette has no plans of changing that policy at any time in the near future.

ADVANCEMENT

At each step, the Showgirl gains the Talent listed below.

STEP	TALENT
1	Mannequin Assistant
2	Celebrity
3	Mannequin Bodyguard
4	Instant Adoration
5	Rehearsed Duet

ONCE YOU ADD A LITTLE
GLITTER, YOU'LL FIND PLENTY
OF GOLD.

-VERA NERIN



MANNEQUIN ASSISTANT

The character gains a Mannequin to assist her with getting dressed, preparing her hair, and anything else she might need, up to and including helping out during combat. The Mannequin can be commanded using the (1) Order Action. If destroyed, the Star will replace the Mannequin, though it will take two days and cost the Showgirl 35 scrip for materials.

CELEBRITY

The Star is the most famous theater in all of Malifaux, and its shows and performances are always the talk of the town. The character achieves some minor amount of fame, and as a result, people all across Malifaux know who she is (or at least, who she pretends to be). People generally react favorably to the Showgirl, and when she participates in an Ongoing Challenge, each of her Barter, Bewitch, Convince, and Deceive successes counts as two successes. In addition, the Star Theater provides the character with room, board, and 50 scrip per month as spending money. Unfortunately, the character's fame is hard to avoid, and she suffers a \square to any non-Magical duels made to disguise or conceal her identity.

MANNEQUIN BODYGUARD

The character's Mannequin becomes more adept at protecting the character from harm. Whenever the character is targeted with an attack, she may choose for her Mannequin to be targeted instead, provided that it is within 2 yards of her and a legal target for the attack.

INSTANT ADORATION

Everyone loves a Showgirl, and with practice, the character can use that to her advantage. The character gains the following Trigger on her Barter, Bewitch, Convince, and Deceive duels:

♥ *Adoration:* After succeeding, the target gains the following Condition for one day, plus one day per Margin of Success: **"Lovestruck:** This character considers the person who applied this Condition to be a valued and trusted ally and will go out of their way to impress her with small gifts and favors."

REHEARSED DUET

As they spend more time together, the movements of the Showgirl and her Mannequin become as one. When commanding her Mannequin, the character may use the (1) Order Action as a (0) Action.

SHAPESHIFTER

The ability to fully transform into another creature is one of the more powerful magical effects that has been discovered, and even the most skilled spellcasters can only remain transformed for a short time. Despite being a simple concept, the actual process of twisting bone, muscle, and flesh into a new form is quite complex in execution, and academic experimentation is limited by the grisly damage that a spellcaster can do to herself with a single miscalculation.

The Shapeshifter, however, has taken her studies in a different direction, eschewing the traditional trappings of magical theory to instead develop a primal connection with Malifaux itself. It is widely known on this side of the Breach that Malifaux tends to twist creatures into larger and more dangerous forms, and it is this subtle force that the Shapeshifter manages to harness for her own use.

Most Shapeshifters tend to become more feral and beast-like as time passes, but the exact reasons for this are a matter of debate. Some magical scholars claim that the magic of Malifaux is inherently corrupted and that its prolonged use is bound to have a negative effect upon humans. Most spellcasters disagree with this theory, instead believing that it's impossible to take on the shape of a beast for so long without also taking on some of its mental traits and that these bestial thoughts invariably end up pushing the Shapeshifter closer to a feral mentality. On the other hand, there's also the simple fact that there's not much point to social niceties when you can turn into a bear at the drop of a hat.

Whatever the reason, it's fairly common for Shapeshifters to eschew civilization. The exact degree by which they do so can vary greatly between Shapechangers; some might leave the city and take up residence in a small frontier town, while others completely turn their back on their humanity and live out their lives among the beasts of the wild. A few Shapeshifters even become predators that prey upon their fellow humans, earning them impressive bounties at the local Guild offices.

REQUIREMENTS


In order to become a Shapeshifter, the character must be able to cast the Shapeshift Magic as a Spell or Manifested Power. Only Living characters are capable of forming a strong enough connection with the primal energies of Malifaux to become a Shapeshifter.

There are no tests or initiations required to become a Shapeshifter save for those the character makes for herself. When she feels she is ready, the character must travel into the wilderness to harness the primal forces of Malifaux. This can take many forms, such as a spirit quest induced by ingesting hallucinogenic mushrooms, facing down a mighty predator using only one's hands and teeth, or even an arcane ritual performed at a location of magical power.

ADVANCEMENT

At each step, the Shapeshifter gains the Talent listed below.

STEP	TALENT
1	Shapechange
2	Rejuvenation
3	Improved Shapechange
4	Mend Flesh
5	Perfect Shift



**I AM THE HAWK, THE DOVE,
THE TIGER. I AM ALL NATURE,
BLOODY IN TOOTH AND CLAW.**

-FEN CHEN



SHAPECHANGE

The Shapeshifter's primal connection with the energies of Malifaux enables her to transform into a Beast at will. The character gains the following Tactical Action:

(1) *Shapechange*: This character may discard a Twist Card to take on the form of a Peon or Minion Beast. The character gains the Beast Characteristic while shifted as well as all of the Beast's Talents and attacks. The character replaces her Physical Aspects with those of the chosen Beast, which may affect her Derived Aspects. While in Beast form, the character may not speak, use manufactured weapons, or cast spells. The character remains in Beast form until she takes this Action again or loses consciousness. The character does not have to discard a Twist Card when using this Action to return to her natural form.

REJUVENATION

Whenever the character uses the Shapechange Action during Dramatic Time, she heals 1 damage. If knocked unconscious, the character may discard a Twist Card to immediately perform a 1/2/3 Healing flip and remove one Critical Effect of her choice.

IMPROVED SHAPECHANGE

The Shapeshifter's talents are more instinctive than learned. As she becomes more comfortable with them, the number of Beasts whose forms she can take gradually increases. When the character uses the Shapechange Action, she may assume the form of an Enforcer Beast.

MEND FLESH

If there is anything the Shapeshifter is certain of, it is that flesh is mutable. By touching another creature and concentrating, she is able to knit wounds back together without the use of a spell or incantation. This character gains the following Tactical Action:

(1) *Mend Flesh*: This character may suffer 1 damage to heal 1/2/3 damage on target other Living creature within 1 yard. If this character discards a Twist Card, she may remove one Critical Effect on the target as well.

PERFECT SHIFT

There is no longer any difference between the Shapeshifter's "birth" form and the beastly forms she has taken since. The character's Shapechange Action becomes a (0) Action and no longer requires a discarded Twist Card to function.



DEMOLITIONIST

Explosives are a familiar element to those in the Union. They are used in everything from establishing new mines to blowing apart mountains to make room for new railroad tracks. Regardless of this familiarity, accidents still happen, and hardly a week goes by that word doesn't reach Malifaux City of a mining accident in some Contract Town or another.

Demolitionists are both the solution to and cause of these problems. When one spends a great deal of time in Malifaux, there's always a certain amount of weirdness to be expected, but few people know quite how to react when they hear a stick of dynamite talking to them. Usually it's just a quiet whisper, easily dismissed by those who do not spend much time alongside explosives, but the Demolitionist is one of those few who eventually starts to listen.

As it turns out, dynamite knows all kinds of amazing things, primarily about the best ways to make things explode. Because most Demolitionists are employed by the Union, this tends to be useful knowledge, and the dynamite is more than willing to share its secrets with the Demolitionist in exchange for a small explosion here and there.

Of course, that's just one stick of dynamite. Once you get a whole crate of explosives in one place, the voices blend together into a choir of imploring voices that sings to the Demolitionist of all the wonderful things they could blow up together. At some point, it ceases to be about the job, or even about learning more about blowing things up, and just becomes about the explosions themselves.

Some Demolitionists do their best to keep their explosions under control, but most are more than willing to tuck a few (dozen) extra sticks of dynamite into a demolition charge to ensure a really memorable explosion. It's not that they want to hurt other people, it's just that the dynamite makes a more convincing argument for the explosion than most people do for retaining all their limbs.

REQUIREMENTS

In order to become a Demolitionist, the character must blow something up. This can't just be a regular explosion, however; it has to be something big and suitably impressive. For instance, a house would not be a particularly great choice, but a mansion perched atop a hill in the center of town is much more suitable.

The explosion doesn't have to target dwellings; an impressive boulder that is blocking the expansion of a railroad is a perfectly acceptable choice, as is a towering Bayou tree that has been wrapped with all manner of Gremlin ornamentation.

If the chosen object is suitable and the explosion large and loud enough, the remaining dynamite will fulfill its side of the agreement and whisper the secrets of the Demolitionist to the character.

ADVANCEMENT

At each step, the Demolitionist gains the Talent listed below.

STEP	TALENT
1	Explosive Secrets
2	Live For This
3	There's Always A Boom
4	Fire in the Hole
5	I Can Blow a Hole in Anything

BOOOOOOOOOOOOOOM!

-WILLIE



EXPLOSIVE SECRETS

The Demolitionist knows how to create all sorts of fun explosives with simple household items. The character may use the Explosives Skill as a Crafting Skill to create the following explosives, for the price listed:

Flaming Bottle (3 scrip, Explosives 1): This crude weapon is little more than a bottle of moonshine, oil and a cloth wick. A Flaming Bottle deals 1/1 /1 damage, and all characters damaged gain Burning +2.

Dynamite (10 scrip, Explosives 3): The workhorse of the mining industry, Dynamite can be lobbed at an enemy with the Thrown Weapons Skill and deals 3/4 /5 damage that ignores Armor.

Demo Charge (15 scrip, Explosives 4): Demolition charges are little more than a few sticks of dynamite in a satchel with some sort of timing device. They're typically used to bring down structures but can also be used with the Thrown Weapons Skill to deal 4/6 /8 damage that ignores Armor. Characters with an Evade Skill of 2 or higher only take half damage.

LIVE FOR THIS

Whether through skill, luck, or foolish bravery, the Demolitionist is rarely harmed by explosions that blow lesser men apart. The character no longer suffers damage from .

THERES ALWAYS A BOOM

Why punch someone with your fist when you could punch them while holding a stick of dynamite? The character adds to the Moderate and Severe damage values of every weapon she wields.

FIRE IN THE HOLE

When making a Thrown Weapons attack with an explosive, all friendly characters within 5 yards of the target may move up to 3 yards in any direction before the Demolitionist makes her attack flip. If the Demolitionist is firing into an engagement, this movement occurs before the attack is randomized.

I CAN BLOW A HOLE IN ANYTHING

Damage dealt by explosives this character created or used as part of an attack ignore Armor, Hard to Wound, Hard to Kill, and Incorporeal. Characters may not declare Defensive Triggers against Thrown Weapon attacks the character makes with explosives.



TALENTS & SKILLS

Skills and Talents are two sides of the same coin, both representing the various knowledge, education, and tricks that a character has learned over the course of their life. In a way, a character could almost be considered an extension of his or her Skills and Talents, as they affect the decisions the character makes and how they progress through life, both on Earth and in Malifaux.

In the Northern Hills, most characters have a wide variety of Skills they can draw upon; it's often preferable for someone to have a broad skill set, dabbling a little bit in many different things, than for them to be specialized in only one or two fields. Part of this has to do with how remote the northern lands can be; in Malifaux City, a skilled doctor or trapper might be only a few blocks away, but on the frontier, travel time between towns is often measured in days.

That doesn't mean that there aren't specialists in the North; there are plenty of engineers, doctors, and gunslingers who have, through education or experience, become *very* good at whatever it is they do.

The General Talents in this Chapter are meant to bolster those in the *Fated Almanac*, but if the Fatemaster wishes, they can also be used independently to represent characters with a distinctly northern mindset. Doing so will limit the options of the Fated, however, so keep that in mind if you choose this option, and try to give your players more options elsewhere in the game.

These General Talents can also be used to customize Fatemaster NPCs, simply by swapping out one of the NPC's existing Talents for one presented here. In this way, Fatemasters can keep their NPCs fresh and exciting and keep the Fated on their toes.


The last two-thirds of this chapter is dedicated to adding additional Skill Triggers to the game. While more narrow in scope than Talents, these Triggers add a bit more variety to the game and give players more of a reason to have a specific suit in hand, which in turn makes the suit composition of a Fated's Twist Deck more meaningful.

GENERAL TALENTS

Whenever you gain a step in a Pursuit that grants you a General Talent, you can choose from any of the Talents below. In addition, there are General Talents in other *Through the Breach* books that may be appropriate for your character, but you should check with your Fatemaster to make certain that you only choose Talents from books being used in your game.

ADVANCED SENSORS

Requirement: Invested, Light Chassis

This character gains a  on Notice duels and is capable of detecting things that other characters might miss, such as the presence of invisible creatures (though not their exact position) with a Difficult Notice Challenge.






AVOIDANT

Requirement: Resilience -1 or lower

The character's heightened sense of pain has encouraged her to become really, really good at avoiding it. This character permanently loses 1 Wound but gains +1 Defense.



BLOT THE SKY

Requirement: Archery 3 or higher

Long hours of training and plenty of natural skill have allowed this character to fire multiple arrows with a single attack. When the character makes an Archery attack, her Moderate damage gains +, and her Severe damage gains + (provided that she expends two additional arrows per resulting ).

BOOK SMART

Requirement: Cunning -1 or lower

While this character has learned quite a bit from her books, all that reading has dulled her reaction time. This character gains a  to Initiative but a  to all non-Magical Intellect Challenges.

C-C-C-Combo!!!!

Requirement: Martial Arts 3 or higher

Whether it's a string of fast punches or a spinning roundhouse kick, this character knows how to chain her attacks together into a flurry of blurred fists and kicking legs. The character gains the following Trigger on her Martial Arts Close Combat attacks:

✦ *Combo!*: This character may take this attack again against the same target. This second attack may not declare Triggers.

CHANNEL DESTINY

This character is able to force Fate to twist around her, though the process is incredibly taxing, often producing blinding headaches and nosebleeds.

When this character performs a duel, she may suffer 2 damage before flipping any cards to add a suit of her choice to her final duel total. If this damage causes the character to suffer a Critical Effect or Toughness check to remain conscious, resolve the initial duel before checking for either.

CHEATING SO AND SO


Requirement: Gambling 3 or higher

It's one thing to play the odds, but it's something else entirely to stack the game in your favor. The character gains the following Trigger on all Expertise Challenges:

✦ *Stack the Deck*: After resolving, you may look at the top card of the Fate deck and then choose whether or not to put it on the bottom of the deck.

COMMON SENSE

Requirement: Cunning 2 or higher

This character has a good head on her shoulders and can generally make sense of most things. She may discard a Twist Card during Narrative Time to gain a  on a duel.

CONCUSSIVE FORCE

Requirement: Might 2 or higher

The force of this character's blows physically moves her opponents backward. Any time the character deals damage with the Martial Arts or Pugilism Skills, she may push her target directly away from her a number of yards equal to her Might Aspect.

DEMANDING TASKMASTER

Requirement: Flexible 3 or higher

This character knows how to use a bit of pain to spur others into action. The character gains the following Trigger on her Flexible Close Combat attacks:

♣ *Motivation:* After succeeding, move the target 1 yard if this attack dealt Weak damage, 2 yards if Moderate, and 3 yards if Severe.

DISARMING ATTACK

Requirement: Martial Arts 3 or higher

This character has trained against armed opponents and knows how to quickly disarm them. The character's Martial Arts Close Combat attacks gain the following Trigger:

✕ *Disarming Attack:* After succeeding, the target drops a single item of your choice held in its hands. This attack's damage flip receives a ☐.

FICKLE

Requirement: Tenacity -2 or lower

This character is easily distracted by just about anything, and she finds it hard to make up her mind. The character gains a + on any Skill she hasn't used that session, but it costs 1 extra experience point whenever she attempts to raise a Skill higher than 2 ranks.

FROZEN HEART

Requirement: None

For whatever reason, this character has been marked by the Tyrant December as one of His own. With the first touch of December's power, the character's heart literally becomes frozen solid, and over time it may become pure ice. Powerful emotions become a rarity, and it is very easy for the character to overcome panic.

The character becomes immune to Horror Duels and the Paralyzed Condition.

GAUSSIAN LOGIC ENGINE

Requirement: Invested

This character has been fitted with a Gaussian Logic Engine, allowing it to "think" in ways otherwise foreign to most machines (and even some people). The character reduces its highest Physical Aspect by 1, but may then raise a Mental Aspect by 1, to a maximum Aspect Value of 4.



HEAVY MOUNT AND BRACING

Requirement: Invested, Heavy Chassis

This character is fitted with braces and supports that allow it to mount a heavy weapon onto its body.

The character may attach a weapon with the Heavy rule to their weapon mount with five minutes of work; it is then considered to be braced to a weapon mount. The character may use the (1) Ready Weapon Action as a (0) Action when readying this attached weapon.

IMPROVISED PARTS

Requirement: Intellect 1 or higher

This character has learned to use discarded pieces of scrap to improve her Constructs. When creating a Construct, the character gains an additional number of Construct Points equal to her Intellect Aspect.

INSCRIPTION

Requirement: Literacy 3 or higher

This character possesses the steady hand and penmanship necessary to inscribe new spells into a Grimoire. The character may add up to two total Magia and/or Immuto to a single Grimoire in her possession.

These Magia or Immuto need not be ones that the character has in another Grimoire; Malifaux is a magical place, and most Grimoires “want” to become more powerful. Any special rules which apply to the Grimoire also apply to these new Magia and/or Immuto.

INTERFACE

Requirement: Invested

This character is capable of rapidly interfacing with other Constructs, allowing it to quickly transfer large amounts of data in a manner that Constructs can easily understand. The character gains the following Trigger to all Social Duels:

📖 *Interface:* After succeeding against a Construct, gain 1 additional Margin of Success.

LEG MODIFICATION

Requirement: Invested

This character's legs can be swapped out for different models. Replacing the character's legs requires 30 minutes of work and a successful Artefacting or Engineering duel against TN 12 (which may be made by the character or someone else assisting them). If successful, the character gains one of the options below until it uses this Talent again.

- Standard: No adjustments.
- Chargers: Gain +2 Charge and -1 Walk
- Light Alloy: Gain +1 Walk and -1 Wound
- Treads: Gain Unimpeded, -1 Walk, and -2 Charge
- Hinged: Character may take the Drop Prone and Stand Up Actions as (0) Actions but may not take the Run Action.

LET ME SHOW YOU

Requirement: Teach 3 or higher

This character has a natural affinity for teaching other people how to do things. She may discard a Twist Card to spend 15 minutes explaining how one of her non-Invested, non-Stitched Talents works to another character. That character may then discard a Twist Card to gain the taught Talent for the rest of the day.

LIGHTNING ROD

Requirement: Grace -1 or lower

When magic hits this character, it hits her hard. This has happened enough times that she's prepared to leap out of the way at a moment's notice. The character gains a **+** on any duels made to resist Spells or Manifested Powers, but when targeted by an enemy's Spell or Manifested Power, the enemy can add a single suit of their choice to the final duel total.

METAL ON METAL

Requirement: Invested

This character has a number of thick metal plates that are not integral to its function. They make for great improvised shields when attacked. The character gains the following Defensive Trigger:

Df (📖) *Metal on Metal:* Reduce the damage caused by an Attack Action by 2, to a minimum of 1.

MOSTLY BLIND

Requirement: Grace -1 or lower

This character has difficulty seeing things, but she's learned to bull her way through most challenges to make up for it. The character gains a + on Close Combat attacks but a - on Ranged Combat attacks.

MOUNTAINEER

Requirement: Grace 1 or higher

This character is almost a human spider, able to climb nearly vertical surfaces with the barest minimum of handholds. When climbing a surface, the character's speed is increased to her full Walk speed rather than half her Walk speed. The character gains a + on any Athletics Challenges made to climb a surface and moves 2 yards for every Margin of Success (rather than 1 yard).

MOW DOWN

Requirement: Heavy Guns 3 or higher

There's something satisfying about mowing down your enemies in a hail of bullets. When this character makes a Ranged Combat attack with a Heavy Gun, she may use 2 AP instead of 1 AP to gain ++ on the attack flip. The character may not Cheat Fate on this attack. This attack uses three times as many bullets as normal.

QUEENSBURY RULES

Requirement: Pugilism 3 or higher

This character is an adherent to the Marquess of Queensberry rules, the code of generally accepted rules in the sport of boxing. Such a focus makes her a true boxer, leagues above the hoodlums who just punch and kick each other until someone falls down. The character gains the following Trigger on her Pugilism Close Combat attacks:

👊 *Win By Knockout:* After damaging, the target takes the Drop Prone action.



QUICK

Requirement: Speed 2 or higher

This character responds to things faster than most, ensuring that she's never caught unaware. The character gains a **+** to any Challenges made to resist a (X) and takes 1 less damage from (X) and **!** effects (to a minimum of 1 damage).

REBOUND

Requirement: Thrown Weapons 3 or higher

If you throw it just right, sometimes you can bounce a thrown weapon off one enemy and into another. The character gains the following Trigger on her Thrown Weapons Ranged Combat attacks:

☛ *Rebound:* After damaging, you may deal 1/2/3 damage to another target within 3 yards of the original target.

RIPOSTE

Requirement: Melee 3 or higher

This character is capable of quickly counterattacking with her sword after parrying an enemy's attack. The character gains the following Defensive Trigger:

Df (☛☛) *Riposte:* After a Close Combat attack fails against this character, this character deals the damage of one of her readied sword or blade weapons to the attacker. This damage flip receives a **+**.

SELF SUFFICIENT

Requirement: Charm -2 or lower

When no one likes you, it's a lot easier to figure out how to do things on your own. This character gains +1 Willpower but cannot take the Assist Action and cannot voluntarily take part in Ongoing Challenges alongside other characters (though the Fatemaster can still force her to participate if it makes sense for the Ongoing Challenge in question).

SLOW LEARNER

Requirement: Intellect -1 or lower

When this character was young, everyone thought she was as dumb as a brick. Fortunately, smarts aren't everything. This character gains +1 to an Aspect of her choice. During the Epilogue step, the Fatemaster chooses which Skill the character will advance in, rather than the player.

STEEL WALL

Requirement: Invested

This character is essentially a large block of mobile armor. At the end of the character's turn, if it did not take any Move or Charge Actions, the character gains Armor +1 until the start of its next turn and provides Hard Cover to characters with a Height equal to or lower than its own.

STREET FIGHTER

Requirement: Pugilism 3 or higher

This character has spent enough time on the streets to realize that sometimes, it's the guy with the dirtiest trick who gets to see another sunrise. The character gains the following Defensive Trigger:

Df (X) *Street Fighter:* After a Close Combat attack fails against this character, if this character is wielding no weapons, this character deals 1/2/3 damage to the attacker. This damage flip may not be cheated.

STUBBORN

Requirement: Tenacity 2 or higher

Sometimes, it pays to be a bit pig-headed and refuse to accept anything but what you want. This character gains a **+** on all Willpower duels but a **-** on all Convince Challenges.

SYCOPHANT


Requirement: Charm 2 or higher

When you're this awesome, it's hard to get people to leave you alone. The character has a loyal hanger-on that will do most things asked of them so long as the request is not obviously suicidal.

The character choose a Peon or Minion level Commoner from the *Fatemaster's Almanac* (page 124) to be her sycophant. The sycophant goes everywhere with the character (or at least, tries to) but is still under the Fatemaster's control. If the sycophant dies or the character abandons them, the character may gain a new sycophant after a few days spent in any reasonably populated area.

TASKMASTER

Requirement: Flexible 3 or higher

It's sometimes difficult to properly motivate someone, but this character knows that where there's a whip, there's a way. When a friendly character within 3 yards of this character takes an action involving a non-Social Skill, they may choose to suffer 1 damage to gain a  to the resulting Challenge. This Talent may only be used while this character is wielding a Flexible weapon.

THREADING THE NEEDLE


Requirement: Archery 3 or higher

This character is skilled at putting her arrows exactly where she needs them to go. When making an Archery Ranged Combat attack, this character may ignore other characters when determining line of sight and does not randomly determine her target when firing into an engagement.

TORSO MODIFICATIONS


Requirement: Invested

This character's torso can be swapped out for different models. Replacing the character's torso requires 30 minutes of work and a successful Artefacting or Engineering duel against TN 14 (which may be made by the character or someone else assisting them). If successful, the character gains one of the options below until it uses this Talent again.

- Standard: No adjustments.
- Reinforced Armor: The character's Armor may reduce damage to 0, but it suffers -2 to its Charge Aspect.
- Lightweight Chest Plate: The character gains +1 Defense and -1 Wound.
- Parade Armor: The character lowers its Defense and Armor by 1 (to a minimum of 0) but gains a  to Social Challenges.

TOUGH AS NAILS

Requirement: Resilience 2 or higher

This character has taken a beating or two in her time, but she never let it slow her down. Critical Effect flips made against the character receive a .

UNCEASING

Requirement: Speed -2 or lower

This character took the story of the tortoise and the hare to heart, believing that slow and steady will win the race. Once per turn, the character may discard a Twist Card to take a Walk action without spending any AP.



SKILLS

Into the Steam introduces three new Skills to *Through the Breach*. They are intended to round out the Skills provided in *The Fated Almanac* to give players and Fatemasters more options when creating characters.

Each of these new Skills has an associated Aspect and a Skill Category. Players should feel free to use these Skills as if they were printed in the *Fated Almanac*.

CULINARY

Skill Category: Crafting
Associated Aspect: Charm

Culinary is a Crafting Skill that is used in the creation of food and beverages. The top chefs of Malifaux have high Culinary, as do the distillers and brewers working to keep the Union workers happy. Most individuals specialize in either food or drink preparation, but someone skilled in Culinary can create both equally well.

The culinary arts are as much about understanding your audience as they are about understanding the ingredients. Knowing the right wine to serve with dinner or preparing foods pleasing to those from a specific culture are all things a skilled chef must take into account. Feeding a Gremlin in a satisfying way is a significantly different experience than doing so with a miner.

GEOGRAPHY

Skill Category: Academic
Associated Aspect: Intellect

Geography is the study of the land itself. Unlike Wilderness, which focuses on surviving on the land, Geography focuses on the landscape, its inhabitants, and how they both relate to each other. A study of Geography is important when picking out the best areas to dig for Soulstones or when deciding where to lay railroad track. It also covers the creation of maps and other similar items.

GRAPPLING

Skill Category: Close Combat
Associated Aspect: Speed

Sometimes close quarters combat isn't about striking your opponent so much as it is about controlling them. The ability to hold and pin an opponent is a useful one, and many grapples can result in lasting damage to the opponent. Grappling uses its own attack chart.

GRAPPLING	RANGE	DAMAGE	SPECIAL
Rank 1	/// 1	0/0/1	Pinning
Rank 2	/// 1	0/1/1	Pinning
Rank 3	/// 1	0/1/2	Pinning
Rank 4	/// 1	1/1/2	Pinning, Potent
Rank 5	/// 1	1/2/3	Pinning, Potent

Pinning: Whenever this weapon deals Severe damage, the target is Paralyzed until you take another Action.

Potent: Whenever this weapon deals Moderate damage, the target suffers a Weak Critical Effect. Whenever this weapon deals Severe damage, the target suffers a Moderate Critical Effect. This is in addition to any other Critical Effects the target would suffer from the attack.

ACADEMIC SKILLS

Unless the Fatemaster has specifically tailored an adventure to make use out of some Academic Skills, they may see little use.

Fatemasters are encouraged to consider using Academic Skills in the place of associated Aspects in certain circumstances. This gives these Skills broader uses while providing more options to the players.

For example, an Artefacting Challenge might use Engineering instead of Cunning, as it draws upon the character's education to complete the task. There are many other combinations that can breathe new life into Academic Skills.

SKILL TRIGGERS ACADEMICS







This section is presented as an option for Fatemasters who wish to add more Skill Triggers into their games. These will make the Fated slightly more powerful, but the real concern for Fatemasters should be the amount of information her players have to keep track of during a game. If the players are experienced roleplayers who are capable of managing the additional layer of rules this option adds to the game, then these Triggers should provide them with further opportunities to customize their characters. Newer players, however, might find themselves overwhelmed by keeping track of so much additional information; in this case, these rules may not be suitable for the group.

Each time a character reaches rank 3 with one of the following Skills, she may gain one of the listed Triggers for that Skill. When she reaches rank 5, she may choose a second Trigger for that Skill.

This type of Skill is learned through months and years of study. Most characters with Academic Skills have attended school or had a tutor, but others are self-taught through books or apprenticeship. Although Malifaux is an inherently practical world, there is still a lot to be gained from a thorough education.

ART







The Skill covers the study of art and art history, as well as the creation of art. Most individuals with the Art Skill are capable of producing quality pieces of art. In the northern lands, this Skill is often used by the M&SU in recruitment and propaganda, creating posters and banners to draw people in.

-  *Propaganda*: After succeeding, choose a simple task, such as "donate to the poor" or "join the M&SU." NPCs who see your art must perform a Willpower Challenge (TN 8 +1 per Margin of Success) or be compelled to either perform the task (if feasible) or encourage others to do so.
-  *Masterpiece*: After succeeding, you create a masterpiece. The value of the piece is equal to the final duel total of the Art Challenge, and you may sell your creation to interested buyers for this amount.
-  *Avant-Garde*: After failing, your creation inspires discussion and interest among an unexpected group. The Fatemaster secretly chooses one faction or organization; members of this group that see your creation take a positive interest in it and try to obtain it (generally in a positive manner). You gain a  on the first Social Duel you make with such individuals.
-  *Ambiance*: After succeeding, your art provides a certain type of ambiance that affects the mood of those around it. Choose a single Social Skill. While in view of your art, characters suffer a  on all Challenges with the chosen Skill. If more than one piece of art has this ability, the character arranging the room or viewing area decides which piece will provide its effect.











BUREAUCRACY

The law can take a lifetime to understand, and it's always changing. The Bureaucracy Skill represents an understanding of the law, proper operating procedures, and how to use both to your advantage. Many Contract Towns across Malifaux have their own laws - often multiple sets of laws, imposed by the Guild and the Union alike - so an understanding of Bureaucracy can be vital to keeping out of trouble.

-  *Ruthless Litigation:* After succeeding, the target gains the Dazed Condition. The target may take a (1) Use Skill (Bureaucracy) Action against a TN of 10 + 2 per Margin of Success to remove this Condition; otherwise, the Condition remains until the end of the scene.
-  *Legal Documents:* After succeeding, you may produce documents backing up your claim. Any Social or Bureaucracy Challenges made with the intent of challenging your claim or changing the minds of those who have seen the documents suffer a  to the flip.
-  *Monotone:* After succeeding, choose one target that can hear you. That target must succeed on a TN 10 Willpower Challenge or fall asleep. The TN of the Challenge is increased by +2 for each Margin of Success on your Bureaucracy Challenge.
-  *Now I Might Just Be A Simple Country Lawyer...:* After succeeding, every character listening gains the following Condition until the end of the scene: "**Country Wisdom:** If this character does not possess any ranks in Bureaucracy, the character that applied this Condition gains a  to Bewitch and Convince Challenges made against this character."








ENGINEERING

Engineering is the technical understanding of how parts work together. This Skill covers the knowledge of engineering principles, the ability to draw up schematics, and the technical skills necessary to modify existing weapons and machines. The actual manufacturing of such items typically falls under the Artefacting or Blacksmithing Crafting Skills, but it's Engineering that is used to draw up the plans.

-  *Technobabble:* After succeeding, you may make a Social Duel against a nearby character. If that character does not possess any ranks of Engineering, you gain a  to the flip.
-  *Efficient Parts:* After succeeding, you may apply a modification to a weapon or armor you were working on (or that is possessed by a Construct you were working on) for one-third of the normal price.
-  *Fine Tuning:* After succeeding against a Construct, that Construct gains either a  or a  (your choice) to its next Challenge Duel.
-  *Ready for Manufacturing:* After succeeding, if you were drawing up plans for an item or Construct, you gain a  on your next Artefacting or Blacksmithing Challenge made to create it.






GEOGRAPHY

The study of the land, its inhabitants, and their interactions can be quite useful. Although traditionally taken by surveyors, it also helps a military commander to understand the landscape of an upcoming battle. Utilizing geography allows for a fundamental understanding of the land itself.

-  *Lay of the Land:* You gain the following Condition for the next 5 minutes: "**Sure Footed:** You do not suffer any movement penalties due to terrain."
-  *Harness Energies:* You gain the following Condition for the next 3 turns (Dramatic Time) or 5 minutes (Narrative Time): "**Ley Line:** You gain + to your Magical Skills."
-  *Don't Step In That!:* You gain the following Condition for the next 5 minutes: "**Light Feet:** You cannot suffer more than 1 damage per round due to Hazardous Terrain."
-  *Strength of the Earth:* You gain the following Condition for the next 1 turn, plus one additional turn per  in the final duel total: "**Apex Predator +1:** You gain + to your Close Combat and Ranged Combat Skills."

HISTORY







History is the study of the past: knowing who and what came before you. Because so much about Malifaux's past is a mystery (at least to humans), this Skill generally deals with the history of Earth, though there are a growing number of Breach Historians (as they are often called) that work to uncover the secret history of Malifaux.

-  *Neverborn Studies*: After succeeding, one target that can hear you gains the following Condition for the rest of the day: "**Knowledge of the Past**: When this Condition is applied, choose the Woe, Nephilim, Nightmare, Swampfiend, or Puppet Characteristic. This character gains  on all Willpower and Defense Challenges made against characters with the chosen Characteristic."
-  *Of Course!*: After succeeding, you learn a previously hidden secret about Malifaux's history that pertains to your current subject of inquiry. It need not be an important secret, but it should shed some further light on your current situation and make an interesting topic for a future research paper.
-  *Boring Speech*: After succeeding, choose one target that can hear you, plus one target per Margin of Success. The targets gain the Dazed Condition for as long as you continue talking.
-  *Research Grant*: After succeeding, your research attracts the attention of the Governor General or his associates. Within a few days, you gain an amount of scrip equal to your final duel total. This Trigger may only be declared once per week.







LITERACY

Literacy is the ability to read and write a given language. A high literacy increases your vocabulary and ability to be understood by others.

-  *Flowery Words*: After succeeding, make a Bewitch or Convince Challenge against a nearby target with a  to the flip.
-  *Decipher*: After succeeding on a Grimoire, you discover hidden notes that describe a new Immuto. Choose one Immuto and add it to the Grimoire. A Grimoire may only benefit from this Trigger once.
-  *Scrawlings*: After succeeding, anyone attempting to read what you have written must succeed on a Literacy Challenge at TN 10 + 2 per Margin of Success. On a failure, the character is unable to read what you have written.
-  *Editing*: After succeeding, you may make a Forgery Challenge with a  to the flip. On a success, you may rewrite 1 page, +1 page per Margin of Success, to say whatever you wish.

MATHEMATICS

Although very few individuals need a high level of Mathematics, it is a vital Skill to assist with engineering, architecture, and many economic interactions.

-  *Probability Studies*: After succeeding, you may reveal your hand to the Fatemaster and draw a card. If the suit of the drawn card matches the suit of any other card in your hand, discard the drawn card.
-  *Integers*: After succeeding, you may discard a Twist Card from your hand. If you do so, each other player may shuffle any Twist Cards with the same value in their discard piles back into their decks. Then do the same with the Fate deck.
-  *Outliers*: After succeeding, you may search the discard pile for the Red Joker and Black Joker cards and shuffle them back into the Fate Deck.
-  *Addition*: After succeeding, you gain the following Condition until the end of the scene: "**Additive**: When Cheating Fate, you may end this Condition to Cheat Fate with two Twist Cards instead of one; add the value of one card to the other to determine the value of the cheated "card," so long as this value does not exceed 13."





CLOSE COMBAT

SKILLS

Close Combat focuses on the use of your body and possibly a weapon in close quarters fighting. In the swirling chaos that is a melee, only those with years of practice are able to keep themselves from being harmed while still fighting effectively.






FLEXIBLE

Flexible weapons are those weapons with a bit of a bend to them. It's uncommon to see many flexible weapons in battle, but they can bring some interesting options to a skilled wielder.

-  *Git!*: After succeeding, move the target 1 yard in any direction.
-  *Whipping Frenzy*: After succeeding, make another Flexible Weapon attack against the same target. This attack may not declare Triggers.
-  *Tangled Up*: After succeeding, the target gains the following Condition until you leave its engagement range, you make another attack with this weapon, or the end of its next turn: **"Tangled Up:** This character may not take Walk or Charge Actions."
-  *Cruel Laugh*: After succeeding, this character gains the Focused Condition.






GRAPPLING

Entering into a grapple with another creature is a contest of strength and control. By grabbing your opponent, you are able to control them through various locks and holds.

-  *Drag*: After succeeding, move up to 2 yards and then push the target into physical contact with you.
-  *Toss*: After succeeding, throw the target up to your Might in yards (minimum 1 yard). The target immediately takes the Drop Prone action.
-  *Dislocate*: Gain a  to the damage flip, but it may not be cheated.
-  *Submission Hold*: Target suffers +1 damage.





HEAVY MELEE

Any melee weapon that is wielded with two hands is a heavy melee weapon. They tend to do high amounts of damage but are difficult to use effectively in combat.

-  *Knock Back*: After damaging, push the target 3 yards away from this character.
-  *Crushing*: After succeeding, this attack ignores Armor.
-  *Finisher*: After damaging, if the target is Paralyzed, the target is killed.
-  *Stagger*: The damage flip suffers . After damaging, the target gains the Slow Condition.





MARTIAL ARTS

Martial Arts is the use of codified strikes and stances that utilize the whole body in fighting an opponent. There are many schools of martial arts that teach different types of combat.

-  *Pressure Point*: After succeeding, the target gains the following Condition until the end of the round: **"Blocked Chi:** This character may not take (0) Actions."
-  *Pin Down*: After succeeding, the target gains the following Condition until you leave its engagement range or until the end of the round, whichever comes first: **"Pinned:** This character may not move or be pushed."
-  *Low Blow*: After succeeding, the target gains the Dazed Condition until the end of its next turn.
-  *Jump Kick*: After succeeding, if this attack was taken as part of a Charge Action, take an additional Martial Arts attack against the target. You may only declare this Trigger once per turn.







MELEE

These melee weapons are used in one hand. Swords are one of the most common melee weapons, and they come in a variety of shapes and sizes.

-  *Circling Around*: After succeeding, place yourself anywhere within the target's engagement range.
-  *Impromptu Parry*: After failing, gain +1 Defense against Close Combat attacks made by the target until the end of the round.
-  *Smear'd With Poison*: After succeeding, the target gains Poison +1.
-  *Bloody Mess*: After killing the target, draw a Twist Card and then discard a Twist Card.






PNEUMATIC

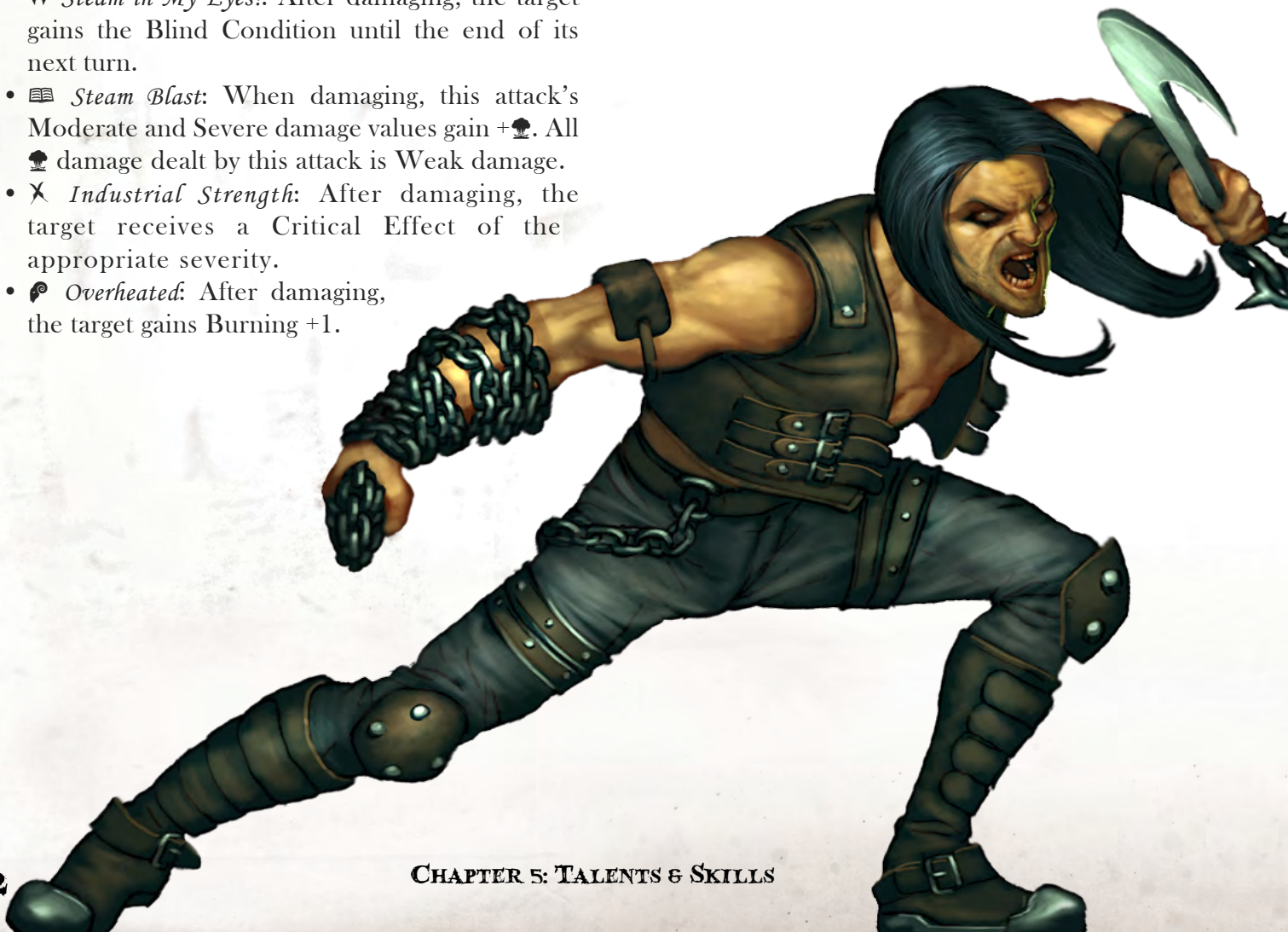
Pneumatic weapons are those that use mechanical components in an attempt to deal extra damage to their foes. Most pneumatics require a fuel source to operate, and many require Soulstone dust (or an actual Soulstone) to reach peak performance.

-  *Steam in My Eyes!*: After damaging, the target gains the Blind Condition until the end of its next turn.
-  *Steam Blast*: When damaging, this attack's Moderate and Severe damage values gain +. All  damage dealt by this attack is Weak damage.
-  *Industrial Strength*: After damaging, the target receives a Critical Effect of the appropriate severity.
-  *Overheated*: After damaging, the target gains Burning +1.

PUGILISM

Whether brawling or boxing, pugilism is focused upon hurting others with your fists. It's a favorite of barroom brawls and back alley beatings.

-  *Rabbit Punch*: After succeeding, take an additional Pugilism attack against the target. This attack may not declare Triggers.
-  *TKO*: After damaging, the target must make a TN 10 Unconsciousness Challenge. The TN of this Challenge is increased by +1 if this attack dealt Moderate damage and by +2 if Severe.
-  *Cowed*: After damaging, the target gains the following Condition until the end of its next turn: "**Cowed**: This character suffers a  on all attack flips made against the character that applied this Condition."
-  *Beatdown*: When damaging, you deal +1 damage if the target does not have Armor.



CRAFTING SKILLS

The act of creation is valued and common in the Northern Hills. The ability to take raw materials and turn them into something useful not only helps your town but also provides a steady source of income.

Luckily, crafting is less regulated in the North, as the Guild isn't able to fix prices as easily. This means that crafters and consumers alike have an easier time getting the materials they need.

ALCHEMISTRY

Alchemy is the use of chemicals to create compounds. This covers both chemistry and alchemy, which have combined Breachside to form a strange amalgam of both.

- *We Can Drink That!:* After succeeding, if you are creating an item, you gain a jar of moonshine.
- *Additional Product:* After succeeding, if you are creating an item, you gain an additional item of that type.
- *Toxic Distillation:* After succeeding, if you are creating an item, you gain a vial of poison (anyone who drinks it gains Poison+4).
- *And It Burns!:* After succeeding, if you are creating an item, you gain a flaming bottle (see the Demolitionist on page 119).

ARTEFACTING

Artefacting is the science of creating new pieces of steam powered machinery. Because Malifaux relies upon steam power to function, Artefactors are in high demand.

- *We Can Drink That!:* After succeeding, if you are creating an item, you gain a jar of moonshine.
- *Valuable Components:* After succeeding, if you are creating an item with a value greater than 10 scrip, you find leftover parts that you can sell for 3 scrip.
- *Give It A Good Thwump:* After failing, immediately make another Artefacting Challenge against the same TN. If this Challenge is successful, your first failure is ignored.
- *Patch Up:* After succeeding, if you are working on a Construct, it heals 1/2/3 damage.

BLACKSMITHING

Blacksmithing is the art of shaping metal into more useful forms, whether that involves making weapons and armor or horseshoes and weather vanes.

- *Knock Offs:* After succeeding, if you are creating a weapon, gain two additional weapons of the same type, each with the Shoddy Customization.
- *Additional Product:* After succeeding, if you are creating an item, you gain an additional item of that type.
- *Special Process:* After succeeding, if you are creating a weapon, add the Blued Customization to the weapon at no cost.
- *I Added Some Spikes:* After succeeding, if you are creating a pistol or rifle, add a free bayonet to the weapon (see the *Fated Almanac* page 172).






CULINARY

The Culinary Skill covers cooking, baking and the process of brewing. Everyone, from the poorest urchin all the way up to the Governor General, needs to eat, and most people prefer to eat food that tastes good.

- *Strong Stuff:* After succeeding, if you are brewing alcohol, anyone drinking the alcohol gains the following ability for the next hour: **"Drunk and Reckless:** At the start of this character's turn, it may suffer 2 damage to generate 1 additional General AP."
- *Banquet:* After succeeding, if you are creating food or drink, you produce enough for three additional people per in the final duel total.
- *This Tastes Like Dog Food:* After failing, you gain a plate of animal food. If fed to a Beast within the next hour, that Beast gains to all flips it makes during Narrative Time for the rest of the day.
- *Loosen Your Belts:* After succeeding, if you are preparing food or drink, anyone partaking of the food or drink gains the following Condition until the end of the day: **"Stuffed:** The character that applied this Condition gains a on Bewitch and Convince Duels made against this character."






FARMING

Malifaux is not a nurturing environment, so food supplies are often quite low. Farming not only covers growing crops but also knowing what type of crops to plant and how to keep them safe until harvest.

-  *Weird Fruit*: After succeeding, if you are planting crops, they end up being strange in some way (such as odd shapes or glowing auras). If you choose to sell the crops, you must succeed at a Bargain Challenge to do so, but on a success you gain twice as much scrip for the novelty crop.
-  *Abundant Yield*: After succeeding, if you're planting crops, the field will produce twice as much as normal.
-  *Scarecrow*: After succeeding, if you are planting crops, you erect a scarecrow in the field. So long as it stands, Peons cannot enter the field (which is usually enough to keep most birds and vermin out).
-  *Good Ingredients*: After succeeding, if you are harvesting crops, any Culinary Challenges made with those crops gain a  to the flip.





HOMESTEADING

Living in the wilds of Malifaux is dangerous enough to give anyone pause, but somehow people still manage to eke out a life far from the protection of the Guild. Whether it's building a safe home or surveying prospecting areas, Homesteading is a valuable Skill.

-  *We Built Around It*: After succeeding, if you are constructing a building or compound, you discover a single wondrous feature (such as a tree that grows healing fruit, wood that cannot be burned, or underground caves allowing you to move safely between buildings), at the Fatemaster's discretion.
-  *A Fort*: After succeeding, if you are constructing a building or compound, so long as you are within its boundaries, you and your allies treat all soft cover as hard cover and ignore severe terrain."
-  *Safe Pasture*: After succeeding, if you are building a fence, you gain a  to any Husbandry duels made against Beasts within the fenced off area.
-  *Barbed*: After succeeding, if you are building a fence, the fence gains the following property: "**Barbed**: Characters passing through this fence suffer 1/2/3 damage."






PRINTING

Printing covers the production of any sort of printed medium with a printing press. As mundane as that might seem, the ability to rapidly create and distribute newsletters, flyers, and other forms of printed communication is a vital component to any industrialized civilization.

-  *Propaganda Machine*: After succeeding, anyone reading what you have printed must succeed on a TN 10 Centering Challenge or be swayed to a political opinion espoused in the printed work.
-  *Paper Blizzard*: After succeeding, you produce +25% more copies of whatever you are printing.
-  *Slander*: After succeeding, anyone reading what you have printed must succeed on a TN 10 Centering Challenge or develop a negative opinion of someone mentioned in the work.
-  *Laudation*: After succeeding, anyone reading what you have printed must succeed on a TN 10 Centering Challenge or develop a positive opinion of someone mentioned in the work.

STITCHING

Stitching is most commonly used for creating and mending clothing, but it also has more sinister uses for those who seek to create composite undead from the pieces of multiple "donors."

-  *From Curtains*: After succeeding, if you are creating or repairing an article of clothing, it appears to be of much higher quality than usual.
-  *Dolly!*: After succeeding, you have enough leftover materials to craft a small dolly. If given to a child or collector, you may make an immediate Bewitch or Convince Challenge against the recipient with a  to the flip.
-  *Loose Stitches*: After succeeding, target corpse you are stitching together gains the following Condition if later animated as an Undead: "**Loose Stitches**: After being damaged, all characters within (X)1 of this model gain Poison +1."
-  *Tight Stitches*: After succeeding, target corpse you are stitching together gains +1 Wound if later animated as an Undead. A single corpse may not benefit from more than one instance of this Trigger.







EXPERTISE

SKILLS

Expertise Skills are those that require training, experience, and often a great deal of practice. Expertise Skills can be quite profitable, and the better someone is at a given Expertise Skill, the more likely they are to make a good amount of money in their chosen field.






APPRAISE

The Appraise Skill handles the ability to look at a thing and judge its value. Although it is rare for an individual to make a living on appraisal alone, it comes in handy for a variety of professions.

-  *Overestimate*: After succeeding, if you attempt to sell the appraised item in the next day, you gain +20% additional scrip.
-  *Expertise*: Immediately increase your duel total by one for each  in the final duel total.
-  *It's a Fraud!*: After succeeding, everyone present believes that the item is worth 20% less than its actual value.
-  *It's A Good Deal*: After succeeding, you may make a Barter Challenge to either purchase the item or sell it to an interested party with a  to the flip.








DOCTOR

The Doctor Skill allows you to treat injuries, sickness and poisonings. Of course, the success of such ventures is never guaranteed, but it beats leeches and a hacksaw.

-  *Outpatient Care*: After successful Surgery, the target heals 1/2/3 damage.
-  *Lots of Bandages*: After successful First Aid, make another First Aid attempt on the same target.
-  *Antidote*: After successful First Aid, remove the Poison Condition from the target.
-  *Take Two of These and Call Me in the Morning*: After successful First Aid, the target heals +1 Wound per  in the final duel total.







EXPLOSIVES

Despite popular opinion, the fine science of blowing things up requires years of knowledge and experience to fully master. Knowing how much force will be needed, what kind of fuse, and just how much distance is safe are all important elements in the use of explosives.

-  *Bomb in a Jar*: After succeeding, you are able to disguise the explosive as a simple household item (Notice TN 10 +1 per Margin of Success to recognize it as an explosive).
-  *Incendiary*: After succeeding, characters damaged by the explosive gain Burning +1.
-  *Concentrated*: After succeeding, the explosive deals no . Instead, it deals +1 damage per .
-  *Here Comes The Boom*: After succeeding, add + to the explosive's Moderate and Severe damage values.

FORGERY

Creating an authentic looking copy of a document is a useful skill. Some forgeries are done for legitimate reasons (as some documents just need to be copied), but most of the time this Skill is used to create counterfeit scrip or false papers.

-  *Perfect Copy*: After succeeding, you gain a  to any Convince or Deceive Challenge made regarding the forgery.
-  *Expertise*: Immediately increase your duel total by one for each  in the final duel total.
-  *Skilled Duplication*: After succeeding, increase the TN to detect the forgery by +5.
-  *Illicit Gains*: After succeeding, you may sell the forgery at the full value of the original.



GAMBLING

Gambling is about knowing the chances that things are going to come out in your favor and knowing how to play those odds.

- ♠ *Draw Up*: After succeeding, draw a Twist card, then discard a Twist card.
- 📖 *Quick Hands*: After succeeding, look at the bottom card of the Fate deck. You may choose to put it on the top of the Fate deck.
- ✂ *Discard*: After succeeding, look at the top card of the Fate deck. You may choose to put it on the bottom of the Fate deck.
- ♠ *Shuffle*: After succeeding, you may discard a Twist card to reshuffle the discard pile back into the Fate deck. No characters may draw cards as a result of this reshuffling.

HUSBANDRY

Raising and caring for domesticated animals is an important but often overlooked skill. Transporting food from Earth to Malifaux is an expensive process, and the first entrepreneurs to bypass the middleman and bring livestock to Malifaux soon became quite wealthy.

- ♠ *Puppies!!!*: After succeeding at birthing a Beast, you birth +1 Beast of the same type, +1 additional Beast per Margin of Success.
- 📖 *Grow Up Strong*: After succeeding at birthing a Beast, increase two of its Physical Aspects by +1 each.
- ✂ *Twisted*: After succeeding at birthing a Beast, the Beast is a twisted creature with unnatural parts (such as horns on a horse, chitinous plates on a dog, etc.). It gains one step along the Twisted Monster Pursuit.
- ♠ *Proper Care*: After succeeding, if the target is a Beast, it heals 1/2/3 damage.

LOCKPICKING

Getting into places you're not supposed to be is a key skill for many in Malifaux. A skilled lockpicker, therefore, is a valuable companion. Many of the rich and powerful have complex locks that incorporate pneumatics or magic, and only the most skilled can pick these locks.

- ♠ *Entering*: After succeeding, gain the following Condition for the next 3 minutes: "**Silent Entry**: Gain a + to all Stealth duels."
- 📖 *Copy*: After succeeding, gain a copy of the key.
- ✂ *Trap*: After succeeding, the next time a character uses the lock, they gain the Poison +3 Condition.
- ♠ *Breaking*: After succeeding, the lock is jammed and cannot be unlocked using a key.

MUSIC

Creating music can be a way to tell a story or to set someone's mind at ease. It can also be a way to excite, thrill, or agitate someone. Skilled musicians are capable of adapting the music to fit their needs, playing an audience as easily as an instrument.

- ♠ *Lullaby*: After succeeding, make a Music Challenge against the Willpower of everyone in (X)8. Those who fail the Willpower duel gain Slow.
- 📖 *Inspiring Ballad*: After succeeding, friendly characters in (X)8 may discard a Twist Card to gain a + to Social Skills for as long as you continue singing or playing.
- ✂ *Disjointed Tune*: After failing, all Social Skills performed within earshot receive a - as long as you continue singing or playing.
- ♠ *Marching Tune*: After succeeding, every friendly character in (X)8 may discard a Twist Card to gain the Fast Condition.

NAVIGATION

The landscapes of Malifaux are foreign to many, and outside of the rail system it can be difficult to get to one place or another. Navigation allows a character to pick the fastest and safest routes by which to travel.

- ♠ *Shortcut*: After succeeding, your travel time is reduced by 25%.
- 📖 *Cartographer*: After succeeding, you may create a map of the area that provides a + to all future Navigation duels in the same area.
- ✂ *Road Less Traveled*: After succeeding, gain the following Condition for the next 30 minutes: "**Hidden Paths**: Gain a + on any Wilderness or Track duels."
- ♠ *Prepared*: After succeeding, you gain the following Condition for the next 30 minutes: "**Shelter**: All allies within (Y)6 of you gain a + on any environmental hazards checks."

PICK POCKET

The ability to lift an object off someone's person without them noticing is handy to anyone with less than honest intentions, but this Skill can also be used to plant objects on someone...usually right before they're searched by a Guild guard.

- *Both Hands:* After succeeding, make another Pick Pocket check against the same target with a to the flip. This extra action may not declare Triggers.
- *Well Hello There:* After failing, you may make an immediate Bewitch Challenge against the target. If successful, the target does not notice your failed Pick Pocket attempt.
- *Pat Down:* After succeeding, you learn whether the target has any hidden weapons on their person.
- *Must Have Been Payday:* After succeeding, if you lift any amount of scrip off the target, double the amount.

SCRUTINY

Scrutiny is used when you try to analyze a person's emotional state or tell if someone is being deceitful. Knowing just who you're dealing with is an important skill everywhere, but it is doubly useful in Malifaux.

- *Political Eye:* After succeeding, you learn the target's Allegiance or, if they do not have one, the organization the target is most closely associated with.
- *Sense Magic:* After succeeding, you learn the identity of every Magia in the target's current Grimoire (if any).
- *Ready For Anything:* After succeeding, if you are in Narrative Time, you gain a to your Initiative if the target performs an action that leads to Dramatic Time (such as drawing a gun or ordering guards to attack you).
- *Size Up:* After succeeding, you learn the target's highest Close Combat or Ranged Combat Skill and its value.

TRACK

Track is used when you need to follow someone or something based on the trail they left behind them.

- *No Trail:* After succeeding, you may obscure the trail, imposing a penalty on anyone else trying to follow the same trail.
- *Deep Impressions:* After succeeding, you gain a rough idea of how the people you are tracking are equipped (such as backpacks, types of weapons, strangely shaped heavy items, etc).
- *Follow Their Lead:* After succeeding, you gain a to any Wilderness duels made while you follow the trail.
- *Guns Blazing:* On a success, when you catch up with the targets you are tracking, you may take one additional turn after the Initiative flip (but before characters begin resolving their turns in Initiative order).

WILDERNESS

The Wilderness Skill covers finding water and edible plants as well as the ability to recognize natural hazards such as inclement weather or quicksand. It can also be used to identify animals or start a fire, which makes it an essential Skill for anyone spending much time beyond the walls of Malifaux City.





- *Naturalist:* After succeeding, you gain the following Condition for the next four hours: **"One With Nature:** If you encounter a wild Beast, you may end this Condition at the start of Dramatic Time. You and your allies may each take one additional turn after the Initiative flip (but before characters begin resolving their turns in Initiative order)."
- *Hidden Cache:* After succeeding, you find a hidden cache of supplies. This might be a few rounds of ammunition, a useful item, or a crude map of the surrounding area.
- *Forecast:* After succeeding, you may choose what sort of weather the local area experiences for the next day, plus one day per Margin of Success. This weather must be natural to the area; for instance, you could 'predict' rain in the summer, but it won't start snowing.
- *Look, Berries!:* After succeeding, heal 1 damage.

MAGICAL SKILLS

Magic is a powerful force in Malifaux, but it requires practice, effort, and often a great deal of rote memorization to use effectively. Most spells are accessed via Grimoires; collections of arcane knowledge that allow a spellcaster to access spells she has not yet mastered.

COUNTER-SPELLING





Counter-Spelling is the art of using magical static to disrupt the spellcasting attempts of others. Given how powerful spellcasters in Malifaux can become, this Skill can be of critical importance to those with enemies.

-  *Expose Prestidigitation*: After succeeding, if the caster of the spell is within line of sight, they gain the Dazed Condition until the end of their next turn.
-  *Douse Sorcery*: After succeeding, if the caster of the spell is within line of sight, they suffer 1/2/3 damage as you turn their spell's energy back upon them.
-  *Unravel Necromancy*: After succeeding, target Undead Peon or Minion within line of sight suffers 1/2/3 damage.
-  *Break Enchantment*: After succeeding, target Construct Peon or Minion within line of sight suffers 1/2/3 damage.











ENCHANTING

The school of Enchanting is a broad assortment of magical spells and effects that augment the physical properties of people and things. Of all the paths of magic in Malifaux, it is Enchanting that is in the highest demand.

-  *Quicken Reflexes*: After succeeding, a friendly target within 3 yards of you gains +1 Grace until the start of your next turn.
-  *Enhance Intelligence*: After succeeding, a friendly target within 3 yards of you gains +1 Intelligence until the start of your next turn.
-  *Amplify Resilience*: After succeeding, a friendly target within 3 yards of you gains +1 Toughness until the start of your next turn.
-  *Strengthen Muscles*: After succeeding, a friendly target within 3 yards of you gains +1 Might until the start of your next turn.






HARNESS SOULSTONE

Soulstones may be the blood that keeps Malifaux alive, but using them effectively requires a bit of training. That training is represented by the Harness Soulstone Skill, which covers both using Soulstones and recharging them.

-  *Draw Power*: After succeeding, you gain a  to the next Enchanting, Necromancy, Sorcery, or Prestidigitation Challenge you make within the next 10 minutes.
-  *Supercharge*: After succeeding, if you are recharging a Soulstone, it gains 1 charge per  in the final duel total. If this takes the Soulstone above its normal maximum, these bonus charges disappear at a rate of one bonus charge per 10 minutes. A Soulstone that has bonus charges may not benefit from this Trigger.
-  *Guarded Soul*: After failing, if you were attempting to recharge a Soulstone, reduce the damage you suffer by 2 for each  in the final duel total.
-  *Try Shaking It*: After succeeding with a Soulstone, gain one use of Soulstone Dust per  in the final duel total. A Soulstone cannot produce more uses of Soulstone Dust than its Lade per month through the use of this Trigger.






NECROMANCY

Necromancy is known as the art of raising the dead from their graves, but it also deals with the manipulation of life itself. Most practitioners avoid introducing themselves as necromancers for obvious reasons.

-  *It's Alive...-ish:* After succeeding, target Undead within 3 yards gains the following Condition until the end of the scene: "**Visage of Life:** This character appears to be Living. Characters who suspect otherwise may attempt a TN 12 Scrutiny Challenge to see through the deception. If this character attacks, this Condition immediately ends."
-  *Whispers of the Dead:* After succeeding, you learn the location of any corpses within 3 yards of you (even if buried beneath you), plus 3 yards per  in the final duel total.
-  *Bolster Undead:* After succeeding, target Undead within 3 yards heals 1 damage.
-  *Fray Life:* After succeeding, target Living character within 3 yards suffers 1 damage.







SORCERY

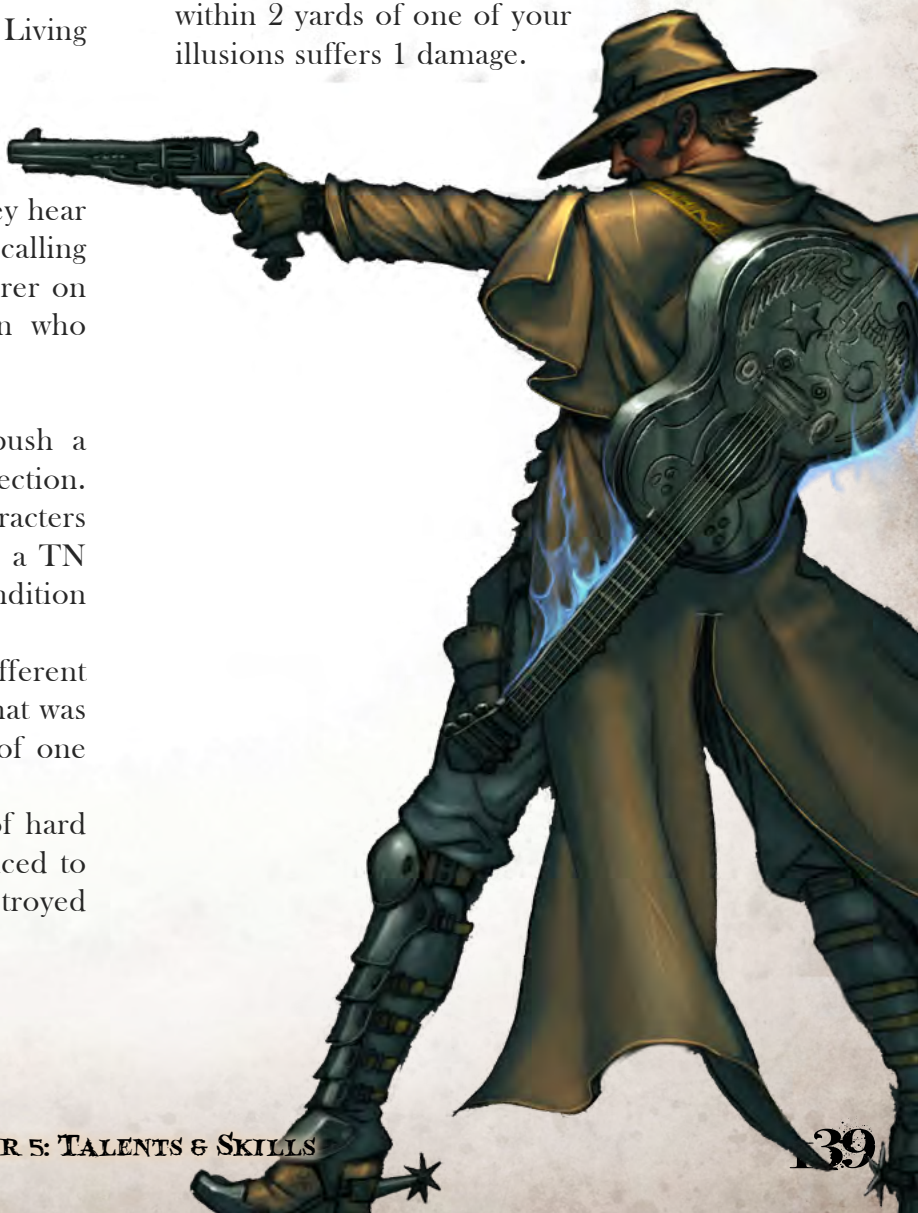
Sorcery is what most people think of when they hear the word magic. Whether throwing fireballs or calling down lightning bolts, the presence of a sorcerer on the battlefield can be a significant factor in who emerges victorious.

-  *Telekinetic Shove:* After succeeding, push a target within 3 yards up to 1 yard in any direction.
-  *Bright Flash:* After damaging, all characters within (X)1 of the target must succeed on a TN 10 Centering Duel or gain the Blind Condition until the end of the round.
-  *Arcing Energies:* After damaging, a different target within 2 yards of the initial target that was not damaged by a  suffers the effects of one Elemental Immuto in your spell.
-  *Brute Force:* After damaging, a piece of hard cover within 2 yards of the target is reduced to soft cover or a piece of soft cover is destroyed and reduced to severe terrain.

PRESTIDIGITATION

The fourth type of magic within Malifaux is Prestidigitation, and it governs the manipulation of illusion and dimensional space. While perhaps less flashy than some other Magical Skills, those who are skilled with Prestidigitation are capable of some very impressive feats of misdirection and trickery.

-  *Fade Away:* After succeeding, you gain the following Condition until the start of your next turn: "**Fade Away:** Attacks made against this character suffer  . This Condition immediately ends after an attack against this character is resolved."
-  *Glimpse the Future:* After succeeding during Dramatic Time, immediately increase your Initiative by +2.
-  *Distraction:* After succeeding, one target character within line of sight gains the Dazed Condition until the end of the round.
-  *Weapons of the Mind:* After succeeding, a target within 2 yards of one of your illusions suffers 1 damage.








RANGED COMBAT

SKILLS

The Skills represented here are all used for attacking with weapons at a distance. Ranged Combat involves knowing how to lead an enemy, how to steady yourself for proper aim, and how to take a weapon's recoil into account when you fire it. Ranged combat is the preferred method of combat for just about everyone when it comes to trying to kill someone.





ARCHERY

Archery includes the use of both a crossbow and a bow and arrow. While bows requires a more involved understanding of the wind than most other ranged weapon, arrows are capable of many things a gun is not – including shooting quietly.

-  *Awkward Shot*: After damaging, the target gains the following Condition: “**Awkward Arrow**: This character has a  to all attacks. This character may take a (1) Action to remove the arrow and end this Condition.”
-  *Pinned to the Ground*: After succeeding, the target gains the following Condition until it moves or is pushed: “**Pinned to the Ground**: This character may not declare Walk or Charge actions. This character may take a (1) Action to remove the arrow and end this Condition.”
-  *Poisoned Arrowhead*: After damaging, the target gains the Poison +1 Condition.
-  *Headshot*: When damaging, this attack ignores Hard to Wound. If a Critical Effect is generated, it automatically affects the target's head.





HEAVY GUNS

It is uncommon for those Breachside to see Heavy Guns. There are a few mounted at various Guild strongholds throughout the city and surrounding lands, some of which occasionally see combat, but for the most part these weapons only see significant use Earthside.

-  *No Man Can Outrun A Bullet*: After succeeding, reduce all damage dealt by this attack to 0. Move the target up to its speed in any direction, so long as the move ends farther from the firing character than it began.
-  *Hit the Deck!*: After succeeding, reduce all damage dealt by this attack to 0. The target immediately takes the Drop Prone action.
-  *Perforate*: After damaging, target gains the Bleeding Out Condition.
-  *Sweeping Fire*: After damaging, immediately make another Heavy Guns attack against a different target that has not yet been targeted by this attack or one of its Triggers this action.





LONG ARMS

Most Long Arms are used by hunters and scouts, as they are largely effective against only a single target. To make up for this, they are also able to be used at great range.

-  *Precision Sniping*: If the damage from this attack results in a Critical Effect, you may choose the location of the Critical Effect rather than flipping for it.
-  *Sight In*: After succeeding, you may discard a Twist Card to gain the Focused +1 Condition.
-  *Punch Through*: After damaging, deal 1/2/4 damage to a second character, if the second character is within 3 yards of the original target and behind them, relative to the firing character's position. This second damage flip may not be cheated.
-  *Headshot*: When damaging, this attack ignores Hard to Wound. If a Critical Effect is generated, it automatically affects the target's head.








PISTOL

The Pistol is the weapon of the law, the outlaw, the gentleman and the vagabond. Pistols are popular and common, and they have as many designs as there are stars in the sky.

-  *Ricochet*: After damaging, another character within 3 yards of the target suffers 1/2/4 damage. This damage flip may not be cheated.
-  *Armor-Piercing Bullets*: When damaging, this attack ignores Armor.
-  *Loud Blank*: After succeeding, reduce all damage dealt by this attack to 0. The target gains Slow.
-  *Unload*: When damaging, if you have two or more bullets remaining in your weapon, deal +2 damage to the target. Your weapon is now empty.





SHOTGUN

The shotgun is a popular weapon for those with the need to deal a lot of damage to someone. Unfortunately, most shotguns only function effectively within a short range, which limits their effectiveness somewhat.

-  *Run 'n Gun*: After damaging, you may immediately move any distance towards the target, up to your Walk Aspect in yards.
-  *What If...More Powder?*: When damaging, this attack adds + to its Moderate and Severe damage values.
-  *Shotgun Surgeon*: When damaging, this attack does not deal  damage. Instead, deal +1 damage to the target for each  marker that would have been placed.
-  *Blown Back*: After damaging, if this attack dealt Moderate or Severe damage, the target is pushed 1 yard away and takes the Drop Prone action.

THROWN WEAPONS

Thrown weapons serve a purpose both at range and in melee. Using thrown weapons effectively requires an understanding of the balance of the weapon as well as how to hold it for maximum impact.

-  *Ready Weapon*: After resolving, take the (1) Ready Weapon Action.
-  *I Had An Extra*: After succeeding, you find an additional item identical to the one you just threw in your gear (effectively replenishing the thrown item). This Trigger will not duplicate rare or unique items, at the Fatemaster's discretion.
-  *Smacked in the Head*: When damaging, the attack deals +1 damage. If a Critical hit is generated, it automatically affects the target's head.
-  *Hey! Over Here!*: After resolving, take the Impose Action against the target.



SOCIAL SKILLS

The ability to successfully interact with others cannot be overvalued. Personal relationships help people get ahead in the world, and this holds especially true in Malifaux and the Northern Hills.

BARTER

The Barter Skill is used whenever scrip changes hands. The value of Guild scrip tends to vary depending upon the whims of the Governor's accountants, so being able to talk yourself into a good deal can mean the difference between wealth and poverty.

- ♡ *Flatter*: After succeeding, the target becomes friendly and willing to assist you with gossip, directions, or other forms of information.
- 📖 *Can't You Do A Little Better?:* After succeeding, reduce the price of the item or service you are trying to purchase by an additional 20%.
- ✂ *I'll Never Shop Here Again!:* After failing, the target offers you a minor item or service to keep you as a customer. This could be a free piece of pie at a restaurant, a box of bullets at a weapons shop, or a sack of flour at a general store. This Trigger may not be declared against the same target more than once per day.
- 🕒 *How Much For The Hat?:* After succeeding, you may make another Barter Challenge, this time for an item that the target owns but was not otherwise willing to sell.

BEWITCH

When you need to make friends and impress your enemies, the Bewitch Skill is how you do it. Being likeable may not save you from a bullet to the back, but the person who shot you is sure going to feel bad about it afterwards.

- ♡ *I'm Kinda Important*: After succeeding, the target believes that you are a moderate- to high-ranking member of an organization they are friendly with and treats you accordingly until they have reason to believe otherwise.
- 📖 *Flirtatious Wink*: After succeeding, the target develops a crush on you. While they will not immediately throw themselves at you, they will offer you small favors and speak favorably about you, highlighting your strengths while downplaying your flaws. The crush lasts for one week.
- ✂ *I Don't Like You, Either*: After failing, you may immediately make an Intimidate Challenge against the target with a + to the flip.
- 🕒 *And Who's Your Friend?:* After succeeding, immediately make another Bewitch Challenge against a different target with a + to the flip.








CONVINCE

Convince is used to bring someone around to your way of seeing things or to get them to do something for you that they normally would not do. Needless to say, this can be a very important Skill to possess.

- ♡ *Just Between Us*: After succeeding, if you asked the target for a favor or to do something that might be considered questionable or illegal, the target will keep the matter a secret unless forcefully questioned.
- 📖 *Revelation*: After succeeding, the target has been so thoroughly convinced that they now believe your opinion to be the correct one. The target abandons their previous beliefs on the topic and adopts your beliefs as their own.
- ✂ *We're Just Talking Is All*: After failing, if you asked the target to perform a questionable or illegal action, there are no repercussions for failing the duel.
- 🕒 *The Honest Truth*: After succeeding, if you are telling the truth, you gain an additional Margin of Success.






DECEIVE

There's a lot of deception in Malifaux. Even if one discounts the shapechangers, propaganda and hidden agendas of its main movers and shakers, the fact of the matter is that people tend to lie to each other. A lot.

-  *Straight Faced:* After failing during Narrative Time, if the target does not possess any ranks in the Scrutiny Skill, you win the Challenge.
-  *Revelation:* After succeeding, the target has been so thoroughly convinced that they now believe your opinion to be the correct one. The target abandons their previous beliefs on the topic and adopts your beliefs as their own.
-  *"Guys, He Said It's Not A Real Knife!":* After succeeding during Narrative Time, the target turns their back on you. You may draw a one-handed weapon and make an immediate attack against the target with   to the attack flip.
-  *But Seriously...:* After failing, you may make a Convince Challenge against the same target with a  to the flip. If you succeed, there are no repercussions for failing the Deceive duel.






INTIMIDATE

Intimidation is the art of using the threats to persuade someone to do a specific task. Whether this takes the form of a thug threatening a merchant with violence or a socialite mentioning her important connections in order to get out of trouble, there's rarely a day that goes by in Malifaux without someone intimidating someone else.

-  *It's Nothing Personal:* After succeeding, you may make a Bewitch Challenge against the target with a  to the flip. If you succeed, the target's perception of you does not worsen as a result of the Intimidate Challenge.
-  *Interrogation:* After succeeding, the target must reveal a piece of helpful information (if possible).
-  *We're Just Talking Is All:* After failing, if you asked the target to perform a questionable or illegal action, there are no repercussions for failing the duel.
-  *Soften You Up:* After succeeding against a target within 1 yard, you may make a free Pugilism attack against the target; this attack may not declare Triggers. If the attack is successful, gain a Margin of Success on the Intimidate Challenge.

LEADERSHIP







The world of Malifaux is filled with squabbling ideologists, bull-headed and stubborn settlers, and plenty of people who just plain don't like others. Leadership is the ability to pull these people together despite these differences and get them to act like a coherent group.

-  *It Wasn't My Idea:* After resolving, all characters listening believe that the order or inspiring words came from another character (who does not have to be present), even if that character later claims otherwise.
-  *I Believe In You:* After succeeding, any NPCs performing a task as a result of your Leadership Challenge treat their Rank Value as two higher for the duration of the task.
-  *For Them!:* After succeeding, all characters listening may make a TN 10 Tenacity Challenge. On a success, that character may ignore the first Critical Effect they suffer within the next hour.
-  *Let's Do This!:* After succeeding during an Ongoing Challenge, every other character participating in the Ongoing Challenge gains a  to Challenge Duels they make during the next Duration.



TEACH

The Teach Skill is used whenever you're trying to show someone how to do something, from planting a garden to loading a gun. There aren't many formal schools in Malifaux, so those people who can explain things to others in a way that's easy to understand are a valuable resource.

-  *Mentor*: After succeeding against an NPC, choose a Skill you possess at Rank 2 or higher. For the duration of the scene, you may Cheat Fate for the NPC when they make a Skill Challenge using the chosen Skill.
-  *Breakthrough*: After succeeding against an NPC, that NPC immediately gains 1 Rank in a relevant Skill of your choice. This Trigger may not take the NPC above 2 ranks in any given Skill, and you must have more ranks in the chosen Skill than the target when you declare this Trigger.
-  *You're An Idiot*: After failing, you may make an Intimidate Challenge against the target with a  to the flip. On a success, you berate the target into trying harder, making the initial Teach Challenge a success.
-  *By Example*: After succeeding during Dramatic Time, the target gains the following Condition until the end of Dramatic Time: **Following the Example**: When this character performs a Skill Challenge, she gains  to the flip if the character who applied this Condition performed the same Skill Challenge earlier in the round."



TRAINING SKILLS

Training Skills don't come naturally or through casual use but must instead be built up through regular training. Constant practice is needed to keep these skills sharp, but a competent teacher sure doesn't hurt.

ACROBATICS

Whether tumbling, rolling, or leaping about, any feat of balance or dexterity is covered by Athletics.

- ♣ *Bouncy*: After succeeding, you may move up to 2 yards in any direction.
- 📖 *Show Boating*: After succeeding, you may make an immediate Pugilism or Martial Arts attack against a character you are engaged with. The attack flip gains a +.
- ✂ *Hold Still*: After succeeding, any Ranged attack made against you before the start of your next turn suffers a - to the attack flip.
- ♣ *Physique*: After succeeding, gain one Margin of Success per ♣ in the final duel total.

ATHLETICS

Athletics covers running, jumping, swimming or just about any other extremely physical action. If you're planning to be outdoors at all, this can be a very useful Skill to have.

- ♣ *Like A Spider*: After succeeding while climbing, you move at full speed.
- 📖 *Showoff*: After succeeding, you may immediately make an Acrobatics duel at a +.
- ✂ *Pratfall*: After failing, if you would suffer damage from the result, you suffer 2 less damage.
- ♣ *Physique*: After succeeding, gain one Margin of Success per ♣ in the final duel total.

CAROUSE

Carousing is the ability to consume a large quantity of alcohol or drugs without becoming completely messed up. It is a popular Skill for those who wish to fit in with unsavory types or just remember a night out on the town.

- ♣ *Just Like Down On the Bayou*: After succeeding, you gain the following ability for the next hour: "**Drunk and Reckless**: At the start of this character's turn, it may suffer 2 damage to generate 1 additional General AP."
- 📖 *Teetotaller*: After succeeding, you may dispose of your drinks or drugs without partaking and without anyone realizing you have done so.
- ✂ *Drunken Strength*: After succeeding, gain the following Condition for the next hour: "**Drunken Strength**: This character has +1 Might, to a maximum of +4, but suffers a - to any Ranged Combat Challenges."
- ♣ *Binge Drinker*: After succeeding, you heal 1/2/3 damage and gain the Poison +1 Condition.

CENTERING

Centering is used to keep calm in the face of adversity. It's often used to resist things such as fear and intimidation.

- ♣ *Strange Numbness*: After succeeding, you gain a + on the next Challenge you make to resist a Social Skill, provided it occurs before the end of the day.
- 📖 *Calm Mind*: After succeeding, you gain the following Condition for the next 30 minutes: "**Calm Mind**: This character gains +1 Willpower."
- ✂ *That's It, I've Had It!*: After failing, you may draw a one-handed weapon and make an immediate attack against the target who beat you (if they are in range).
- ♣ *Is That All?*: After succeeding, any of your allies within line of sight that failed to resist the same effect may make a second Centering Challenge; on a success, the first failure is ignored.

EVADE

When a pillar of crumbling ice comes crashing down or a stone boulder the size of a small house is rolling down a narrow hallway, it's best to get out of the way as soon as possible. Evade is the Skill that lets this happen.

- *Check Please!:* After succeeding, immediately take a (1) Walk Action.
- *Oww-reeka!:* After failing, you may suffer 2 damage to draw a Twist card.
- *Pratfall:* After failing, if you would suffer damage from the result, you suffer 2 less damage.
- *Ignore the Pain:* After succeeding, remove one Weak Critical Effect from yourself.

LABOR

The Labor Skill covers a wide variety of occupations, generally those that involve manual labor. Whether working in the mines, moving heavy crates, or laying railroad track, there's plenty of work in Malifaux for those willing to earn their pay.

- *Shirker:* After succeeding, you may discard a card to draw a card.
- *Off to Work We Go:* After succeeding during an Ongoing Challenge, gain an additional Margin of Success.
- *Walk if Off:* After succeeding, heal 2 damage.
- *Efficient:* After succeeding, cut the time required to complete the task by 50%.



NOTICE

It's always a good idea to be alert and aware of your surroundings. Not noticing something important can get you killed very quickly in Malifaux, and as a result, most of the people this side of the Breach have at least a little training in Notice.

- *Context Clues:* On a success, you may make an immediate Scrutiny Challenge against the target with a to the flip.
- *Expertise:* Immediately increase your duel total by one for each in the final duel total.
- *Wary:* After succeeding, you gain the following Condition for the next ten minutes: **"On Alert:** When this character enters Dramatic Time, she may end this Condition to gain to her Initiative flip."
- *Size Up:* After succeeding, you learn the target's highest Close Combat or Ranged Combat Skill and its value.





STEALTH

There are plenty of reasons someone might want to hide from detection, and Stealth is the Skill that lets them do that. Whether moving quietly past guards or attempting to blend into a crowd, this Skill is essential for those wishing to avoid detection.

- *Dart And Snatch:* After succeeding, you may make a Pick Pocket Challenge against a target within 3 yards with a to the flip.
- *Stakeout:* After succeeding, you may make a Notice or Scrutiny duel with a to the flip.
- *Stalker:* After succeeding, you gain the following Condition for the next minute: **"Getting Closer:** This character may end this Condition when making a Melee attack against a target that does not know the character is present to gain to the attack flip."
- *Sniper:* After succeeding during Narrative Time, you may make a Long Arms attack with a readied weapon against a target within range. If it hits, the damage flip gains .

TOUGHNESS

Some people are just born tough, but for most people it's a gradual process of training their body to ignore pain and keep functioning despite terrible injuries. The Toughness Skill is often used to resist discomfort imposed by injuries or to withstand massive damage (such as that caused by standing a bit too close to an exploding building).

-  *Motivated By Pain:* After succeeding, you may suffer 1 damage to take a (1) Walk Action.
-  *Stanch the Bleeding:* After succeeding, you may choose to end one Critical Effect affecting you.
-  *It Doesn't Hurt Anymore:* After succeeding, you gain Hard to Wound +1 until the end of Dramatic Time.
-  *Tough As Nails:* After succeeding, heal 1 damage.





STEAMFORGED

Breachside equipment often varies from its Earthside counterparts. For one, the raw materials are different, as anyone setting up a manufacturing plant in Malifaux will either have to use the natural resources of the land or pay high import fees to ship raw materials through the Breach. The presence of magic also adds a twist to the process, both for those willing to incorporate magical knowledge into their production and for those who create products dependent upon the presence of magic to function (such as many pneumatics).

Malifaux also attracts a high number of inventors eager to push the limits of what technology can accomplish. Some of Earth's brightest inventors have traveled to Malifaux, and with so many of them in once place, it's no wonder that there has been something of a technological boom since the Breach opened.

The presence of Soulstones and magic has opened the door for inventions far beyond anything that could be imagined back on Earth. The Guild has made great use of these forces to power the many constructs that

help keep the peace in Malifaux, and the M&SU and Arcanists have taken their example and run with it. While a person new to Malifaux will often marvel over the presence of a construct moving around under its own power, after a few months the ubiquitous machines barely seem draw attention.

The Northern Hills are populated by many skilled engineers and craftsmen, and as a result they have produced some of the leading companies for goods manufacturing. Many are located in or near Ridley, but others (particularly the smaller companies) are spread out throughout the region.

While most of the companies presented here are generally on the up-and-up, there are many smaller companies scattered across Malifaux with less than scrupulous ethics. In an attempt to make a name and profits, these companies can be quite inventive in their research, from corporate espionage to looting the secrets of ancient Malifaux to partnering with Neverborn or Resurrectionist visionaries.

MANUFACTURERS FLINTLOCK COMPANY

Below is a list of some of the larger or more notable companies that populate the Northern Hills. Some of these are the preeminent manufacturers of items on either side of the Breach, but many are just notable for what they provide cheaply to the people of Malifaux.

US&E

The United Steamworkers & Engineers is a group of engineers who mainly refurbish older items and bring them back into circulation with slight changes. While these weapons usually aren't as effective as their original versions, because they're crafted from recycled materials they tend to be cheaper and more readily available.

Although the US&E isn't publicly affiliated with the Union, they were originally founded using a large gift of cash from the Union. The Union recognized that, given their antagonistic relationship with the Guild, it might make sense to have their members cheaply armed in case of escalating conflict. A number of engineers left the Union to form the company, and now their ubiquitous items can be found all across the Northern Hills.

In terms of production, the US&E tend to buy supplies in bulk and utilize assembly lines, so they only offer a few different varieties of any core product, preferring to focus their efforts on affordability. That said, almost every US&E worker spends some time on the side modifying equipment and selling it privately, often improving on the original design.

A few of these private customizations have even gone so far as to be bought back by the US&E. These products get broken down, fitted into the assembly process and produced in large quantities. This has allowed the US&E to sell refurbished and repurposed guns as well as some unique designs, making them a bit of an everyman company with some interesting inventions.

While US&E weapons have something of a reputation for being shoddy, they make no efforts to hide the fact that their weapons are cheap. Indeed, when customers complain about poor craftsmanship (which usually occurs only after comparing a US&E product to the original), the company often offers them a full refund.

Flintlock weaponry is generally considered to be an outdated technology. It has been almost wholly replaced by newer weapons that are safer, easier to maintain and faster to load. Although many flintlock weapons can still be found throughout Earth and Malifaux alike, they are aging poorly and are largely considered curiosities more than legitimate weapons.

There is, however, one company that still stubbornly develops flintlock weapons, and they have changed their name to match their product: Flintlock. The Flintlock Company has improved upon its older models, making their weapons safer and more powerful. There are few firearms that can match the stopping power of a Flintlock, but despite this they are still seen as unsafe weapons, and load time remains a persistent issue. Most people prefer weapons with a larger capacity, especially given the accuracy of the models that the common person can afford.

In order to compete with other companies, Flintlock turned all their effort towards making their pistols faster to load, but this resulted in a sharp reduction to their power and range. It is a constant tradeoff, and Flintlock tries to compensate for this by offering a variety of options to their customers.

Despite their attempts to present their weapons as legitimate firearms, Flintlock Company weapons have developed a reputation for being weapons of murder; if you only need one bullet, you probably only have one thing in mind. This reputation has led to Flintlock's weapons becoming tools for intimidation. In fact, carrying a Flintlock Co. weapon (in addition to a more standard pistol) has become a sort of status symbol for those who make a business of violence.

Perhaps the most notorious customer of the Flintlock Company is the serial killer Seamus. Despite the constant protestations of the owners that they have had no business with the crazed murderer, their company is under near-constant watch by the Guild just in case. While initially an annoyance, the extra surveillance has proven useful from time to time, such as when unhinged "fans" of the dapper serial killer or the husbands of his past victims show up thinking that Flintlock might know his current whereabouts.

CLOCKWORK CREATIONS

Clockwork Creations is considered one of the foremost designers and manufacturers in Malifaux. Unlike many companies, they do not mass produce any of their products; instead, every item is assembled only after being ordered. The care with which their products are crafted has led to their gear having a certain prestige that is only further enhanced by the high quality of the products themselves.

Clockwork Creations is ostensibly the most independent manufacturer Breachside. Their business is incredibly small for the quality of product they produce, but this has helped them keep their prices high and their overhead costs low. As a result, they can afford the services of the best craftsmen and weaponsmiths in Malifaux, which ensures that every piece of equipment the company produces is of the highest quality.

When a product is commissioned, an engineer is assigned to the task and sees it through from start to finish. This helps to ensure that each piece is fully functional, and while there is a standard template for each weapon, the engineers invariably add their own touches and adjustments to each piece. This results in each item having its own individualized flair, and in some cases a Clockwork item created by a famous engineer can actually raise the price of the final product.

True to their name, most of the products produced by the company feature some form of clockwork component. Their prosthetics are the most obvious example of this, but anyone who attempts to modify a Clockwork Seeker or Pistol without being aware of this fact is in for a surprise. With most weapons, it's the actual firing mechanism that contains the clockwork parts, but some weapons - such as the clockwork rifle - also employ internal clockwork stabilizers.

The company has recently been focusing a fair portion of their engineering talent on aetheric technologies. If Clockwork Creations can figure out a way to reliably utilize aetheric energies in their products, they will quickly outshine every other company in the field.

ALPINE

Alpine is a firearms manufacturer that specializes in machine guns. There is currently no company capable of creating handheld guns that fire as rapidly as those produced by Alpine. The company has branched out somewhat from machine guns in recent years, but their core market is still grounded firmly in automatic weapons.

Alpine got its start from an explorer of the Ten Peaks named Lune Heed. Mr. Heed had ventured into the mountains with a large expedition, intent on seeing what lay on the far side of the mountains. Unfortunately, his group was attacked by a particularly large pride of Hoarcats. While they managed to fight the creatures off, there were enough severe casualties to abort the journey.

Heed realized that their problem was their lack of ability to shoot quickly and reliably at numerous targets. He funneled what remained of his money after the failed excursion into hiring a few engineers and starting Alpine.

The initial prototypes produced by Heed's engineers were certainly innovative, but each one suffered from some degree of overheating. The amount varied depending on the prototype - some merely became uncomfortable to hold, while others actually became hot enough to detonate the unspent bullets. It was only after one of the engineers reworked the open bolt system to allow for greater cooling that the company started to make significant advancements in the field.

Most of Alpine's customers are independent buyers, but their most lucrative contracts thus far have been retrofits of Guild constructs. Armed with Alpine machine guns, a single construct can cut down a rioting group of miners or an armed uprising in only a few seconds, which is a very appealing prospect for some Guild officials. Because of this, Alpine has started to develop a bit of a reputation as a "Guild company," despite remaining an independent business.

Owning an Alpine weapon is considered a bit frivolous in the safety of civilization, but as soon as you venture into the wilds, having an Alpine weapon at your side is seen as a reasonable precaution.

AG WORKS

AG Works stands for Alternate Gun Works. As a company, they focus on non-standard guns, such as those that shoot mesh nets or tranquilizer darts. Their products were the passion of Nicolas Makrar, the owner of the company. Nicolas was always more of a gun hobbyist than a hunter, and he delighted in the history of firearms.

He founded his own company in order to pursue his odd and varied interests in the field of firearms. Nicolas wanted to create weapons that could do more than fire a common bullet.

Unfortunately, Nicolas Makrar met his end in an attempt to weaponize the black blood of the Nephilim into a form of spray weapon. His death saw the company passing to the ownership of his wife Anya. While not as enthusiastic about weapons as Nicolas had been, Anya has kept the company's focus on the creation of various products that fulfill non-traditional roles.

AG Works is not an extremely profitable company. In fact, it barely makes enough to keep itself afloat, but that is largely because the bulk of its profits get immediately funneled back into research and development. Many aspiring inventors seek positions with AG Works because the company has a very open attitude towards experimentation and deadlines.

While not one of the first names most people think of when it comes to weapons, AG Works has made significant contributions to the field of firearms. Some of their inventions don't fit into their product line or are so complicated or expensive as to make mass production unfeasible on their budget, so these are typically sold off to other companies or private collectors for huge profits.

AG Works also takes on special projects on a case-by-case basis, as unlike many of their competitors, they are willing to devote the time and energy to solving unique problems with applied technology. Whether this is the construction of a unique construct, drawing up blueprints for a specialized water pump, or fitting a Soulstone into a specially crafted lightning gun, the company is usually more than willing to take the job. The downside to this is that such projects can sometimes end up costing far more time and money than the contractor originally estimated.

FRONTIERSMAN

A small company, Frontiersman creates only a few rifles, all of which are used almost exclusively for hunting. Since the game in Malifaux is larger and stronger than that of Earth, Frontiersman has focused on rifles with significant stopping power. Frontiersman tends to use innovations from other companies in order to stay at the top of the hunting rifle business.

Frontiersman does limited runs of its products, which has ensured that the demand for their weapons always exceeds the supply. A thriving secondary market has sprung up around the sale and resale of their firearms, and many of their weapons only become more valuable as time goes on.

It is a little-known fact that Frontiersman actually has all of its weapon production done via Clockwork Creations. They do not have the facilities for proper production and are instead mostly in the business of creating blueprints. Because of this arrangement, most people assume that the company is far larger than it actually is (around twenty people, the bulk of whom are engineers and professional outdoorsmen). A pair of writers rounds out the group and are responsible for collecting reports of new wildlife to include in the annual Frontiersman Journal.

Every year, Frontiersman holds a competition in the Bayou. Over the course of three days, all those participating in the event travel into the swamp in an attempt to bring back the biggest game. The winner gets a free, top-of-the-line Frontiersman rifle. Although many of the past winners haven't needed the prize (having already purchased a similar weapon), it is still a popular event for those who wish to socialize with their fellow hunters or show off their capabilities.

In addition to supplying weapons, Frontiersman produces a line of survival and hunting equipment, such as heavy clothing, camouflage for a variety of terrains, and manuals that describe the various beasts of Malifaux. While originally focused on just the wildlife of Malifaux, the line between "wildlife" and "Neverborn" ended up being so thin that later editions just started including everything a hunter or outdoorsman might encounter in the wilds. The annual Frontiersman Journal has since become a bestseller, both Breachside and back on Earth.

EXPANDED CRAFTING

This section expands the crafting rules presented in the *Fated Almanac*, offering more robust mechanics for those who wish to make crafting a more important part of their game. The rules presented here are optional but recommended, as they also place some limits upon characters who create heavily modified weapons that begin to push the limits of reason and common sense (not to mention game balance).

Generally speaking, there are three different ways to use these expanded crafting rules. The first is, perhaps unsurprisingly, to just create an item. We've called this section "Crafting," and while the rules presented here mostly deal with crafting weapons and armor, the Fatemaster can use a similar process to handle the creation of other items (such as meals, fences, chemicals, and the like).

The "Modifying" section deals with modifications and how characters can apply them to their weapons and armor. The system is similar to that of the Crafting system but still allows characters some leeway in customizing their own equipment. It might still be possible to make a highly customized and incredibly dangerous weapon, but doing so will either require the character to have a deep understanding of the item she is modifying or know a crafter with such a skill set. Finding such a person to modify a beloved weapon could even be an adventure in itself!

The last type of crafting is "Inventing." While less common than Crafting or Modifying, there are plenty of characters in Malifaux that make a living from inventing new items, weapons, and armor.

Most people in the northern lands specialize in one type of crafting. This allows the character to focus their energies on being a master of that discipline, which in turn means they can earn more money for the work they put forth. While inventors are often the most prestigious type of crafter, generally it is the skilled modifier who earns the most scrip.

CRAFTING

The ability to craft items is a handy skill, especially in the northern lands where produced goods can be in high demand. Crafting items can be a good way for a character to make money, whether that means selling an item out of the back of their home or going into mass production with a fully operational factory.

If an item is listed in the book as being for sale, it is safe to assume that a character with the appropriate Skill Rank can create it. This chapter lists the Skill Rank required to create every item introduced by *Into the Steam* as well as the items presented in the *Fated Almanac*.

To create an item, the crafter must have a Skill Rank in the appropriate Crafting Skill equal to or higher than the requirement listed in the item's description. If the crafter's Skill Rank is lower than the requirement, then the crafter cannot create the item. Creating an item typically requires raw materials costing one quarter of the item's listed price.

As long as a crafter has the tools, materials, and appropriate Skill Rank to create an item, they can do so without a card flip. However, the Fatemaster may require a Challenge Duel if the crafter is not using proper tools or is doing so in a strenuous environment. If this Challenge Duel fails, the character fails to create the item and has ruined the raw materials.



MODIFYING

Modifications allow a character to adjust an item to fit their personal tastes. The act of modification is complicated, as often times you are altering an item in ways that the manufacturer did not intend. Modifying items is more complicated than crafting, and therefore it tends to pay better.

Most weapons and armor are capable of being modified. That being said, there are some modifications that can only be added to a specific category of items, such as Ranged Combat weapons or Close Combat weapons. Adding a bayonet to a sword is redundant and doesn't really add much to the weapon, but a bayonet on a rifle can be a very useful weapon.

Some weapons are more complicated than others. The basic mechanics of a firearm are relatively simple, but the inner workings of a US&E Chainsaw are complicated and interlocking; adjusting the size or shape of even a single gear or lever can render the entire device inoperational. These items have the Finely Tuned rule and cannot be modified in any manner (save, perhaps, for a nice coat of paint).

Attaching a modification to an item is handled in much the same way as crafting an item. First, add together the Skill Rank requirements of the item and any modifications it already possesses, plus the modification the character is attempting to add. If this number is equal to or less than the character's Aspect + Skill Rank of the appropriate Skill, then the character may modify the item. If not, the item is too technically complex for the character to modify any further.

When adding a modification, the character must either expend base resources equal to one-quarter the cost of the modification's listed price or have the modification present. Thus, if a character already has a bayonet (perhaps salvaged from a scrapyard), she may attach it to an appropriate weapon without any additional cost.

INVENTING

Not everyone is capable of inventing something entirely new. Most pieces of technology are just minor improvements to existing devices or techniques, so unless a crafter is working with cutting edge tech, it is unlikely that they'll figure out a way to make something new. However, the more skilled a person becomes, the more likely it is that a brand new idea will occur to them.

The Fatemaster is encouraged to be very careful about allowing new items into a game as an unbalanced item can quickly lead to frustration on both sides of the gaming table. It can be tempting to allow players to create all sorts of wondrous inventions, but too many "problem-solving" devices can ruin the adventure for both the Fatemaster and the players.






On the other hand, players should not be discouraged from using their intelligence and finding creative solutions to their problems. For instance, a player that creates a hot air balloon to fly over a tall mountain ridge should be commended for thinking outside the box and approaching the problem in a manner that would make sense for her character.

In the end, both the players and the Fatemaster should take the time to consider the invention in question and the guidelines in the Skills chapter of the *Fated Almanac*. After that, it's just a matter of working out how much time and how many resources such an invention will take to complete. More than one inventor throughout history has come up with an amazing invention, only to find themselves too short on time or money to actually build it.








Finally, care should be given to ensuring that the inventions of the character stay more-or-less grounded in science and logic (even if that logic does have a Malifaux twist to it). The realms of super science and the supernatural are the domains of the Engineer and Manifested Powers, respectively, and "mundane" crafting should not step on their toes with its inventions.

SPECIAL RULES - WEAPONS

- *Accurate*: This weapon gains  to its attack flips.
- *Aquatic*: This weapon can function underwater without penalty.
- *Arrow*: This weapon may use specialty arrows (such as Barbed or Piped).
- *Blunderbuss*: This weapon gains  to damage flips against targets within the first third of its range, relative to the wielder, and  to Damage Flips against targets within the last third of its range.
- *Blued*: This weapon gains   to resist corrosive effects that might damage it.
- *Bow*: This weapon must be used two-handed. It does not need to be loaded, as that is part of the firing process.
- *Brutal*: This weapon gains  to its Damage Flip.
- *Burst Fire*: This weapon may fire a burst of 3 bullets as a single action. The shooter may add  to the weapon's Moderate and Severe damage or add  to both the attack and Damage Flip.
- *Choking*: Characters damaged by this weapon gain Suffocating +1 and cannot speak while Suffocating.
- *Concealable*: This weapon grants  to any attempt to hide it.
- *Deadly*: This weapon automatically gains a  to the attack.
- *Disabling*: If target has the Slow Condition, it gains the Paralyzed Condition.
- *Double-Barrel*: This weapon may fire its entire Capacity as one action to gain  to its Damage Flip.
- *Exclusive*: This modification can only be applied to a weapon of the indicated type.
- *Fan*: This weapon is well built for Rapid Fire. When a character takes the Rapid Fire Action, he gains +2 to the attack Flips generated by the Rapid Fire Action.
- *Finely Tuned*: This weapon cannot be modified.
- *Fistload*: Pugilism and Martial Arts attacks made with this weapon in hand gain  to the Damage Flip.
- *Flaming*: Anyone damaged by this weapon also gains Burning +1.
- *Full Auto*: When firing this weapon, the character has the Stutter Fire Trigger (see page 165).
- *Gatling*: This weapon must fire a burst of 20 bullets when it makes an attack. When fired, the attacker may choose to add   to the Severe and Moderate damage, or to triple the damage dealt to a single target.
- *Grapeshot*: This weapon includes an additional barrel that contains a single grapeshot round, which may be fired as a Range 5 weapon that deals 1/2/4 damage.
- *Heavy*: Attacking with this weapon is a 2 AP action. If this weapon is a gun, it must be braced to a weapon mount in order to fire.
- *Indirect*: This weapon can be fired without line of sight, but it receives a  on the attack flip and neither attack nor damage can be cheated.
- *Intimidating*: This weapon's reputation may add  to Intimidate Challenges, assuming it is used to spook the subject.
- *Loader*: Up to 3 characters can work together to reload this weapon, each contributing AP to the reload.
- *Multi-Barrel*: This weapon may fire its entire Capacity as one action to gain  to its Damage Flip and deal +1 damage for every 2 bullets fired (rounded down).
- *Nickel-plated*: This weapon adds  to any Bewitch Duels during which it is used to impress the target.
- *Penetrating*: This weapon ignores Armor.
- *Powerful*: This weapon ignores Hard to Wound.
- *Precise*: This weapon is treated as having the Critical Strike Trigger (see page 165).
- *Reach*: The weapon increases its range by 1 yard.
- *Rifle*: The range of this weapon is multiplied by 10 for each  it gains from the Focused Condition.

- *Saddlegun*: This weapon may be fired with one hand at no penalty. If it is fired using both hands the character gains  to his attack flip. In addition, Saddleguns may use Grace instead of Intellect when determining the Acting value of the user. This weapon gains no benefit from a Custom Grip.
- *Seven-Barrel*: This weapon may fire its entire Capacity (seven bullets) as one action to gain  to its Damage Flip and deal +3 damage.
- *Shoddy*: This weapon cannot declare Triggers.
- *Short*: The weapon reduces its range by 1 yard.
- *Shot*: If this weapon is loaded with Slug ammunition, it loses a  from its damage but gains  to its Damage Flip.
- *Snaring*: The target gains the Slow condition in addition to any normal damage.
- *Special Ammo*: This weapon requires a specific type of ammo in order to function.
- *Steam-Powered*: This weapon also uses the Pneumatic Skill (see Multiple Combat Skills, *Fated Almanac*, page 119).
- *Stunning*: Whenever this weapon deals Severe damage, the target suffers a Weak Critical Effect in addition to any other Critical Effects it would suffer.
- *Tether*: When firing this weapon, this character is treated as having the Pull and Drag Trigger (see page 165).
- *Three-Barrel*: This weapon may fire its entire Capacity as one action to gain  to its Damage Flip.
- *Thrown*: If thrown, this weapon has a range of 3 yards multiplied by the Attacker's Thrown Weapons Skill.

WEAPON MODIFICATIONS

WEAPON	EFFECT	COST	SKILL
Bayonet	Weapon gains a Bayonet. Exclusive (Pistol or Rifle)	3 or 4\$	1
Blued	Blued	2\$	0
Brutal	Brutal	15\$	2
Color Case Hardened	Blued	5\$	0
Custom Action	+2 Range, Exclusive (	10\$	1
Custom Grip	Accurate, Exclusive (	10\$	2
Embellishment	None (purely aesthetic)	varies	0
Enlarged	Increase damage by 1/1/2, Exclusive (	7\$	2
Extended	Exclusive () , Reach	5\$	2
Folded Steel	Increase damage by 0/0/1, Brutal, Exclusive ()	10\$	2
Grapeshot Barrel	Grapeshot	20\$	2
Multiple Barrels	Exclusive () , Multi-Barrel	20\$	3
Nickel-Plated	Nickel-Plated	25\$	0
Shoddy	Shoddy	-25%	0
Shortened	Concealable, Short	1\$	1
Throwing	Exclusive () , Short, Thrown	1\$	1

PISTOLS

WEAPON	RANGE	DAMAGE	CAP.	RELOAD	SPECIAL	COST	SKILL
US&E Collier Hold Out	6 or 2	1/2/3	6	2	Concealable, Shoddy	4\$	1
US&E Flintlock	8	2/2/3	1	2	Shoddy	6\$	1
US&E Clockwork	10	1/2/5	6	2	Shoddy	4\$	1
US&E Collier Army	12	1/3/4	8	2	Shoddy	8\$	2
.40 Flintlock	6	3/4/6	1	3	Finely Tuned, Intimidating	11\$	2
.49 Flintlock	8	4/5/7	1	4	Finely Tuned, Intimidating	14\$	2
.50 Flintlock	10	4/6/8	1	4	Finely Tuned, Intimidating	16\$	3
Clockwork Seeker	12	3/4/5	6	2	Powerful	30\$	3
Clockwork Revolver	10	2/3/5	6	2	Multi-Barrel	18\$	2
Clockwork Pistol	12	1/2/5	6	2	-	9\$	2

US&E COLLIER HOLD OUT

The Hold Out is nicknamed the Poke, or sometimes the Poker, as it's really good for getting someone's attention. This gun is a favorite of those who might be getting into trouble but aren't really interested in killing a man. It's a small, easily concealed gun that doesn't pack much of a punch but it's usually enough to stop a fight. It most often rears its head in bar fights between drunks, where using one is about the equivalent of throwing a hard punch.

US&E FLINTLOCK

Using a combination of old flintlock weapons and some of the technical knowhow of the Flintlock Company, the US&E has created a fairly reliable little pistol. They've severely cut back on the power of the gun, but in exchange it is fairly easy to work with and maintain. The gun is surprisingly loud when fired, so it is often called the Barker. The name is a bit of a joke as, compared to the legitimately expensive Flintlocks, it's all bark and no bite.

US&E CLOCKWORK

The US&E has a deal worked out to purchase unused or defective materials from Clockwork Creations at a discount. These materials are then fixed up and incorporated into the US&E Clockwork. The weapon lacks some of the accuracy and solidity of the Clockwork Pistol but packs as much of a punch, making it a favorite of the discerning consumer on a budget.

US&E COLLIER ARMY

It's an easy thing to buy up the old guns of the Guild and reissue them, and the resulting product has become the company's second bestselling pistol after the Hold Out. The Collier Army has a large capacity, good range and good stopping power. Because it comes from the US&E, it also comes at a budget price. This weapon is often referred to as the Ex-Guardsman, as almost all of these guns once belonged to a member of the Guard before their retrofit.



.40 FLINTLOCK

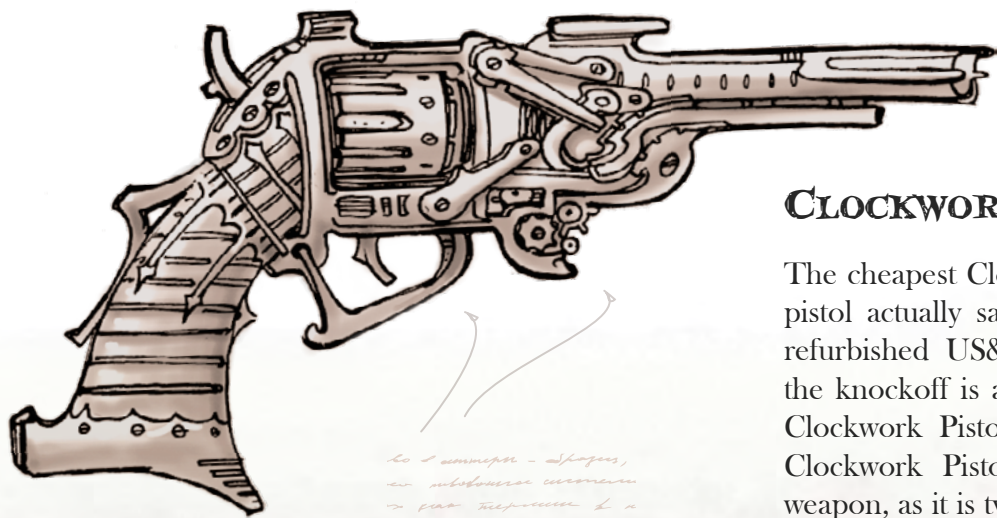
The close range killer that is the Four-O was the Flintlock Company's attempt to break into the cheaper priced firearms market. Although they were unable to bring the cost down significantly, it was enough to draw the attention of some new customers. The Four-O is sometimes referred to as the Friend-Killer, as its short range and incredible power generally means you have to be up close and personal to use it... and really want the other guy dead.

.49 FLINTLOCK

The Four-Nine is a powerful weapon, slightly easier to manufacture than the famed .50. Many times, pulling the Four-Nine out is enough to get the job done, as no one wants to be on the receiving end of a shot from one of these guns. Because of the Four-Nine's common use in the commission of crimes, it is sometimes called the Peacemaker, a play on the Guild's common Peacebringer.

.50 FLINTLOCK

The .50 Flintlock is referred to alternately as the Fifty and the Ripper. It is the most powerful pistol that can be bought, and it was made famous by Seamus, the Red Chapel Killer. Getting shot by the Fifty tears a fist-sized hole through the body of anyone caught on its business end. Although it only has one shot, the damage caused by it is enough to stop almost any fight before it begins.



to 1 summer - 10 years, 100
in 100 years 100 years
to 1 summer - 10 years, 100
in 100 years 100 years

CLOCKWORK SEEKER

The Seeker is the most prestigious pistol money can buy. Manufactured only upon request, the Seeker has the range, power, and capacity to compete with any other firearm on the market. The Seeker gets its name from its range, as the marketing slogan claims that the bullets can find your target no matter how far they run. Because of its quality and price, it's not a common weapon, and there are people all across Malifaux who would kill to own one.

CLOCKWORK REVOLVER

The Clockwork Revolver was created as a more affordable version of the Clockwork Seeker, and its marketing campaign was focused around the idea of selling a quality weapon to those who could not afford the original. The campaign backfired on Clockwork Creations, as the Revolver ended up being at the upper end of what most people were willing to spend on a gun, while those with the means to afford the weapon typically went with a Clockwork Seeker instead. The weapon has seen a bit of a resurgence in popularity following a series of daring train robberies at the hands of Revolver-wielding bandits. The newspapers have focused upon the unique ability of the Revolver to fire all of its bullets at once, and as a result, orders for the Revolver have gradually begun to pick up.

to 1 summer - 10 years, 100
in 100 years 100 years

to 1 summer - 10 years, 100
in 100 years 100 years

CLOCKWORK PISTOL

The cheapest Clockwork firearm available, the original pistol actually saw a sharp upswing in sales after the refurbished US&E Clockwork hit the streets. While the knockoff is a perfectly functional gun, the original Clockwork Pistol is clearly a superior weapon. The Clockwork Pistol is often seen as the gentleman's weapon, as it is typically used only for self-defense. The notable exception to this are the Freikorps, for whom the Clockwork Pistol is the standard issue firearm.

LONG ARMS

WEAPON	RANGE	DAMAGE	CAP.	RELOAD	SPECIAL	COST	SKILL
Clockwork Rifle	☛ 14	2/3/5	1	2	Accurate, Precise, Rifle	25\$	4
Clockwork Carbine	☛ 12	2/3/4	6	2	Double-Barrel, Saddlegun	15\$	3
Alpine Machine Gun	☛ 12	2/3/5	18	4	Deadly, Full Auto	25\$	4
Alpine Repeater	☛ 16	2/3/4	14	4	Full Auto, Rifle	20\$	3
AG Netgun	☛ 10	0/0/1	1	2	Disabling, Snaring, Special Ammo	15\$	3
Frontiersman Musket	☛ 12	2/4☛/5☛	1	2	-	18\$	3
US&E Rifle	☛ 14	1/2/4	2	2	Precise, Rifle	5\$	1
US&E Carbine	☛ 12	2/3/5	2	2	Precise, Saddlegun	8\$	1
US&E Repeater	☛ 10	2/3/4	10	4	Full Auto, Rifle	15\$	3
Flintlock Elephant Gun	☛ 12	6/7/8	1	6	Heavy, Powerful, Shoddy	18\$	4
AG Tranquilizer Gun	☛ 10	1/1/1	1	1	Disabling, Snaring, Special Ammo	16\$	4

CLOCKWORK RIFLE

The Clockwork Rifle is one of the best rifles manufactured Breachside. It has an incredible range and all the accoutrements to make it incredibly accurate across great distances. If someone has need of a powerful rifle, the Clockwork Rifle is the go-to choice for a man of means. The weapon is sometimes called the Bullseye, in homage to its impeccable aim.

CLOCKWORK CARBINE

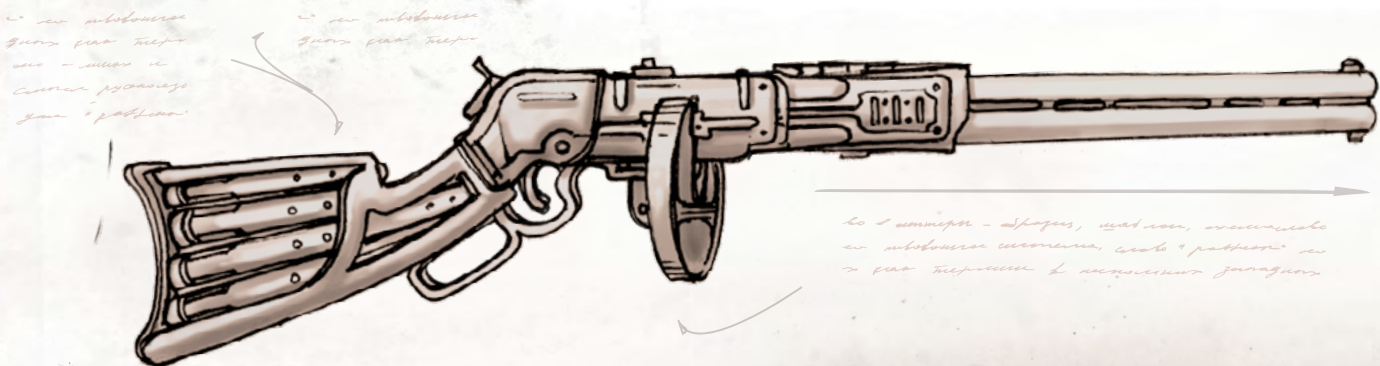
The Clockwork Carbine, or the Shepherd as it's more commonly known, is one of the best weapons you can buy for mounted shooting. It's a double barreled gun with shortened barrels to make it easier to shoot one-handed while controlling a horse. The Carbine incorporates internal stabilizers into its design, which, while adding to the weapon's weight, help to ensure an impressively long range.

ALPINE MACHINE GUN

The rapid firing of the Alpine Machine Gun has led to it being more widely known as the Sweeper. The Sweeper is a powerful firearm, capable of shooting well at range with good stopping power, while still providing the capability to clear a large area of hostiles. It is the best personal machine gun available, and its technology is far ahead of anything the competition has to offer.

ALPINE REPEATER

Drawing upon some of the prototype designs of their Machine Gun, Alpine managed to create a long ranged machine gun. While it doesn't have the stopping power of their Sweeper, it makes up for it in range and accuracy. Its moniker of the Repeater is apt, as there is no other gun capable of throwing out bullets as quickly as the Repeater at the same range. It is, simply put, an innovative marvel.



AG NETGUN

Although extremely rare, the Netgun is seen as one of the more ingenious firearms that money can buy. Valued primarily as a way to restrain a target at range without killing them, the Netgun is a favorite among bounty hunters who wish to return their quarry alive. It's also seen some use among hunters tasked with capturing wild animals for study or to place in menageries.

FRONTIERSMAN MUSKET

If there's any gun that competes with a Clockwork, it's a Frontiersman. Although the weapons emphasize different things, the Frontiersman Musket is an elegant creation finely crafted for its target audience: hunters. The chamber only has one shot, but that's all it needs, as the gun can pack quite a punch. The Musket is one of the only guns that Frontiersman produces every year, and for the true hunter, there's really no other option than a Frontiersman.

US&E RIFLE

US&E spends a bit more time and money on the creation of their rifles. As such, the US&E Rifle is of a higher quality than many of their smaller firearms. It's still mass produced on a budget, however, and this shows in the weapon's reduced range and stopping power. Nevertheless, US&E Rifles are often used to train recruits and militia for distance shooting.

US&E CARBINE

A direct knockoff of the Clockwork Carbine, the US&E variety manages to implement many of the things that makes the Clockwork popular at a much lower cost. While they were forced to reduce the capacity of the gun, they've managed to keep almost every other innovation on the weapon. This makes it one of the more popular carbines for horsemen on a budget.

US&E REPEATER

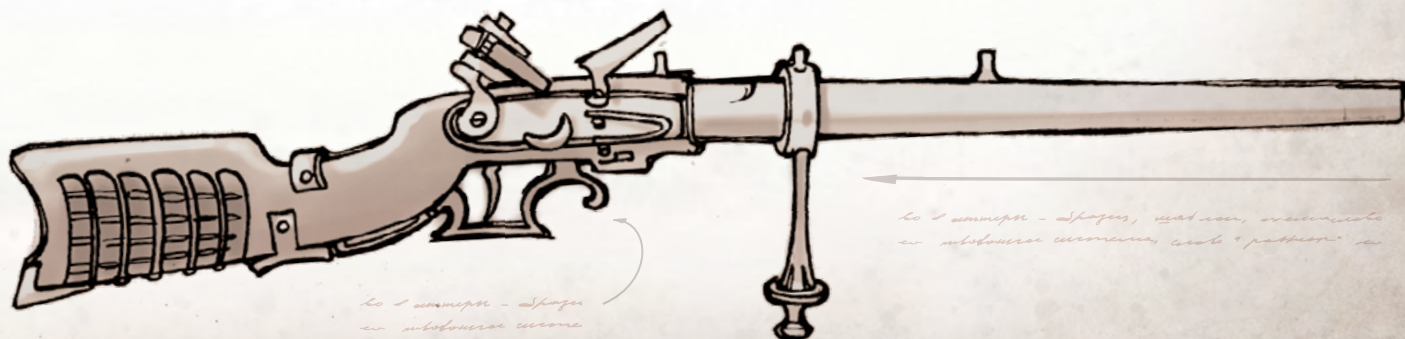
US&E is always happy to take the innovations of others and turn them into profits. The success of Alpine in the machine gun market has led US&E to follow suit with their own long range repeater. While not nearly on the same level as the Alpine Repeater, their version is significantly cheaper. The Repeater is sometimes called the Metronome due to the way it steadily lays out fire.

FLINTLOCK ELEPHANT GUN

Flintlock continued their innovations in the big guns department with the Elephant Gun. This gun comes with a weapon mount, as the kick is so powerful that it cannot be fired in hand. It's a massive contraption, almost too big to be considered a personal gun, but it deals almost as much damage as a cannon, making it a favorite among those hunters who intend to hunt big game...or Neverborn.

AG TRANQUILIZER GUN

The AG Tranquilizer Gun uses special bullets about the size of a man's thumb, each of which is filled with a chemical tranquilizer strong enough to drop a man in one hit. This made the gun useful against human targets, but after the tranquilizers proved too weak to have much of an effect upon the Neverborn, the gun's fans petitioned AG to come up with a stronger tranquilizer. Attempts to do so only resulted in the weapon doing permanent nerve damage to human targets, which somewhat defeats the point of using a tranquilizer gun in the first place. In the end, AG Works compensated by making the weapon simpler to reload, making it easier for its customers to shoot more dangerous targets multiple times.



HEAVY GUNS

WEAPON	RANGE	DAMAGE	CAP.	RELOAD	SPECIAL	COST	SKILL
Alpine Gatling Gun	☞ 20	2/3/5	50	4	Deadly, Full Auto, Heavy	45\$	4
Mortar Gun	☞ 50	5/6☛/7☛	1	2	Heavy, Indirect, Special Ammo	100\$	4
Alpine Autocannon	☞ 36	4/5/6	10	6	Full Auto, Heavy, Special Ammo	80\$	5
Flamethrower	☞ 10	2/3☛/4☛☛	20	8	Flaming, Intimidating, Special Ammo	75\$	4
Shoulder Gatling	☞ 14	2/3/4	8	4	Accurate, Finely Tuned, Full Auto, Intimidating	80\$	4
Grenade Launcher	☞ 12	3/3☛/6☛☛	4	4	Multi-Barrel, Special Ammo	80\$	4

ALPINE GATLING GUN

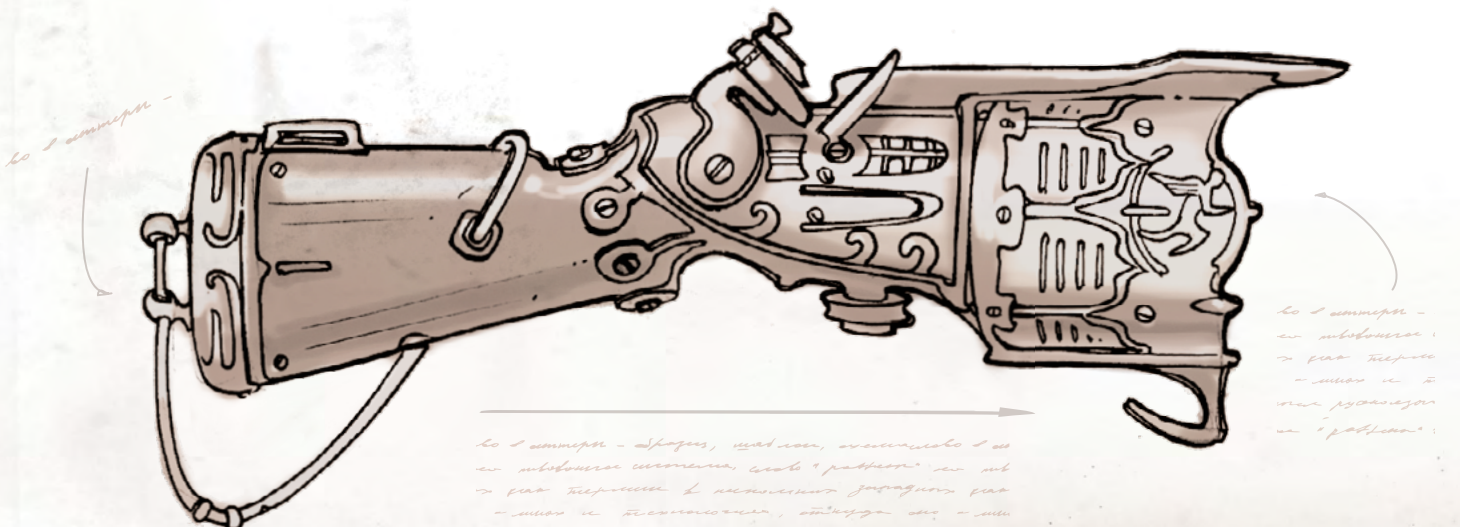
One of the first guns produced by Alpine, the Gatling Gun was the result of the company's first attempts at scaling down a Mobile Gatling Gun for personal use. Nicknamed the Shredder for the effect it produces upon unarmored targets, the weapon is still too bulky to be used without the provided brace. While most customers are quite happy with the Shredder's destructive power, it is quite loud, and some frequent users of the weapon are just now starting to report the first stages of hearing loss.

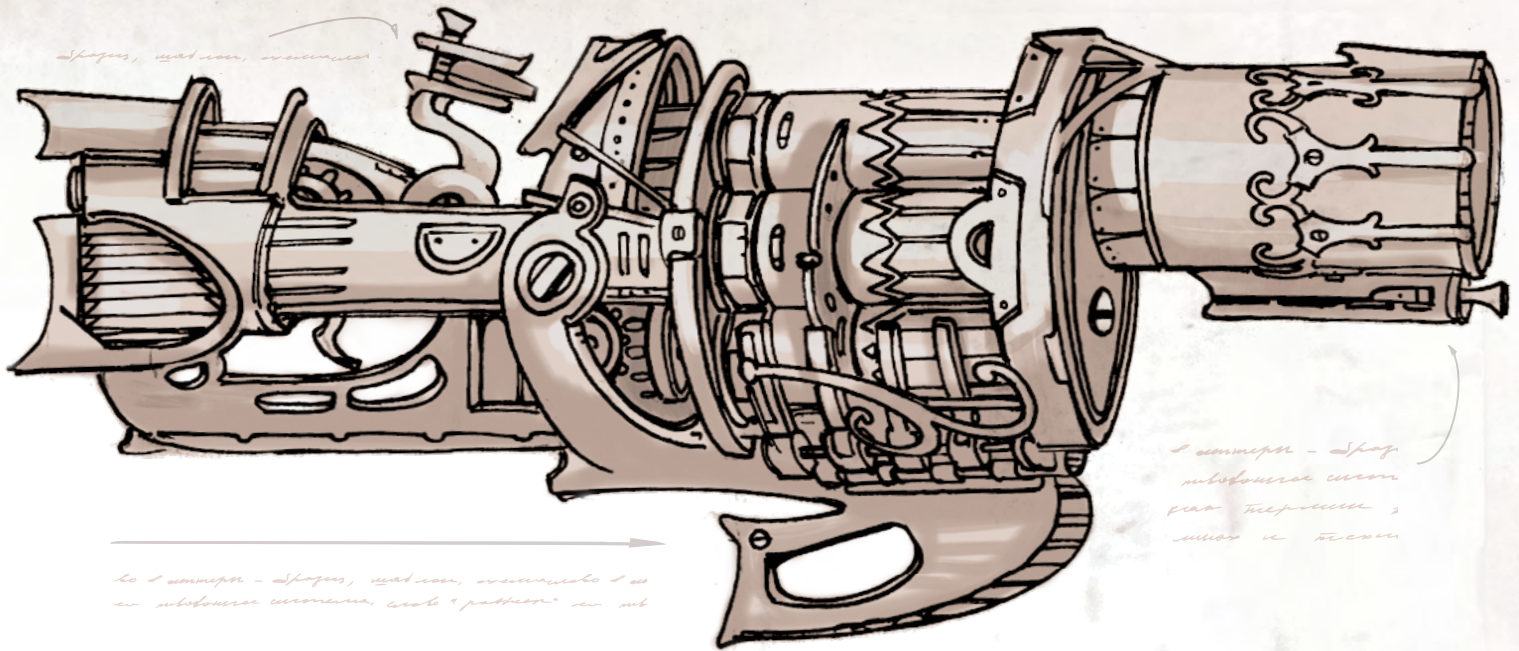
Alpine has struggled with the Guild since the first of its Gatling Guns rolled off the assembly line. The weapon was originally banned, but after Alpine gave a dozen of the bulky guns to the Guild for "training purposes," the company received permission to sell them to individuals with special (Guild-issued) permits, each of which usually runs about half the cost of the gun and gets the buyer's name put onto one of the Governor Secretary's special lists.

MORTAR GUN

Mortar guns come from a variety of manufacturers, almost all of them Earthside. These weapons have been outlawed by the Guild, but a handful of them still manage to sneak through the Breach every year. Obtaining one of these impressive weapons is less about being able to afford it (though that certainly helps) and more about finding a seller that isn't an undercover Guild operative. Because of how few Mortar Guns are actually present Breachside (usually about a dozen at any given time), most of them have been given specific nicknames, much like rare (and slightly more explosive) violins.

A mortar functions by firing an explosive round into the air towards a target, arcing it upwards over any intervening obstacles. This weapon is essentially a portable version of the larger weapons used during the Powder Wars. While inherently inaccurate, the damage that such a weapon can cause is truly impressive.





ALPINE AUTOCANNON

While Alpine typically focuses on trying to make automatic guns smaller, they have received a few commissions - always through intermediaries - for scaled-up versions of their weapons. The Alpine Autocannon is the result of those requests. It is essentially an automatic cannon that fires explosive rounds instead of bullets, each of which is more than capable of blowing apart the largest of constructs. This is actually the second version of the Alpine Autocannon; the first prototype had overheating issues, and as a result the current model has had its rate of fire significantly reduced to compensate for this. While this weapon has not yet been banned by the Guild, this more due to the Guild's ignorance of this weapon's existence than any real tolerance on their part.

FLAMETHROWER

Flamethrowers were one of the more violent products of the Black Powder Wars. Though they were never fielded more than a handful of times during the Wars, it was enough to give them an infamous reputation as weapons of great cruelty. In Malifaux, such weapons are almost exclusively used within the Freikorps mercenary group, though there have been a few reports of such weapons turning up elsewhere from time to time. While the Freikorps have special permission to carry their own Flamethrowers into battle (or perhaps the Guild merely does not wish to start a fight with such a well-coordinated group), these weapons are otherwise considered to be illegal.

SHOULDER GATLING

These steam-powered weapons are products of the mysterious Three Kingdoms. While it is unknown just how such weapons entered Malifaux, they have been sighted a number of times in the possession of heavily armored samurai warriors. Strangely, these men and women seem to use the weapon more as a tool for intimidation than as a weapon, but when push comes to shove they are more than capable of unleashing a storm of bullets from the hulking weapon. Anyone wearing one of these in the streets of Malifaux City (or any number of smaller towns) is likely to attract the attention of the authorities very quickly.

GRENADE LAUNCHER

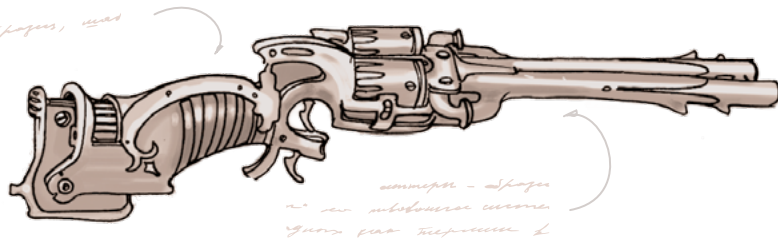
The Grenade Launcher is another weapon that owes its existence to the Black Powder Wars, even though a functioning prototype was not completed until almost five years after the Wars had ended. The weapon's premise is essentially the same as a Mortar Gun, save that instead of throwing explosives up into the air in an arc, the Grenade Launcher fires its explosive payload in manner similar to a normal gun. If necessary, the weapon can discharge its full capacity in a single shot, essentially becoming something akin to a shotgun weapon, only with more explosions.

SHOTGUNS

WEAPON	RANGE	DAMAGE	CAP.	RELOAD	SPECIAL	COST	SKILL
AG Flechette	8	3/4/5	1	1 AP	Aquatic, Powerful, Special Ammo	25\$	4
AG Riot Gun	10	2/3/4	10	3 AP	Shot, Snaring (Blast damage only)	19\$	3
Alpine Automatic Shotgun	12	2/3/4	12	4 AP	Shot	35\$	3
Flintlock Boomer 1901	12	3/5/7	1	4 AP	Blunderbuss, Intimidating	12\$	2
US&E Pump Action	12	2/3/4	4	2 AP	Shot	4\$	1

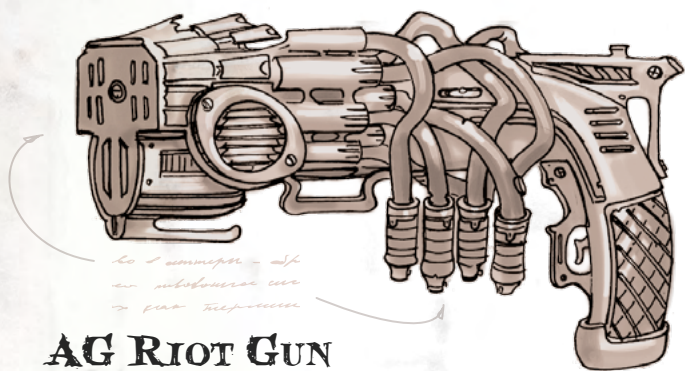
AG FLECHETTE

The AG Flechette is actually an entire line of experimental shotguns, none of which were produced in any great number. AG Works has been experimenting with flechette weaponry for some time but have yet to settle on a model that they are entirely happy to send to mass production. Rather than fire slugs or shot, the Flechette fires special rounds consisting of dozens of small, dart-like projectiles. These flechettes are less aerodynamic than a bullet and thus have less range, but the Flechette does possess a number of unique advantages over conventional shotguns, such as a barely perceptible recoil and the ability to function underwater.



ALPINE AUTOMATIC SHOTGUN

The Automatic Shotgun is Alpine's attempt to improve upon the firing rate of the shotgun. By incorporating revolving chambers into the weapon's design, they were able to increase the weapon's capacity without sacrificing any of its stopping powder. The only disadvantage is the weapon's increased loading time and high price point, but for those who are able to afford it, the Automatic Shotgun stands as one of Alpine's greatest successes.



AG RIOT GUN

The AG Riot Gun was commissioned by the Guild, who wanted a weapon capable of clearing out striking miners or protesters without actually killing them. AG Works hit the drawing board and came back with this sturdy little gun, which boasts a shorter barrel and increased capacity over most shotguns. Nicknamed the Strike Breaker, the Riot Gun has proven to be quite successful at its intended task. While the weapon still possesses the stopping power necessary to put down a horde of zombies or an enraged Nephilim, the shot can also be ricocheted off the ground, slowing the shot down to nonlethal speeds while increasing its spread.

FLINTLOCK BOOMER 1901

The Boomer 1901 is a redesign of Flintlock's popular Boomer 1894, a weapon that became infamous since falling into the hands of the Gremlin known as Som'er Teeth Jones. Flintlock responded by releasing the "Gremlin-Proofed" 1901. The newer model features two triggers, the first of which is used to lock the second hair trigger into place when not firing, with the assumption being that Gremlins will forget about the first trigger and blow their own heads off while attempting to load the weapon.

US&E PUMP ACTION

The almost-uniquitous US&E Pump Action is a reliable and affordable "no frills" gun for those who just want a dependable weapon. It has proven popular among stagecoach drivers and frontier law men and is considered to be an excellent weapon for its price.

ARCHERY

WEAPON	RANGE	DAMAGE	CAP.	RELOAD	SPECIAL	COST	SKILL
Shortbow	8	2/2/3	-	-	Arrow, Bow, Indirect	4\$	1
Recurve Bow	14	2/3/4	-	-	Arrow, Bow, Indirect	6\$	2
Heavy Crossbow	10	3/4/6	1	2	Arrow	20\$	3
Clockwork Bow	12	2/3/4	6	3	Arrow, Full Auto	35\$	3
Blowgun	6	1/1/2	1	1	Concealable, Snaring, Special Ammo	4\$	1
AG Harpoon Gun	12	2/4/6	1	2	Snaring, Special Ammo, Tether	14\$	3

SHORTBOW

Shortbows are, as the name implies, smaller versions of the longbow. While they lack some of the range and stopping power of their larger cousins, they are easier to maintain and require far less practice to use effectively, making them popular among those only wishing to dabble in archery.

RECURVE BOW

Unlike other bows, the recurve bow curves away from the archer when it is strung. This allows the bow to store more energy and to, in turn, transfer more of that energy to a fired arrow. It also places a greater strain upon the materials of the bow and causes it to make more noise when fired (though still considerably less noise than a gunshot). This makes the Recurve Bow a favorite weapon among assassins and professional hunters alike.

HEAVY CROSSBOW

Essentially a larger version of the standard crossbow, the heavy crossbow employs a larger winch and firing mechanism that allows it to fire heavier arrows. The downside to this is that the weapon's range is almost half that of a normal crossbow, making it less useful in situations where distance is a factor. While generally considered to be an archaic weapon, especially in light of the general affordability of handguns, there are still a few of these weapons floating around in the Northern Hills.

CLOCKWORK BOW

The Clockwork Bow is Clockwork Creations' attempt to produce a reliable automatic crossbow. With a design based upon the Three Kingdoms' Chu-Ko-Nu, it holds six bolts that must be preloaded into a special magazine that slots into the top of the firing mechanism. The Clockwork Bow uses internal pullies to eliminate the stirrup required to winch up other crossbows, but as a result the reloading process tends to be quite loud.

BLOWGUN

The Blowgun is a simple weapon hailing from the distant past. It's little more than a hollow tube, usually about two feet in length, that the wielder loads with a small dart. The dart is then propelled at the target by blowing into the tube, hence the weapon's name. While not especially common in civilized areas, Blowguns have been known to see some use among those Gremlins who have not been fortunate enough to get their hands on a gun.

AG HARPOON GUN

The AG Harpoon Gun has the notorious distinction of being the weapon of choice for the hunters of the Cult of December. The Cultists added a modification to the gun that allowed a strong rope to be attached to the harpoon, so that they could "reel in" anything hit by the projectile, and AG Works incorporated the modification into all subsequent models. The weapon sees use among hunters who do not wish to scare away prey with loud gunshots and those who, for whatever reason, really dislike purchasing ammunition, as the harpoons fired by the gun are sturdy enough to be fired multiple times.

AMMO

WEAPON	SPECIAL	COST	SKILL
20 Bullets	Bullet	3\$	1
20 Cavity Bullets	Bullet, Cavity	24\$	3
20 Torch Bullets	Bullet, Torch	14\$	2
20 Wailer Bullets	Bullet, Wailer	6\$	2
20 Arrows / Bolts	Bolt	1\$	1
20 Piercing Arrows/Bolts	Bolt, Piercing	5\$	1
20 Barbed Arrows/Bolts	Barbed, Bolt	3\$	2
20 Piped Arrows/Bolts	Bolt, Piped	5\$	2
5 Mortars	Special (Mortar Gun)	25\$	3
5 Darts	Special (Tranquilizer Gun or Blowgun)	10\$ or 1\$	3
5 Flechettes	Special (Flechette Gun)	10\$	3
5 Grenades	Special (Grenade Launcher)	20\$	3
1 Harpoon	Special (Harpoon Gun)	6\$	2
1 Fuel Tank (10 shots)	Special (Flamethrower)	30\$	4

BULLETS

While the prices for standard bullets vary greatly in Malifaux City, depending upon type (i.e., revolver or rifle, slug or shot), prices in the Northern Hills are more consistent. The listed price will purchase twenty standard bullets of any type.

CAVITY BULLETS

These rounds are designed to expand on impact and are extremely effective against unnatural targets. They're often called "zombie killers" in the northern lands.

TORCH BULLETS

Torch shells are generally only available on this side of the Breach and are specially designed to light the walking dead on fire. They're often called "flamers."

WAILER BULLETS

Whether consisting of rock-salt packed shells or resin-wax bullets, Wailer rounds are designed to leave the target alive.

ARROWS

Standard arrows are useful for hunting both man and beast and have a noticeable advantage over bullets in how quietly they can be fired at their target.

PIERCING ARROWS

The heads of these arrows end in small pikes, allowing them to punch through armored targets more easily than a standard arrow.




BARBED ARROWS

Barbed arrows tear at muscle and bone when they're pulled out, which makes it difficult to remove them without further damaging the injured.

PIPED ARROWS

Piped arrows are a particularly cruel projectile that have a head and shaft specially designed to channel blood from the body of the victim. If ignored, a piped arrow can bleed out a full-grown man in minutes.

SPECIAL RULES - AMMO

- *Barbed*: A character wounded by 1 or more barbed arrows suffers 1 damage at the end of any turn in which it spent 2 or more AP. The arrow can be removed with a TN 15 Doctoring Challenge.
- *Bolt*: This ammo can only be used with a Bow.
- *Bullet*: This ammo cannot be used with a Bow.
- *Cavity*: This weapon gains  to its Damage Flips against targets without an Armor value. Armor may be used to reduce the damage from this weapon to 0.
- *Piercing*: If the target is wearing Armor, this weapon ignores one point of Armor when damaging.
- *Piped*: If the target suffers Severe damage from this weapon, they gain the Bleeding Out Condition.
- *Special (Weapon)*: This ammo can only be used with the indicated type of weapon.
- *Torch*: Characters who suffer Severe damage from this weapon also gain the Burning +1 Condition.
- *Wailers*: Damage Flips suffer  , and the attack gains the Stunning special quality.

SPECIAL RULES - TRIGGERS


Precise

Characters using a weapon with the Precise special rule gain the following Trigger:

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


Full Auto

Characters using a weapon with the Full Auto special rule gain the following Trigger:

-  *Stutter Fire*: After damaging, immediately make another attack with this weapon against a different target. This extra attack may not declare Triggers.

Tether

Characters using a weapon with the Tether special rule gain the following Trigger:

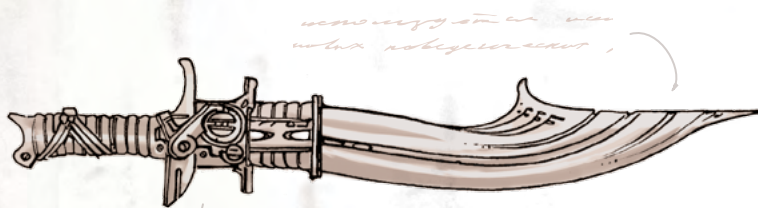
-  *Pull and Drag*: After damaging, push the target towards you a number of yards equal to your Might Aspect (minimum 1 yard).

MELEE WEAPONS

WEAPON	RANGE	DAMAGE	SPECIAL	COST	SKILL
Brahk'blade	/// 2	2/3/4	Shoddy	9\$	2
Dueling Sword	/// 2	2/3/4	Precise	25\$	3
Club	/// 2	2/2/4	Stunning	4\$	1
Jack Knife	/// 1	1/2/4	Concealable	4\$	2
Daito	/// 1	2/3/5	Penetrating	25\$	3
Fighting Claw	/// 1	1/3/4	Fistload	8\$	2
Hand Axe	/// 1	1/3/4	Thrown	2\$	1
Throwing Knife	/// 1	1/2/3	Concealable, Thrown	1\$	1
Javelin	/// 1	1/3/4	Snaring (when thrown), Thrown	2\$	1

BRAHK'BLADE

When it came time to reclaim Malifaux after the Breach reopened, the Guild needed expendable weapons to arm the equally expendable mercenaries in their employ. The Brahk'blade was the solution to this problem. Cheap, sturdy, and most importantly, easy to produce, the Brahk'blade was the weapon of choice for those on the front lines of reclaiming the city from the Neverborn. In the years since it has mostly been replaced by better weapons, but there are still many Brahk'blades in use in the northern lands and plenty more scattered about the Quarantine Zone, still laying where their original owners met their grisly end.



DUELING SWORD

Dueling Swords are often considered to be the weapon of a "more civilized" warrior, but at the end of the day, it's still an instrument of violence and murder. These swords tend to be thin and lightweight, such as the rapier and foil, and were traditionally used in duels of honor (hence their name). The art of dueling has fallen out of favor since the Black Powder Wars, but the swords themselves are still sharp and perfectly functional.

CLUB

Clubs are prolific despite their simplicity and encompass any one-handed bludgeoning weapon that is used to beat someone into submission. Though crude, it is hard to argue with the effectiveness of a club, and the simplicity of their use makes them easy weapons to customize and modify.

JACK KNIFE

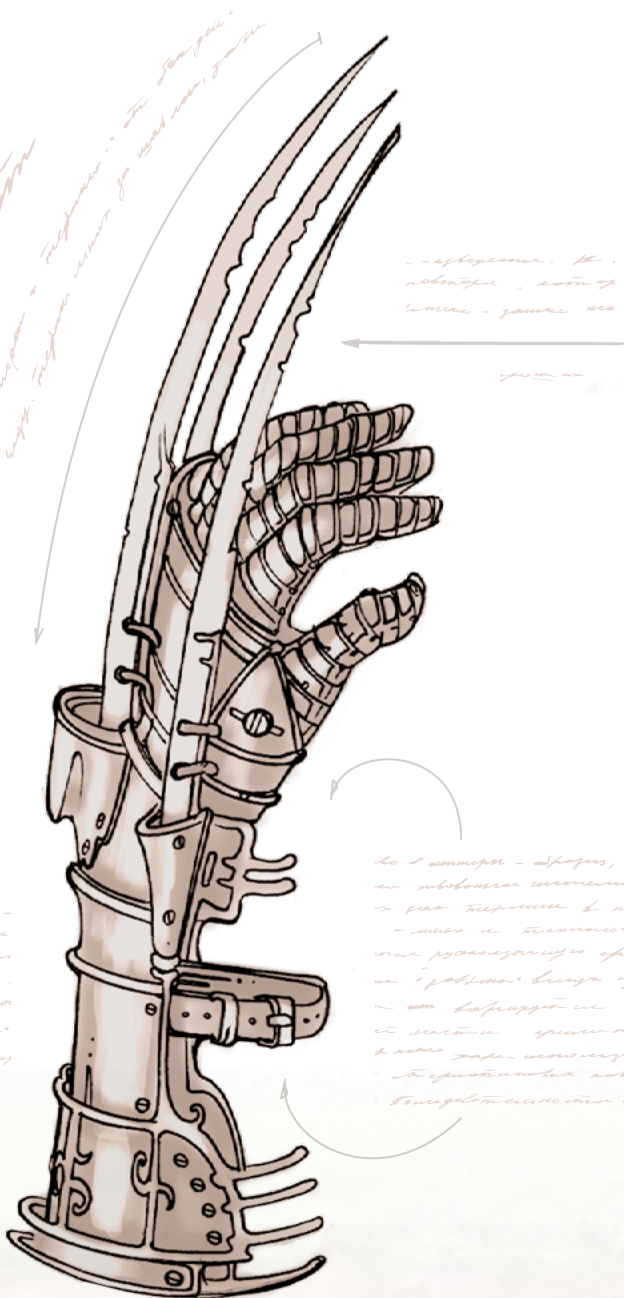
The Jack Knife is a knife that is capable of folding into its handle so that it can easily fit into a pocket. This makes it a popular tool and weapon in the North, and it's not uncommon for those who work outdoors to own a Jack Knife. Some Jack Knives have tools built into their handles as well, though these knives invariably cost much more than the standard version (typically about the price of the skill toolkit being added to the knife).

DAITO

The Daito covers any small sword hailing from the Three Kingdoms, most commonly katana and wakizashi. These weapons tend to be ancestral blades with long histories of their own, but some are modern creations produced as a means to quickly arm the warriors of the Three Kingdoms against their enemies. Ancestral katana typically have the Extended and Folded Steel modifications, while their more modern counterparts do not.

FIGHTING CLAW

Based upon the natural claws of beasts, the Fighting Claw consists of a leather or metal glove with attached metal blades. Fighting Claws with longer blades frequently include a forearm brace to further stabilize the weapon, some of which can reach all the way up to the elbow. These weapons can be used in two ways: either as slashing or piercing weapons in their own right or to grant the wearer a deadly advantage during "unarmed" combat.



HAND AXE

A hand axe is similar to a boarding axe, save that it is lighter and lacks the spike on the rear of its head. It's an all-purpose tool that works just as well in combat as it does when cutting firewood or thick rope, which makes it fairly common in the northern lands. The light weight and design of a hand axe makes it a fairly accurate weapon when thrown, and some Contract Towns in the North have regular axe-throwing contests that draw in competitors and spectators from all the neighboring towns.

THROWING KNIFE

Throwing knives are short blades that have been specifically designed and weighted to make them effective ranged weapons. There are nearly as many different kinds of throwing knives as there are cultures on Earth, but most of these knives tend to be made out of a single piece of metal. Their small size also makes them easy to conceal on one's person, though most dedicated throwing knife enthusiasts prefer to wear bandoliers across their chests or waists, granting them easy access to their entire arsenal. As with the hand axe, knife-throwing contests are a known event in Malifaux, though they are mostly informal contests held in taverns and pubs that earn the winner a handful of scrip and a few free drinks.

JAVELIN

Javelins are light spears that are designed to be thrown at their target. While generally considered to be an outdated relic of an older time, javelins are still effective weapons for those who do not want to deal with the hassle and routine maintenance of owning a gun or bow. Those struck by a thrown javelin have more to worry about than the initial injury, as the weapon is designed to stick in the wound and slow the target until it is removed.

HEAVY MELEE

WEAPON	RANGE	DAMAGE	SPECIAL	COST	SKILL
Post Maul	/// 2	2/3/4	Stunning	12\$	3
Greatsword	/// 2	3/4/6	Brutal (if attack is not part of a Charge), Intimidating	22\$	3
Glaive	/// 3	2/4/5		13\$	2
Breaching Axe	/// 1	2/3/4	Precise	18\$	3
Staff	/// 2	1/2/4		2\$	1
Mighty Cleaver	/// 2	3/5/7	Enlarged, Intimidating	20\$	2
Rifle Butt	/// 1	1/1/2	Must be wielding a Rifle or Carbine. Finely Tuned, Shoddy	-	-
US&E Chainsaw	/// 2	3/4/5	Finely Tuned, Powerful, Steam-Powered	30\$	4

POST MAUL

Getting a fence post into the stubborn northern ground can be a struggle in and of itself. The Post Maul is a tool designed to solve this problem in the most blunt way possible: by simply pounding the post down into place with repeated strikes from its weighted head. Of course, the northern lands aren't entirely safe for people trying to put up fences by themselves, so more than a few of these tools have found themselves repurposed to more violent purposes.

GREATSWORD

Greatswords encompass any sword too large to be wielded with a single hand. These massive weapons can be either broad or thin, but no matter their construction, they are weapons capable of significant destruction. Because of their size, these weapons can be difficult to use in combat, but most wielders are willing to sacrifice a bit of control for the guarantee that they're going to cleave through anything they hit. In the Northern Hills, the greatsword is seen as a Guild weapon, primarily on account of it being favored by the respective heads of the Death Marshals and Witch Hunters, Lady Justice and Sonnia Criid. This isn't always the case, but there is enough of an association that most M&SU members shy away from the weapon in favor of something else.

GLAIVE

There are dozens of different types of polearm in existence, but most of them fall under the catch-all category of Glaive. These polearms are essentially just blades attached to the end of a long handle, but there are many different variations, such as the Three Kingdoms naginata or the Russian sovnya. Though considered a relatively outdated weapon since the rise of firearms, the Glaive has seen a resurgence among Nephilim hunters, as its long reach enables the wielder to avoid any damage that might result from their prey's corrosive black blood.

BREACHING AXE

The Quarantine Zone is a chaotic mess of abandoned (and often less-than-abandoned) buildings, and navigating a safe route through the area can be difficult for even experienced scouts. Occasionally, the easiest route from point A to point B is through a wall, and because of this, the Guild has begun issuing Breaching Axes to those stationed on Quarantine duty. These large, two-handed axes are specially designed to tear through wooden and stone walls, and they do a pretty good number on a shambling zombie, too. Breaching Axes are built to be sturdy, which also makes them rather heavy and difficult to carry in any sort of comfortable way.

STAFF

Staves are frequent travel companions for those making long journeys and can encompass any large walking stick, whether fancy or not. They're not especially effective weapons, but they still remain popular (and cheap) instruments of self defense in the northern lands. Those who favor the staff for combat often commission intricate staves of carved wood or metal, but this is by no means the rule. More than one overconfident bandit has been laid low by a traveler armed only with a "simple" staff.

MIGHTY CLEAVER

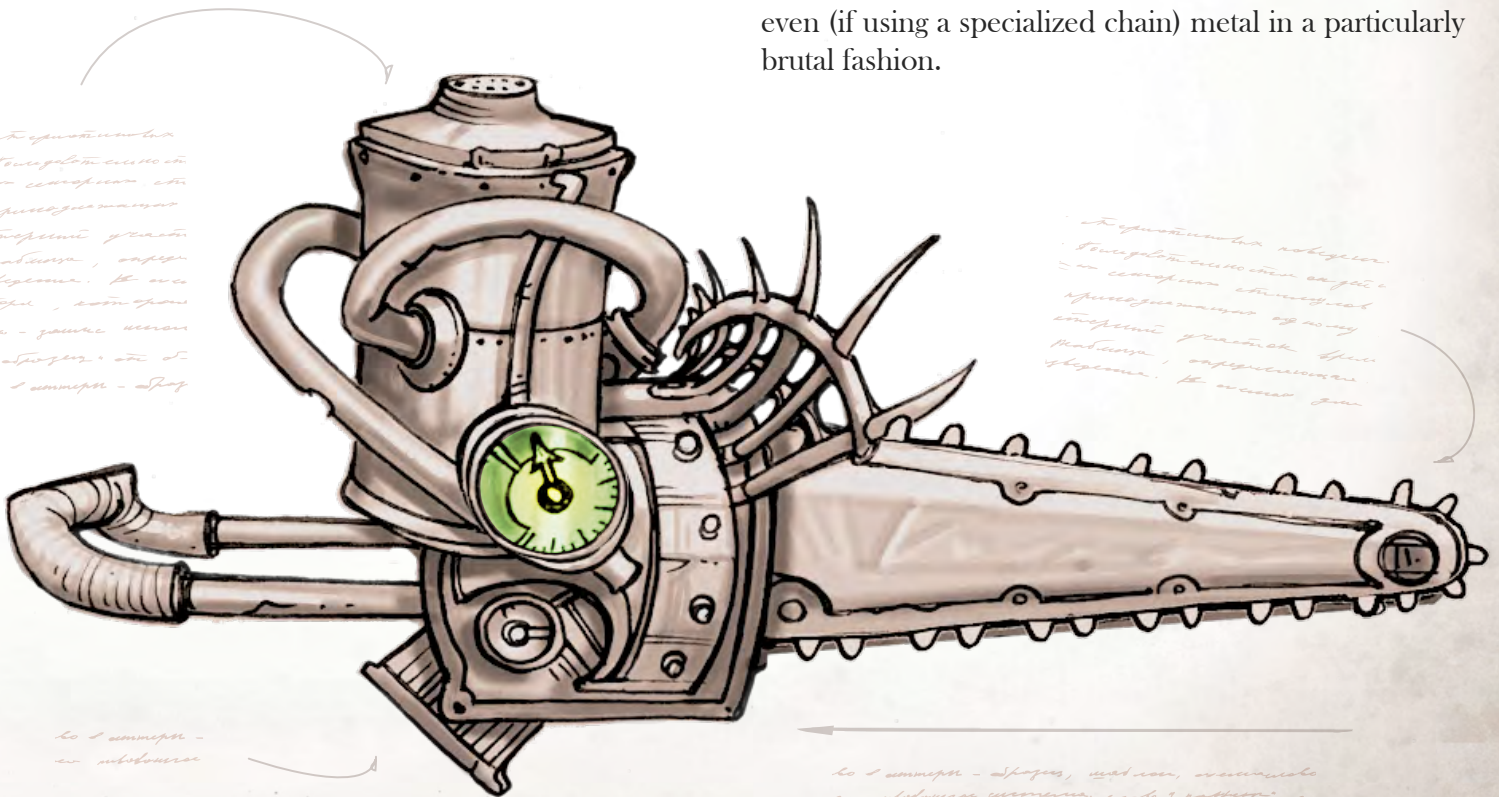
The Mighty Cleaver is a weapon that typically only appears in the hands of the Neverborn, which can make acquiring one a bit difficult. For enough scrip, however, it's not too difficult to commission a reproduction, and those who do so find themselves with an impressive (if somewhat unwieldy) weapon. There are also a few members of the Cult of December who make use of these giant meat cleavers in combat, which has done little to improve the weapon's already dark reputation.

RIFLE BUTT

The Rifle Butt isn't a weapon per se, but that doesn't stop people from clubbing their enemies upside the head with the stocks of their firearms. While certainly painful, this isn't a very effective way to use a gun, making it a weapon of last resort for those people who have run out of other options. Rifle Butts aren't purchased or crafted, save as part of a Rifle, and none are actually intended to be used as weapons. While a few inventive people have toyed with the idea of modifying a Rifle Butt to increase its damage when used as a weapon, such changes inevitably prove detrimental to the functioning of the Rifle itself.

US&E CHAINSAW

The original chainsaw was created as a pneumatic tool to improve the speed at which a single person could cut down a tree. Its first use as a weapon occurred when an innovative lumberjack used the chainsaw to fight off a horde of zombies that had attacked her wilderness home. Upon hearing the woman's story in the tavern, one of the US&E engineers retooled the chainsaw into a capable combat weapon that could still serve its original purpose when necessary. The US&E Chainsaw uses a set of metal teeth that are attached to a rotating chain that runs along a guidebar to cut into wood, flesh, and even (if using a specialized chain) metal in a particularly brutal fashion.



FLEXIBLE

WEAPON	RANGE	DAMAGE	SPECIAL	COST	SKILL
Chain Whip	/// 2	2/3/4	Stunning	25\$	3
Lasso	┐ 6	1/1/2	Finely Tuned, Snaring	2\$	1
Barbed Whip	/// 3	1/2/4	Stunning	20\$	2
Flail	/// 2	2/3/4		16\$	2
Garrote	/// 1	1/2/3	Choking, Deadly, Finely Tuned, Snaring	2\$	1

CHAIN WHIP

Most whips are ineffective weapons designed to inflict pain and fear rather than actual damage. The chain whip, however, is a legitimate weapon that can deal impressive damage in the hands of a trained wielder. Chain whips consist of a series of small metal rods that are joined end-to-end by rings to form a flexible length. Most chain whips have a handle at one end and a small metal dart at the other, either of which may be further embellished with with a colored scarf that, in addition to helping the wielder keep track of the end of the weapon, serves to stabilize the weapon.

LASSO

The lasso is a weapon that typically is only used when herding cattle, though there are a few people who have incorporated its use into bounty hunting or similar professions. A lasso is basically a length of rope with a loop at one end that is tossed around the target and then pulled tight to restrain them.

BARBED WHIP

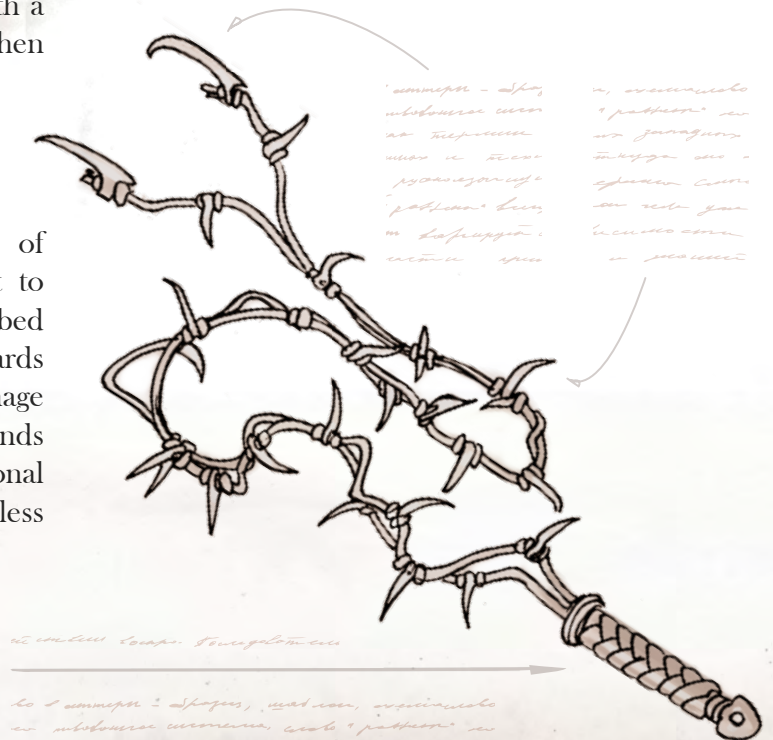
Though the favorite weapon of certain breeds of Nephilim, the barbed whip was actually brought to Malifaux by humans. Unlike a normal whip, a barbed whip has numerous small metal hooks or glass shards woven into its length, increasing the amount of damage the weapon is capable of dealing to bare flesh. This tends to make it both thicker and heavier than a traditional whip, which ultimately results in a more painful but less flexible weapon.

FLAIL

Originally developed from a farming tool, Flails have been used in war for centuries. They're simple weapons, consisting of one or more round or spiked metal heads attached to a short, metal handle by chains. Flails are not especially popular or common weapons in Malifaux, but every once in a while a proficient user will show up with a Flail in hand.

GARROTE

Garrotes are weapons of assassination and silent elimination. They are essentially little more than a length of flexible but tough material that is used to strangle someone from behind, so Garrotes can range from lengths of rope or cord to piano wire. Professional assassins typically commission manufactured Garrotes with custom handles from less-than-reputable artisans.



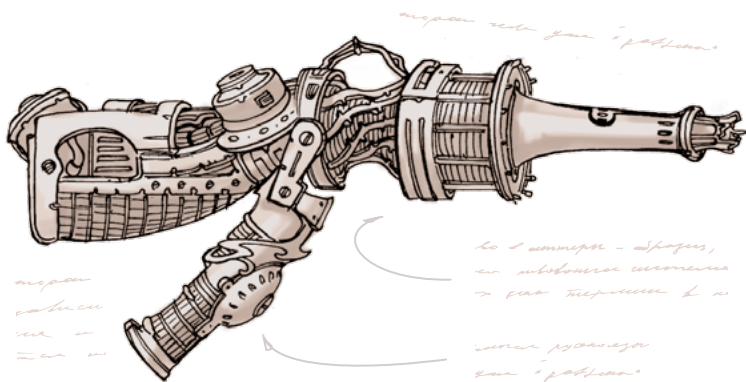
RARE ITEMS

WEAPON	RANGE	DAMAGE	CAP.	RELOAD	WEAPON TYPE	SPECIAL
Lightning Gun	☛ 10	2/3/7	n/a	n/a	Long Arms	See Description
Relic Hammer	☛ 3	3/4/6	n/a	n/a	Heavy Melee	See Description
Steam Harness	☛ 3	3/4/6	n/a	n/a	Pneumatic	See Description

Special: None of these items are available for purchase. Characters may not start the game with these items.

RARE WEAPONS

Malifaux is a strange place, and there are always strange weapons turning up in the hands of those who have explored its forgotten corners and delved into its strange and obscure history. Finding one of these items should not be a random event, as Fate has a way of granting these powerful weapons only to those who are destined to wield them.



LIGHTNING GUN

Lightning Guns are weapons of ancient Malifaux that fire bolts of lightning rather than bullets. Their appearance is similar enough to a gun that it's not difficult to figure out their purpose, but there are no visible triggers or loading mechanisms. Each time the Lightning Gun is fired, the electrical bolt is accompanied by a bright flash of light and a loud snapping sound, like the cracking of a whip.

Special Rules: Lightning Guns have the Penetrating special rule. Whenever a Lightning Gun damages someone (whether with the initial shot or a pulse), flip a card for every character within (X)2 of the damaged character. Do not flip cards for characters that have already suffered damage from the attack. On a ☞, the bolt arcs to the new character, who takes 2 damage. Lightning bolts continue to arc in this way until there are no more legal targets.

RELIC HAMMER

Relic Hammers are ancient weapons that predate the arrival of humans in Malifaux. The head of each hammer is made from an alchemically created material that, when struck against a surface, attacks and weakens its molecular structure, making the weapon a very useful tool for mining...and a very gory weapon when used against organic targets.

Special Rules: Relic Hammers gain ++ to Damage flips against Constructs and Tyrants. When near a Tyrant, Relic Hammers thrum noticeably in their wielder's hands.

STEAM HARNESS

Rather than a relic of ancient Malifaux, these devices are of a distinctly modern origin. Steam Harnesses are pneumatic devices that operate on the same principle as pneumatic limbs, and indeed, most incorporate pneumatic arms and legs into their construction. Rather than replace the wearer's limbs, however, a Steam Harness acts as a sort of mechanical suit or exoskeleton that contains limbs the wearer can manipulate as easily as their own.

Special Rules: A character with at least Artefacting 2 can climb into or out of a Steam Harness as a (2) AP Action. Once in the Steam Harness, the wearer gains the Construct Characteristic, Might 4, Speed 0, and Armor +1. She also gains Height +1 and the attack listed in the table above. Because each Steam Harnesses is a unique creation, it is quite possible for an individual Harness to have any number of unique touches, from pneumatic augmentations to special Triggers to additional weapons.

ARMOR

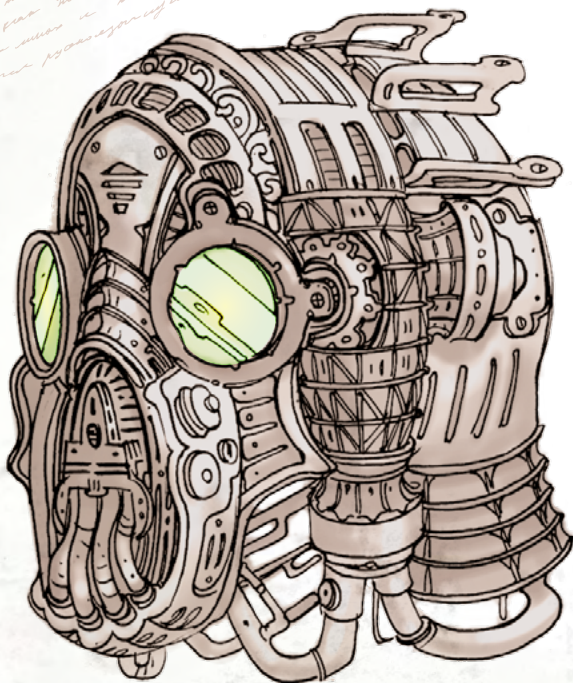
ARMOR	EFFECT	COST	SKILL
Clockwork Body	Light, Protected (☛), Sealed	17\$	2
Clockwork Head	Light, Protected (☛), Sealed	12\$	2
Clockwork Arms	Protected (X), Sealed	14\$	2
Clockwork Legs	Protected (X), Sealed	14\$	2
Defender Body	Heavy, Bulwark, Deflecting, Protected (☛)	25\$	3
Defender Head	Light, Protected (☛)	12\$	3
Defender Arms	Light, Bulwark, Protected (X), Shield +1	15\$	3
Defender Legs	Light, Braced, Bulwark, Protected (X)	15\$	3
US&E Picket Line Chest	Light, Protected (☛), Reinforced	9\$	2
US&E Picket Line Head	Protected (☛)	5\$	1
AG Pneumatic Armor	Light, Pneumatic (Might), Sealed	30\$	4
Fur Armor	Protected (varies depending on location), Warm +1	3\$	1

CLOCKWORK BODY ARMOR

Made famous by the Freikorps mercenary group, Clockwork Body Armor is a full suit of sealed leather armor designed to protect the wearer against environmental extremes. Critical areas are reinforced with additional steel plates, providing a compromise between protection and flexibility. Despite functioning like the armor of the Freikorps, all suits of Clockwork Body Armor sold to those outside that mercenary group are visually distinct from those of the Freikorps, due to an arrangement between their leader and the owners of Clockwork Creations.

DEFENDER ARMOR

The Defender is the highest-grade suit of armor that Clockwork Creations produces, which is more than enough to give someone an idea about its effectiveness (and its price). Consisting of a steel breastplate, legs, arm, and helmet, each piece of the Defender armor is designed to be easily locked into the others, enabling someone wearing a full suit to essentially become an immobile brick of impenetrable steel. Unfortunately, this also makes the armor quite heavy and cumbersome, but for those who want the best money can provide, the Clockwork Defender is the only option.



US&E PICKET LINE

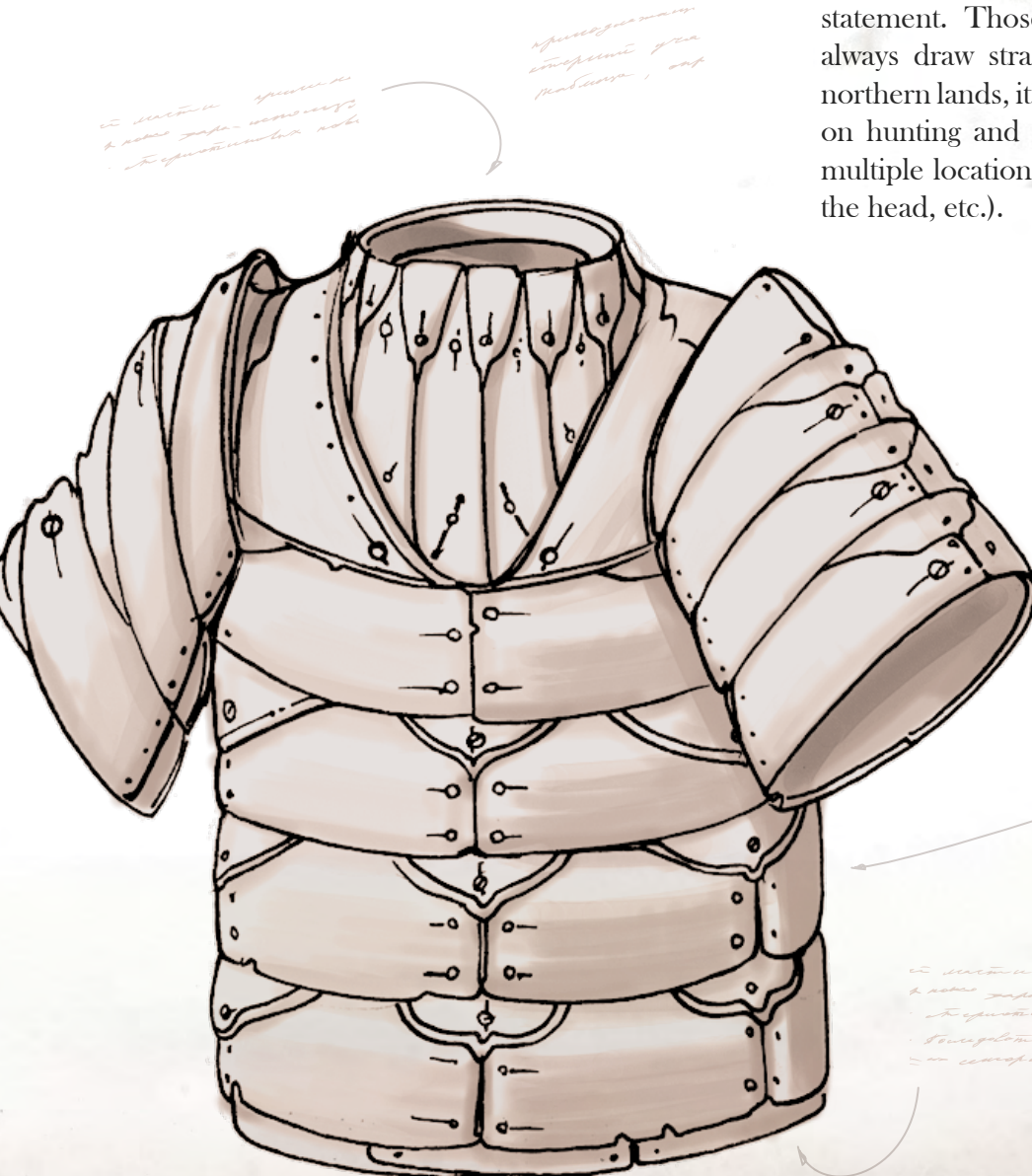
The Picket Line armor was one of the first suits of armor developed by US&E. It was put into use almost immediately after rolling off the assembly line and soon earned the trust of the miners whose lives it saved when the Guild showed up with armed strikebreakers. The Picket Line armor comes in two pieces: a chest piece that is essentially reworked Brigandine armor with steel plates concealed beneath the outer fabric and a head piece that is a retrofitted Miner's Helmet with extended protection for the sides and back of the head. Showing up in public while wearing Picket Line armor is all but guaranteed to draw the attention of the Guild, who have learned that it usually means there is a strike or riot brewing nearby.

AG PNEUMATIC ARMOR

The AG Pneumatic Armor is the company's first attempt to create an armored exoskeleton for personal use. The suit is visually similar to Clockwork Body Armor in that it is a full suit of sealed leather armor, but it also includes an articulated steel exoskeleton that enhances the wearer's strength while protecting their vital areas. Unfortunately, AG Works was unable to solve the noise issues that plagued their prototypes, and as a result anyone moving in a functioning suit of Pneumatic Armor sounds like a steam engine rolling down the tracks. Fans of the armor have dubbed it "Engine Armor" in homage.

FUR ARMOR

Whether crafted from the pelts of Hoarcats or a single, massive bear, Fur Armor makes a distinct fashion statement. Those wearing this sort of armor almost always draw strange looks in the city, but out in the northern lands, it's just as likely to strike up conversations on hunting and the local fauna. Fur armor can cover multiple locations (ie, fur gloves for hands, a fur hat for the head, etc.).



ARMOR MODIFICATIONS

ARMOR	EFFECT	COST	SKILL
Braced	Braced	18\$	1
Deflecting	Deflecting	22\$	2
Integrated	Integrated (Weapon or Toolkit)	5 + cost	1
Reinforced	Reinforced +1	12\$	2
Sealed	Sealed	10\$	1
Shield	Shield +1	8\$	1

BRACED

The Braced modification consists of a series of steel braces that are installed along the arms, legs, or spine of a suit of armor, depending upon the actual piece being modified. When the wearer twists their limbs in a specific way, special mechanisms within the steel braces lock together, greatly increasing the wearer's ability to withstand harm.

DEFLECTING

Deflecting armor is somewhat rare in Malifaux, primarily because of the cost and difficulty associated with the modification process. While the basic premise of this armor is fairly simple - a series of thick, armored plates that can be expanded or otherwise manipulated to provide increased armor - integrating these plates into the armor in a way that doesn't interfere with the wearer's movements can be tricky.

INTEGRATED

While Integrated weapons are far more common than Integrated armor, there is still a demand for armor with a weapon or toolkit incorporated into its design. The most common version of this modification is the "Lady Luck" harness that incorporates a Gambling skill toolkit and allows a gambler to hold one or more cards or weighted dice inside her sleeve until the time is right for a quick swap. A modified version of this harness replaces the cards and dice for a pistol, ensuring that the wearer always has an ace with a bit more kick up her sleeve.

REINFORCED

Reinforced armor is often mistaken for pneumatic or braced armor, for it shares the same steel braces along its limbs and chest. The function of the reinforced modification is far simpler, however, as it merely serves to strengthen the weaker areas of the armor and provide more protection to the wearer's vital organs. Armor with this modification is usually referred to as a "Skeleton Suit" on this side of the Breach due to its distinctive appearance.


SEALED

Sealed armor first came into use during the Black Powder Wars as a countermeasure against chemical warfare. This was most prevalent in Eastern Europa and Western North America, where the Three Kingdoms made great use of their infamous "soul-hunting fog." While initially devastating, the rapid production and distribution of armor with airtight seals and integrated gas masks soon leveled the battlefield and halted the advancement of the Three Kingdoms in both theaters.

SHIELD

These armor pieces tend to either be actual shields or arm pieces that incorporate an attached shield into their design. Shields are essentially pieces of mobile cover that the wearer can use to block attacks, whether they come from an opponent with a melee weapon or one wielding a gun.

SPECIAL RULES – ARMOR AND AUGMENTS

- *Augment*: This item has a number of slots for pneumatic augments equal to its Augment rating.
- *Braced*: When this character benefits from the Defensive Stance action, damage flips against them receive a .
- *Bulwark*: This character cannot take Defensive Stance and Movement Actions in the same turn.
- *Damaging*: Characters dealing damage with Pugilism or Martial Arts Close Combat attacks deal an additional amount of damage equal to their Damaging value.
- *Deflecting*: When this character takes a Defensive Stance Action, they also gain Armor value equal to the number of AP spent on the Defensive Stance action.
- *Healthy*: This character's Wounds are increased by the value of this ability.
- *Heavy*: A character wearing this armor on at least one location is considered to be Heavily armored if she is at least Lightly armored on two other locations as well.
- *Integrated*: The character can use the integrated item as if it were in his hand at any time.
- *Iron Fist*: This character gains no benefit from weapons with the Fistload special rule.
- *Iron Lung*: This character is immune to the Suffocating Condition and no longer need to breathe.
- *Lifelike*: The augmentation is so masterfully created that it is difficult for others to tell that it is a mechanical replacement. Unless they suspect otherwise (or touch it, at which point it becomes clear it is artificial), the limb automatically fools observers.
- *Light*: A character wearing this armor on at least one location is considered to be Lightly armored (Armor +1).
- *Pneumatic (Aspect)*: The character may use the limb with this augment to increase the noted Aspect to 5 for the duration of one Duel. This ability can only be used once during each Dramatic Time per limb equipped with this augment.
- *Protected (Suit)*: The character ignores the first Critical Effect (but not damage) generated with the noted Suit during each Dramatic Time.
- *Reinforced*: This armor grants Hard to Wound +1.
- *Sealed*: If the armor on the character's head, chest, arms, and legs all has this modification, the character ignores all damage from  and  effects.
- *Shield*: When this character takes a Defensive Stance Action, increase the value of the granted Defensive condition by the character's Shield value.
- *Warm+1*: Characters wearing this armor gain +1 to Toughness duels to resist Hypothermia.

PNEUMATIC REPLACEMENTS

Pneumatic replacements are artificial prosthetics intended to replace a missing or damaged body part. Each pneumatic is custom-fit to its owner; scavenging pneumatic parts from the fallen is generally regarded as distasteful and more than a little ghoulish.

Because of the high craftsmanship and many working parts of a pneumatic limb - not to mention the technical skill needed to attach one - their cost tends to be quite high. Both the Guild and the Union are more than willing to extend a line of credit to those who cannot afford new prosthetics, but this offer often comes with a number of hidden costs.

Getting into debt with the Union can lead to a character coming under the influence of the Arcanists, a debt the organization can exploit in a number of ways (such as by forcing the character to shelter fleeing spellcasters). The Guild tends to be much more direct in its demands; if the character is in a position of importance, they might be forced to become a snitch, reporting back on the activities of their friends and employers. Everyone else works off their debt in the mines.

Those who work in the Foundry, laying track and building steam engines, often have the best luck in this situation. Mei Feng, the leader of the Foundry, grants pneumatic limbs to those injured in the line of duty free of cost. She pays for these replacements out of her own pocket and in doing so has earned the loyalty of her workers.

For the most part, pneumatic replacements are limited to the arms and legs. While it is possible to replace other sections of the body, it's a much more complicated process, and the risk of the patient dying during surgery or rejecting the implant is much higher.

While pneumatic replacements are far from common, there are usually at least one or two people with augments in any given Contract Town. Socially, it is generally considered impolite to mention a replacement unless the individual with the pneumatic brings it up first.

The rules found in this section are intended to expand upon the rules offered in the *Fated Almanac* for pneumatic limbs (page 178).

OPERATION COSTS

Each pneumatic contains a small amount of Soulstone Dust that powers the pneumatic for 2 months (with the first fitting typically being free). However, regular maintenance and replacement of the expended Soulstone Dust is still necessary, which usually ends up running about 10 scrip per 3 months.

Some people believe that those who replace too much of their natural body lose a part of their humanity in the process, a sentiment which never fails to draw the ire and annoyance of any augmented individuals within earshot. While it's true that augmentations can have an effect on one's personality (no longer having hands with the sensation of touch tends to be a tough adjustment), there are plenty of people all across Malifaux who still behave like their old, pre-augmentated selves.

PNEUMATIC AUGMENTS

Each pneumatic replacement has a number of augment slots within it, depending on the craftsmanship of the replacement. These slots are extra space within the graft that allow additional mechanization and customization. Each augment takes up a certain number of augment slots; if there are enough open slots in the pneumatic replacement, the augment can be applied to that limb (with Fatemaster approval). Once all of a pneumatic replacement's augment slots have been filled, it cannot be further augmented.

For most individuals, these slots are never used. Each augmentation carries with it an additional expense, and when the Guild or Union is offering credit to those in need of a limb, that credit almost never extends to augmentations not deemed vital to the recipient's profession. On the other hand, sometimes the Guild and Union decide that the recipient would be more productive with a certain augment, and the recipient wakes up with a rail driver or welding torch where she would have preferred a hand.

PNEUMATIC REPLACEMENTS

PNEUMATIC	EFFECT	COST	SKILL
Partial Limb	Armor +1, Augment 1	15\$	1
Advanced Partial Limb	Armor +1, Augment 2	30\$	2
Partial Clockwork Limb	Armor +1, Augment 3	30\$	3
Full Limb	Armor +1, Augment 2	25\$	2
Advanced Full Limb	Armor +1, Augment 3	50\$	3
Full Clockwork Limb	Armor +1, Augment 4	50\$	4
Torso	Armor +1, Augment 2	40\$	5
Head	Armor +1, Augment 1	75\$	6

PARTIAL LIMB

This pneumatic limb consists of a replacement for either a hand or a foot, either at the elbow or knee (as appropriate). These limbs tend to be roughly the same size as the original limb but are still clearly artificial in construction. Since partial limbs all tend to be of the same length, someone who only lost their hand must have the rest of their forearm amputated before a Partial Limb will fit them. These smaller pneumatics tend to be relatively inexpensive as far as prosthetics go, so people in need of such a replacement are usually able to afford it, even if it sets them back a bit.

FULL LIMB

This prosthetic is designed to replace an entire limb, either at the shoulder or hip (as appropriate). These limbs tend to be roughly the same size as the original limb but are still clearly artificial in construction.

ADVANCED LIMBS

The field of pneumatics is constantly evolving and changing. While the Steamfitters who create and attach most of the limbs within Malifaux tend to stick to the same general blueprints, there are plenty of inventors out there who are willing to push the envelope and try out unstable technologies. The exact appearance of these limbs varies greatly, but each one is clearly a masterpiece of technology and engineering.

CLOCKWORK LIMBS

In addition to weapons and armor, Clockwork Creations also produces prosthetic limbs but only on commission. Rather than relying upon pneumatics, these artificial limbs feature clockwork components that make them both quieter and more precise when it comes to fine manipulation. Unfortunately, the intricate mechanisms of these limbs still require regular maintenance and the expenditure of Soulstone Dust to function, just like their pneumatic cousins.

TORSO

These prosthetics are relatively rare, as most of the accidents that damage a person's torso to the extent that it would require a replacement also kill them. In rare cases, however, characters might have need of pneumatic torso, which primarily consists of multiple devices that keep the internal organs functioning. If the prosthetic ceases to function, the character will die.

HEAD

Either the entire head or enough of it to matter has been replaced with a pneumatic device. Nobody with a head prosthetic is ever quite like they were before the operation; such an operation tends to leave people acting a bit "off." If the prosthetic ceases to function, the character will die.

AUGMENTS

PNEUMATIC	EFFECT	SLOTS	COST	SKILL
Cosmetic Amalgamation (Any)	Lifelike	-	20\$	2
Practical Amalgamation (Any)	Healthy +1	-	25\$	2
Enhanced Fist (Arms)	Damaging +1, Iron Fist	2	20\$	2
Crusher (Arms)	Damaging +2, Iron Fist	3	35\$	3
Military Brace (Arms)	Integrated (Firearm)	1	15\$	1
Mercenary Brace (Arms)	Integrated (Melee)	1	15\$	1
Piston Driver (Arms or Legs)	Pneumatic (Might)	1	10\$	2
Steam Coils (Legs)	Pneumatic (Speed)	1	10\$	2
Trade Custom (Any)	Integrated (Toolkit)	1	-	1
Iron Lung (Chest)	Iron Lung,  on Stealth Challenges	2	50\$	4

COSMETIC AMALGAMATION (ANY)

The highly illegal field of amalgamation involves harvesting the parts of living creatures (whether animal or human) and combining them with pneumatics. While harvesting the living parts is a grisly process, a layer of carefully integrated skin, muscles, and tendons can do wonders to make an artificial limb appear lifelike...and to make any integrated parts look truly monstrous.

PRACTICAL AMALGAMATION (ANY)

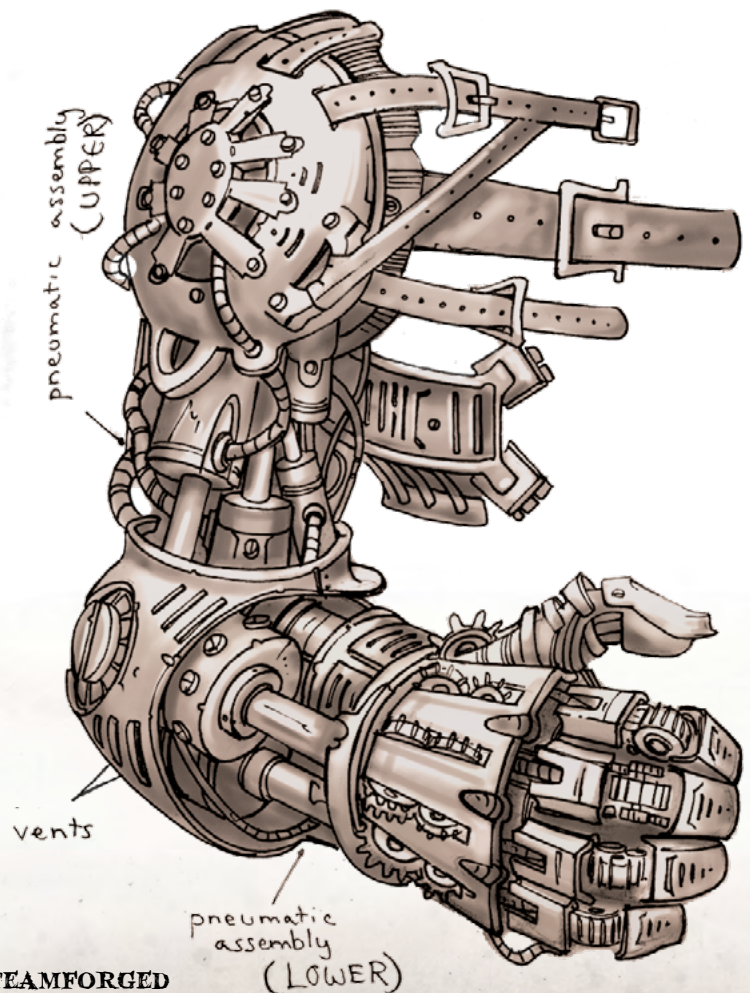
Another use for amalgamation is the addition of organic parts to the interior of the pneumatic limb, essentially replacing metal pistons and tubing with bone and blood vessels. This runs a greater risk of rejection than a purely mechanical augmentation but has the bonus of leaving the recipient much harder and in better control of their new augmentation.

ENHANCED FIST

There are many different versions of this augment, such as those that add spiked protrusions or reinforced metal plates to the pneumatic's knuckles or more advanced designs that incorporate extra actuators and springs within the arm itself. Whatever its form, this augment ensures that the recipient can punch things much harder than before.

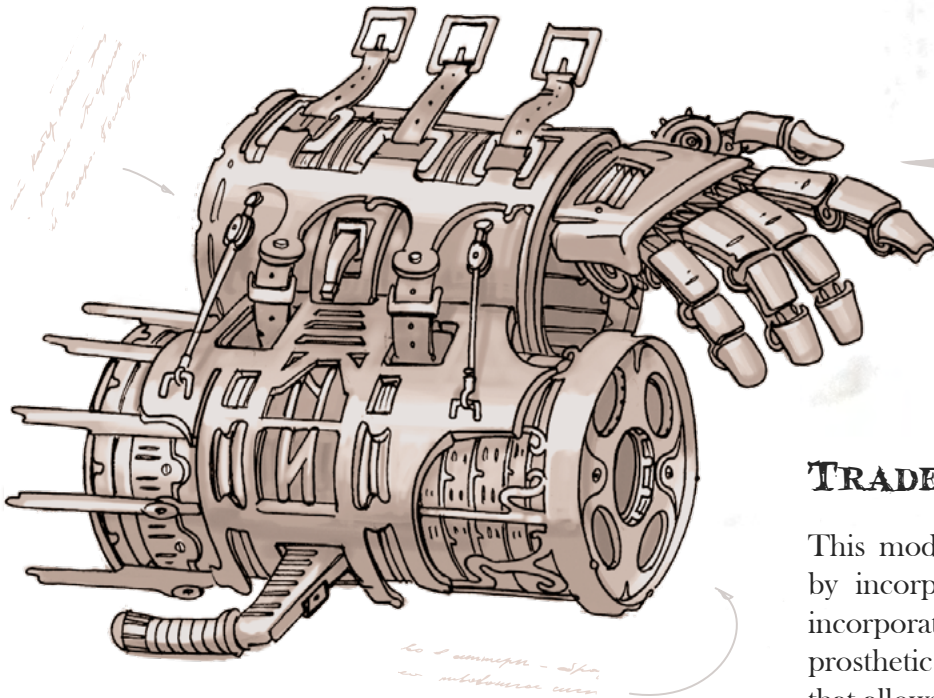
CRUSHER

This augmentation replaces the normal-sized hand at the end of a pneumatic arm with an oversized fist and additional pneumatic actuators. The end result is a mechanical fist that can crush granite and bend steel, at the cost of a bulky, misshapen limb that is clearly designed for combat.



MILITARY BRACE

A military brace can accommodate any revolver, carbine or shotgun, though doing so renders the weapon unable to be removed from the augment. Black powder weapons (such as flintlocks) are typically not placed within military braces, mostly out of concern for a misfire and the damage it could deal to the recipient. The augment's price does not include the cost of the firearm.



STEAM COILS (LEGS)

Built with powerful industrial springs, these coils reset themselves using the limb's pneumatics to allow for greatly increased bursts of movement. This is often accompanied with a burst of steam and a hissing sound, making them less useful in situations where stealth is important. Once activated, it takes time for the Steam Coils to build up enough pressure to be used again.

TRADE CUSTOM (ANY)

This modification enhances a pneumatic replacement by incorporating a skill toolkit into its design. The incorporated tools can either be internalized within the prosthetic or attached to its exterior, usually in a manner that allows them to fold back against the limb proper to keep them from breaking off when not in use. As this is a relatively easy modification to make, the only material cost is for the toolkit.

MERCENARY BRACE

Originally developed as a custom modification to the Military Brace, the use of the so-called Mercenary Brace became so popular that a manufactured version eventually became available. This augment allows a Melee weapon to be incorporated into the prosthetic. If the limb is a full limb, it may fold back or retract into the character's prosthetic when sheathed; this does nothing to make the weapon easier to hide, but it does help to make day-to-day tasks (such as eating without accidentally stabbing any dinner companions) less awkward.

PISTON DRIVER

This modification consists of a series of pistons and additional bone anchors that add additional strength to a pneumatic limb. An arm that has been equipped with a piston driver can make short work of laying rails or erecting a building.

IRON LUNG (CHEST)

The replacement of the recipient's lungs with artificial pumping devices is an extreme procedure, but once complete, there is no need for the character to ever breathe again. Internal air bladders and regulation devices ensure that the character's blood stays oxygenated and clean, while integrated tubing harmlessly vents the excess carbon dioxide. Unfortunately, the air being pumped in and out of the character makes far more noise than normal breathing, and the rhythmic hiss of an Iron Lung is difficult to conceal.

FATED ALMANAC WEAPONS

This section contains information for the weapons described in the *Fated Almanac*.

Each such item has been given a Skill Rank requirement, which should assist those characters who wish to make crafting a more active part of their game.

Because this is just an update, we have only presented the stat blocks for the items in question; players who wish for more description on a given item are encouraged to consult the Gear chapter of the *Fated Almanac*.

PISTOLS

WEAPON	RANGE	DAMAGE	CAP.	RELOAD	SPECIAL	COST	SKILL
A&TT Drakon	6	1/2/4	1	2 AP	Blunderbuss	5\$	2
Axton & Co. Model 1842	10	2/3/4	1	2 AP	-	2\$	1
Liegn U.S. Navy Cutlass	6	2/3/4	1	2 AP	Bayonet	2\$	3
Maucher Three-Barrel	6	2/2/5	3	4 AP	Three-Barrel	4\$	3
Volyer Patent Revolving	10	2/3/4	7	4 AP	-	4\$	1
B&D Pocket	6	2/3/3	4	2 AP	Concealable	7\$	2
B&D Gatling Derringer	6	2/3/3	9	2 AP	Burst Fire	29\$	3
Collier "Rough Rider"	10	2/3/4	6	2 AP	Fan	19\$	3
Collier Single Action Army	12	2/3/4	6	2 AP	Intimidating	19\$	3
Collier Navy	12	2/3/4	6	2 AP	-	9\$	2
LeBlanc Grapeshot	10	2/3/3	9	3 AP	Grapeshot	19\$	3
Ganten M1895	10	2/3/5	7	3 AP	-	9\$	2
Weshorn & Smitte #3	12	2/3/4	6	1 AP	-	19\$	2
Peacebringer	10	2/3/5	6	1 AP	Bayonet, Intimidating	30\$	3

ARCHERY

WEAPON	RANGE	DAMAGE	CAP.	RELOAD	SPECIAL	COST	SKILL
Longbow	12	2/2/4	-	-	Arrow, Bow	5\$	1
Horn Bow	12	3/3/4	-	-	Arrow, Bow	9\$	2
Crossbow	18	2/4/6	1	2 AP	Arrow	15\$	3

LONGARMS

WEAPON	RANGE	DAMAGE	CAP.	RELOAD	SPECIAL	COST	SKILL
A&T Model 10	12	1/2/4	1	2 AP	Blunderbuss	3\$	2
Volyer's Revolving Shotgun	6	2/2/4	7	4 AP	-	6\$	3
Hawken Rifle	16	2/3/5	1	3 AP	Rifle	5\$	1
Enfield Musketoone	16	2/3/4	1	2 AP	Rifle	5\$	1
Nock Volley Gun	12	2/3/4	7	4 AP	Seven-Barrel	20\$	3
Yamaisaka Type 30	18	3/4/5	5	2 AP	Rifle	8\$	2
Perier Model 1886/M93	18	3/4/5	8	2 AP	Bayonet, Rifle	19\$	2
Howles Pattern 1874	24	3/5/6	1	1 AP	Rifle	18\$	2
Chesterfield 1895 Repeating	18	3/4/5	5	2 AP	Rifle	29\$	2
Collier Lightning	18	3/3/4	12	2 AP	Saddlegun	9\$	3
Collier Revolving	18	3/4/5	6	2 AP	Saddlegun	19\$	3
Chesterfield 1873	18	2/3/5	10	3 AP	Saddlegun	24\$	2

SHOTGUNS

WEAPON	RANGE	DAMAGE	CAP.	RELOAD	SPECIAL	COST	SKILL
Collier Hammerless	12	2/3/4	2	1 AP	Double Barrel, Shot	8\$	1
Solberg Inertia	12	2/3/4	5	3 AP	Shot	9\$	2
Chesterfield Model 1887/01	12	2/3/4	5	3 AP	Intimidating, Shot	19\$	3
Chesterfield Model 1897	12	3/4/5	5	3 AP	Shot	29\$	3

HEAVY WEAPONS

WEAPON	RANGE	DAMAGE	CAP.	RELOAD	SPECIAL	COST	SKILL
One-Pounder Swivel Gun	18	5/7/9	1	6 AP	Heavy, Loader	100\$	4
Model 1866 Six Pounder	50	5/7/9	1	6 AP	Heavy, Loader	500\$	4
Mobile Gatling Gun	25	2/4/6	200	4 AP	Gatling, Heavy	1000\$	5

MELEE

WEAPON	RANGE	DAMAGE	SPECIAL	COST	SKILL
Bayonet (Pistol)	/// 1	1/3/4	-	3\$	1
Bowie Knife	/// 1	1/3/4	-	2\$	3
Boarding Axe	/// 2	1/3/5	-	2\$	2
Cavalry Saber	/// 2	2/3/4	-	7\$	2
Truncheon	/// 2	1/3/4	Stunning	3\$	1
Custom Blade	/// 2	2/3/4		15\$	1
Custom Bludgeon	/// 2	2/3/4	Stunning	10\$	2
Custom Axe	/// 2	1/3/5		12\$	1

HEAVY MELEE

WEAPON	RANGE	DAMAGE	SPECIAL	COST	SKILL
Bayonet (Rifle)	/// 2	1/3/4	-	4\$	1
Gate Spear	/// 3	2/3/4	Thrown	3\$	2
Rail Hammer	/// 2	2/4/6	-	4\$	2
Custom Pole Arm	/// 3	2/3/4	-	10\$	1

PUGILISM / MARTIAL ARTS

WEAPON	RANGE	DAMAGE	SPECIAL	COST	SKILL
Knuckleduster	/// 1	Special	Concealable, Fistload	1\$	1

FLEXIBLE

WEAPON	RANGE	DAMAGE	SPECIAL	COST	SKILL
Driving Whip	/// 2	1/2/3	Snaring	14\$	2
Custom Whip	/// 2	1/2/3	Snaring	19\$	1



MASTERS OF THE ARCANES

When people Earthside think of magic, they think of the supernatural. Magic is a force that can warp and change the natural order, and there are always stories from Malifaux about the Arcanists and Resurrectionists and the terrible powers at their command. These stories stick with people even after they've come through the Breach and into Malifaux.

Those who move beyond the walls of the city and into the surrounding lands slowly come to learn something that the stories back on Earth never mentioned. The world of Malifaux is a land that is inherently infused with magic. Here, magic is not a supernatural rarity but rather a fundamental part of the natural order, like rain or gravity. People who spend time in Malifaux gradually begin to develop magical abilities, sometimes without even realizing it.

For most people, this type of subconscious magic is so minor that it is rarely even remarked upon. The man who, at the end of a long day, is able to pour himself a glass of scotch from an empty bottle or the woman who is able to take a bit of weariness away with her mere presence – these aren't things that anyone really comments on or considers in any serious manner.

In the northern lands, it's considered rude to mention that someone is capable of using weak magic such as this. The Guild could always be listening, and bringing that threat into a conversation just because someone can make their clothes clean with a bit of a shake is something the average person tries to avoid. At best, it might be referred to as a knack, as in "Johnny's got a real knack for cleaning his clothes."

It is the other type of magic, the kind that involves throwing fireballs or raising up the dead, that gets talked about. These impressive feats make people sit up and take notice, and there's frequently a meeting of some sort (even an informal one down at the barbershop) when someone capable of this sort of magic rolls into a town. A man who controls the weather isn't just a bit talented; he's the sort of person who can make or break a settlement on a whim.

People who call upon this greater form of magic aren't just drawing up a few minor powers; they are actively channeling the natural energies of Malifaux and bending them to their will. It is they who are walking the paths to become the masters of the arcane.

The rules presented in this chapter are an expansion upon the rules for magic presented in the *Fated Almanac*. Some rules are labeled as variants; these are available only at the Fatemaster's discretion.

TWO SIDES OF THE SAME COIN

Although the path of each practitioner of magic is unique, they all can be seen as falling into one of two basic groups: the path of the Studied or the Path of the Natural. Each path takes a spellcaster in the same direction, but each does so in vastly different ways.

Those who follow the Path of the Studied are those who learn how to cast spells from Grimoires. Their knowledge of the Arcane comes from study, and though magic was restricted to those with natural talent back on Earth, once in Malifaux nearly anyone can learn magic with enough study. The Path of the Studied leads to a more fundamental understanding of magic and its components and how to manipulate it in new ways.

The Path of the Natural is a more instinctive form of magic, one that is lived and breathed by the practitioner. These are people who, through their time in Malifaux, come to understand certain powers on a subconscious level. These powers are referred to as Manifested Powers, and they require no study or special invocations to use. Some of these manifestations seem to break the commonly accepted laws of magic, but those that do tend to be limited in their application.



PATH OF THE STUDIED

The Path of the Studied is really about the science of magic. It's an understanding of magic's fundamental rules, capabilities, and limitations. While it's true that many who walk this path are not scientific in their approach to magic, they are nevertheless subscribed to these rules, whether aware of them or not.

Every individual walking this path is learning their way through memorization and study; each one has a Grimoire which reveals a few magical secrets to them. The Grimoire contains the knowledge necessary to begin casting its spells, and by taking enough time to study it, the individual can learn to cast the spells contained in the Grimoire without needing it to be present.

While the Grimoire provides the fundamental building blocks of a spell in the form of *Magia* and *Immuto*, this knowledge is viewed through the lens of the spellcaster's *Magical Theory*. This might be a method of casting spells that the individual has developed on their own or something they learned from a mentor. Regardless, it is this framework of perception and methodology that shapes the magic contained within a Grimoire.

Magical Theories are fairly common in Malifaux. People from all over the world travel to Malifaux for various reasons, and each one brings with them the customs and beliefs of their homeland. Even those who subscribe to the same general school of *Magical Theory* may have vast differences when it comes to the details.

A great example of this is the *Thalarian Doctrine* favored by the Guild. There are those who follow its many restrictions to the letter and become extremely limited in their use of magic, and others - like *Somnia Criid*, the leader of the *Witch Hunters* - who take a more liberal interpretation of the Doctrine and become extremely competent with a single spell.

GRIMOIRES

Grimoires are the physical record of magic. They take many forms, but all of them have some way of imparting knowledge of magic to a practitioner. Although Grimoires are physical objects, they are inherently infused with magic; in most cases, this magic doesn't do anything obvious, but in some rare cases the Grimoire itself can manifest magical powers.

The magical knowledge of each Grimoire is unique, which makes it nearly impossible for a practitioner to access multiple Grimoires at one time. There is debate in scholarly circles as to why this is, with the most commonly accepted theory favoring some form of magical resonance unique to each Grimoire. Some scholars have suggested that each Grimoire might be selfishly restricting its magic for some unknown reason, but the idea that each Grimoire is somehow sentient (and worse, moody) is not one that holds much popularity with spellcasters.

For most users, the spells contained within a Grimoire are set in stone. The most common Grimoires contain two different *Magia* and three different *Immuto*, but this is not a hard and fast rule, and numerous variations have been recorded. Occasionally, a practitioner will learn enough magic to alter a Grimoire, allowing them to access a wider degree of magical resources.

Grimoires that have been enhanced in this way are often very valuable items, and knowledge of such a Grimoire will attract the attention of many different people, each seeking new ways to gain power over the mystical energies of Malifaux (or failing that, a quick fortune after selling the Grimoire to someone else).

GAINING GRIMOIRES

If a player is interested in gaining a Grimoire, it is up to the *Fatemaster* to make this happen. While this should mostly be a result of the narrative, we've included some tips below on how to help this happen. No player should be restricted from learning magic just because she didn't start the game with a Grimoire (though starting with a magical Pursuit will give her a greater degree of control over which *Magia* and *Immuto* she can access).

GRIMOIRES DURING CHARACTER CREATION

As a variant to the standard Grimoires given to starting characters in the *Fated Almanac* (the Dabbler, Graverobber, and Tinkerer Pursuits, to be specific), some groups may wish to allow such characters to select Magia of different types than what is listed in a Pursuit's starting equipment. In this case, the player and the Fatemaster should work together to create a unique Grimoire for the character.

See the Creating Grimoires section on page 187 for more information on how to develop a new Grimoire.

GRIMOIRES DURING GAMEPLAY

Grimoires are fairly common and generally want to be discovered. If a character changes to a magical Pursuit (such as Dabbler, Graverobber, or Tinkerer) during a session's prologue, she should gain a Grimoire at some point during that session.

Ideally, this will happen during the Prologue to the story. The character in question can have a short aside showing how her interest in magic has drawn her to a certain Grimoire. If there has been enough time between sessions, the character might even have taken some time to study the Grimoire and can use it right from the very start of the session.

Even if the session is picking up immediately after the previous one, it makes sense to have the Fated gain a partial understanding of the Grimoire. This can happen in a variety of ways, either by allowing the Fated access to only one of the Grimoire's Magia and one Immuto until she has more time to study the Grimoire or by increasing the TN of the spells by +2 until that same time.

This gives the players a chance to branch out into magical Pursuits without making them instantly learn magic or making them have to work too hard to find a Grimoire.

GRIMOIRES LARGE AND SMALL

This variant is intended as a way to alter the overall power level of magic by adjusting Grimoires. There are two ways this can happen.

The first is limiting the number of Magia and Immuto a Grimoire contains. If you want, you can randomly determine the power level of a Grimoire by flipping a card from the Fate deck, consulting the value (whether Weak, Moderate, or Severe) and referencing the following guide:

- *Weak*: 1 Magia, 1 Immuto
- *Moderate*: 2 Magia, 1 Immuto
- *Severe*: 2 Magia, 2 Immuto

Using this method will limit the options of spellcasters in the game so that they don't have as many answers or as many augmentations to power up their spells exactly as they'd like.

Another method is that of generalizing the Magia and Immuto a Grimoire contains. This method is very freeform and will make magic much more powerful. In this method, the number of Magia and Immuto stay the same as normal, but each Magia instead refers to a type of magic (for example, Sorcery) instead of a specific Magia (such as Elemental Projectile). This gives spellcasters increased access to Magia and spells.

If desired, you could combine these two methods. For example, a Grimoire might have a primary Magia of Sorcery that contains all Sorcery Magias, but only 1 Immuto. In this way, you end up with multiple possibilities for unique Grimoires that can provide players with plenty of new challenges and lots of variance in the way that magic works in *Through the Breach*.

CREATING GRIMOIRES

A Grimoire can be created, if necessary, with the following rules:

Each Grimoire should generally have at least 2 Magia. The player or Fatemaster should always work to ensure that the first Magia in the Grimoire is one desired by the player (for example, a Graverobber should always be given a Grimoire with a Necromancy Magia), but any further Magia are flexible. The Fatemaster may choose them herself, allow the player to choose them or decide the type of Magia randomly. To determine a random Magia, flip a card off the top of the Fate Deck and choose a Magia from the type of magic matching the suit of the flipped card:

- ♀: Enchanting
- 📖: Sorcery
- ✂: Necromancy
- 🐭: Prestidigitation

At this point, you should spend a bit of time thinking about who or what may have created the Grimoire. This is useful in determining what Immuto it will contain. Grimoires are records of magic, and so they are very intentional creations. Regardless, this step is strictly narrative, and care should be taken to ensure that the generated Immuto are usable with at least one of the Magia contained within the Grimoire.

Each Grimoire should generally have at least 3 Immuto. If you wish to generate the Immuto randomly, flip three cards and consult the suits of each to determine the type of each Immuto. Though the type of Immuto is random, the Immuto should be selected from those available to ensure that each is relevant to the Grimoire's Magia:

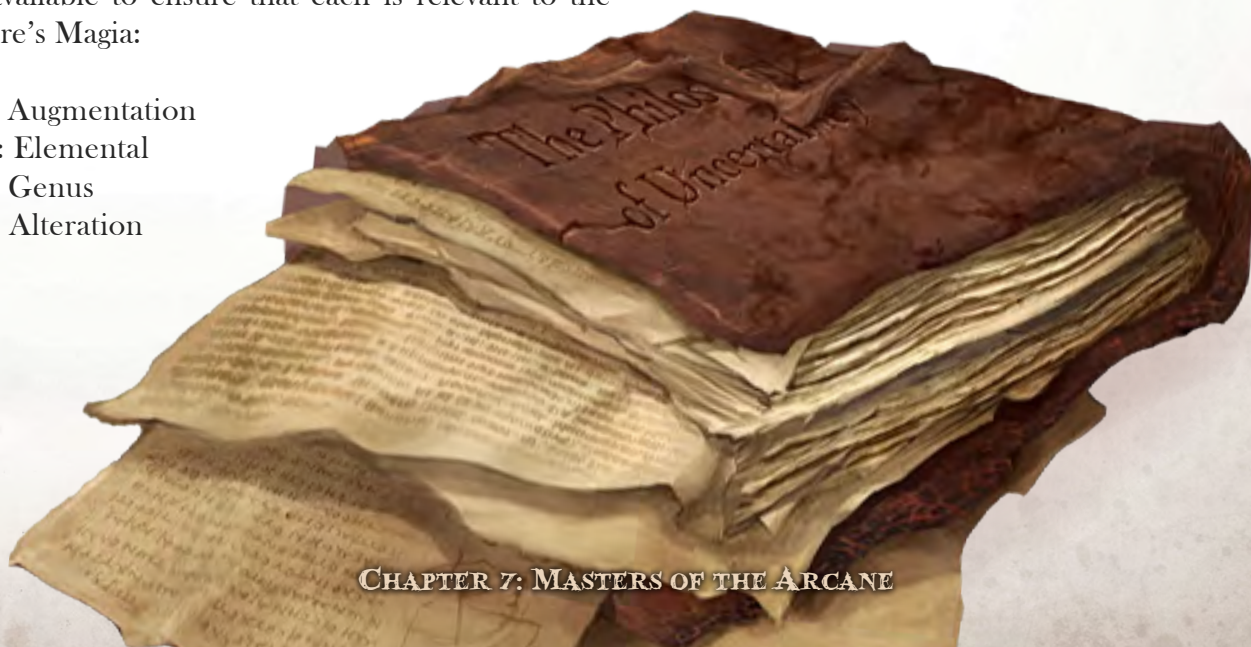
- ♀: Augmentation
- 📖: Elemental
- ✂: Genus
- 🐭: Alteration

With this complete, the final step is to determine the form of the Grimoire, which can be anything you can imagine. Page 227 of the *Fated Almanac* has examples of various Grimoires that you can use for inspiration.

LOCKED GRIMOIRES

This variant allows the Fatemaster to add a bit of additional flavor to the Grimoires in her game. A Locked Grimoire is a Grimoire that contains an Immuto that must be applied to any Magia cast from that Grimoire. For example, a Grimoire that is "Fire Locked" requires that the Fire Immuto be applied to every Magia cast from the Grimoire, while one that is "Focus Object Locked" contains Spells that can only be used if the caster has the appropriate Focus Object. Care should be taken to ensure that the chosen Immuto can be applied to each Magia within the Grimoire.

The variant should be used sparingly, as it takes a fair amount of control out of the hands of the players, but it can make for some interesting Grimoires with unique personalities.



POTENT GRIMOIRES

Below is a list of notable Grimoires. These are not presented as examples of Grimoires that should be readily available but are instead examples of the types of legendary Grimoires that drive entire campaigns.

Earthly Tome

An ancient-looking book, the Earthly Tome is said to apply the laws of Earth to the magic of Malifaux. It is considered to be one of the strangest Grimoires, providing unfettered power at an incredible cost.

- *Magia*: All
- *Immuto*: All
- *Special*: The spells within this Grimoire can only be cast if a Soulstone is used in the casting process (either to Manipulate Fate or Augment the Duel).

Elemental Paradox

This Grimoire was created by the madmen of the Five Elements temple, and its making claimed many lives. It is said that to understand the Elemental Paradox is to transcend magic... and ascend into madness.

The Elemental Paradox is a small glass bauble that seems to shift internally between the different elements. Watching these elements shift will gradually give the viewer an understanding of the Grimoire.

- *Magia*: Elemental Projectile
- *Immuto*: All Elemental
- *Special*: This Grimoire allows you to combine any number of Elemental Immuto into one spell, but each additional Immuto past the first adds an additional TN +1.

Celestin Universe

It is said that this Grimoire is only visible on certain nights. It takes the form of the stars in the night sky, spilling forth the secrets of magic to everyone in Malifaux. However, the Grimoire is not always visible due to cloud cover, leading many to believe that it doesn't even exist.

- *Magia*: All
- *Immuto*: All
- *Special*: All suit requirements for spells are stripped when using this Grimoire. Every morning, those who have studied of this Grimoire must flip two cards: a severity and a Critical Effect within that severity. The flipped Critical Effect happens to the user and cannot be healed until the character studies a new Grimoire (even if the Critical Effect is normally temporary). Spells cast from this Grimoire may not benefit from the Additional Suit Immuto.

The Nihilim

A large, two-handed staff inscribed with strange runes, the Nihilim was created by one of the original travelers through the first opening of the Breach. It is believed to hold the secrets to drawing unlimited power from Soulstones, a theory given credence by the small black Soulstone at the staff's apex.

- *Magia*: None.
- *Immuto*: None.
- *Special*: This Grimoire is useless while not being held. The wielder cannot cast Spells or Manifested Powers, but she is also immune to the effects of Spells and Manifested Powers. The Soulstone at the apex of the staff is Lade 5 (Size 3, Quality 2).



MAGICAL THEORIES

There are as many Magical Theories as there are stars in the sky, but only a handful of them have any real merit (or at least any real following). Characters are incredibly unlikely to change their Magical Theory once selected, as the way someone thinks about and understands magic usually stays constant over time.

NEW THEORIES

Below are some new Magical Theory options for magically inclined characters.

PHENOMENOLOGICAL REFLECTION



The theory of Phenomenological Reflection is that the truth takes place somewhere between the subject and the object. Reflectionists, as they're called, think that reality doesn't exist within their minds or out in the world, but somewhere in the connection between the two.

Reflectionists believe that reality is made up entirely of perception, and this theory delves into that belief to create a unique Magical Theory. Magic, according to Reflectionists, is the embodiment of the connection between all things - and thus is the basis of all reality.

Phenomenological Reflection discusses how the Neverborn seem to take on the image of humanity's worst fears, showing that Neverborn, believed to be creatures of magic, exist as something that stands between a living creature and those that perceive them: humans.

It's a complicated and somewhat convoluted theory, but it has produced some of the best illusionists and stage magicians that can be found anywhere, partly because of the practitioner's loose definition of "reality."

Phenomenological Reflection Talent

The character gains a  to all Prestidigitation duels, but suffers a  on all Enchanting, Sorcery, and Necromancy duels. Any illusions the character creates last for +1 minute.

LIFEWELL DOCTRINE


The Lifewell Doctrine believes that magic is the stuff of life itself. It holds that the conflicts Earthside are the direct result of magic beginning to run out and that only the influx of Soulstones will preserve life there.

Furthermore, Lifewellians believe that magic should not be used to cause damage and destruction, as this runs counter to its fundamental nature. It is this distortion, they argue, that is disrupting the fabric of the world and leading to the many plights that face those living Breachside.

Lifewellians believe in spreading their view of magic, but they also recognize that it is an unpopular one. Fortunately for them, the Guild has found use for those of the Doctrine, as their fundamental beliefs tend to make them fall far from what the Guild considers to be a threat.

The Lifewell Doctrine focuses on the healing and improving aspects of magic and tries to eliminate the more brutal uses of magic.

Lifewell Doctrine Talent

This character's Spells that heal damage heal an extra point of damage per  in the final duel total. If their Spell would remove a Critical Effect, it removes an additional Critical Effect. Any time this character inflicts damage with a spell, reduce the damage by 1 after all other modifiers, to a minimum of 0.

MAGICAL THEORY

Magical Theories are essentially Talents a character gains when they learn to use magic. If a Character that does not possess a Magical Theory gains a Grimoire (and attempts to use it), they should choose a Magical Theory before they cast any Spells from the Grimoire.

As a variant, you can allow players to swap Magical Theories during the game by allowing them to pick a new Magical Theory as a General Talent. This allows players to change and grow over time but ensures that the decision is not made lightly.

VARIANT THEORIES

Below are variant options for the Magical Theories presented in the *Fated Almanac*. If a character chooses one of these variant Magical Theories, the Talent it grants replaces the Talent normally granted by that Magical Theory.

THE REFINED OXFORD METHOD

- *Variant:* The Oxford Method

The core of the Oxford Method involves a methodical approach to casting that is highly formalized and steeped in tradition. The proponents of the Oxford Method that come to Malifaux, however, often take a different approach, utilizing their structured approach to ensure more stability in their spells.

The Refined Oxford Method Talent

Before casting a Spell, the character may choose to increase the AP of the Spell by 1. If she does so, she may add a single suit of her choice to the final duel total of the Spell.

THE MURMUR

- *Variant:* The Whisper

You wouldn't think that a theory based on hearing supernatural whispers would have a lot of variation, but as it turns out, some people hear different whispers than others. Exactly who or what is teaching these people in such a random and haphazard fashion is unknown, but few can deny the effectiveness of the lessons...

The Murmur Talent


The character may add Immuto not listed in her current Grimoire to a Spell, but the TN adjustment of each such added Immuto is increased by +2. When the character casts a Spell, she takes damage equal to the number of Immuto that have been added to that Spell.

CUTTING EDGE RESEARCH

- *Variant:* The Darlin Theories

Already an unstructured discipline, the Darlin Theories see many permutations throughout Malifaux. One of the most common has come about as the result of the notes and papers of a handful of somewhat unstable inventors and researchers. This variation allows spellcasters to create some amazing things...but also leaves them a bit loopy and unstable.

Cutting Edge Research Talent

When calculating Construct Points or Cobbled Points, the character adds 4 to her point total. The character also suffers a  on all Social duels.

DUE PROCESS

- *Variant:* The Court Procedure

Not everyone who learns the eleven Gates of Power believes that they should be broken. The theory's core philosophy is that power comes from rules, and while many practitioners believe in breaking those rules for their own advantage, there are others that believe that more power can be found in altering their magic to fall within the boundaries of the laws set forth by the Gates.

Due Process Talent


Once per turn when casting a Spell, the character may increase its TN by +3 to cast it for 1 less AP (to a minimum of 0 AP). However, she may never apply more than one Immuto to any Spell she casts (even multiple iterations of the same Immuto).

SPECIAL ALLOWANCES

- *Variant:* Thalarian Doctrine

The Guild has tight regulations on the use of magic, but some of those within their employ are given more leeway than others in their magical pursuits. This frequently involves special permission to use certain approved spells and additional training in how to thwart the magic of others. While not especially common, these special allowances have become more prevalent in recent years as more and more important Guild operatives have begun to develop magical powers.

Special Allowances Talent

The character gains a  to her Counter-Spelling duels and takes 1 less damage from Spells and Manifested Powers (to a minimum of 0). The character must pick a Magia. If she attempts to cast a Spell involving any other Magia, the TN of the Spell is increased by +2.

THE SIXTH ELEMENT

- *Variant:* The Balanced Five

There are those that believe there is a sixth element that binds the other five: soul. Those who believe in the sixth element attempt to find a new harmony that utilizes the soul in addition to the other five elements. These new types of elementalists show a surprising amount of insight into the use of Soulstones.

The Sixth Element Talent

When using a Soulstone or Soulstone Dust to augment a duel, the character may flip an additional card and add its value to her final duel total. When casting a Spell without the use of a Soulstone or Soulstone Dust, the TN is increased by +1.



PERSONAL THEORY

- *Variant:* Hedge Magic

Those who practice hedge magic do not belong to any traditional school of thought on magic. They each do their own thing, gradually cobbling together their own personal theory as they go, and this generally seems to work out just fine for them.

Personal Theory Talent


The character does not gain any benefit or hindrance for following this Magical Theory.

FRAGMENTS OF THE PAST

- *Variant:* Tradition Magic

Some practitioners learn everything they can from their teachers, but unfortunately, many magical traditions have been forgotten over the years. The core tenants are still there, but many of the specific rituals and rites are forever lost to time. As these practitioners learn more about magic, they frequently begin to fill in some of the pieces with bits taken from other theories.

Fragments of the Past Talent

The character cannot ignore or add any suits to her duels made to cast Spells or Manifested Powers (even if those suits are associated with her Aspects or Skills). When casting a Spell or Manifested Power, the character gains a  to her flip.

PATH OF THE NATURAL

The Path of the Natural is about instinctively understanding the way magic works and manifesting it in different ways. Where the Path of the Studied is concerned with the rules of magic, the Path of the Natural lacks understanding. This is freeing, though, as without knowledge of the rules it seems easier to break them.

Most of those who walk this path do not do so actively. Instead, these people naturally develop certain gifts as they spend more time in Malifaux and, in the case of the Fated, either embrace or deny their destiny. These manifestations tend to be minor effects that assist the person in their day to day life, but this only holds true part of the time; those people with powerful destinies tend to develop similarly powerful abilities.

It is rare for someone on the Path of the Natural to use incantations, rituals, or focuses to bring about their manifestations. Most commonly these changes happen naturally, an upwelling of power that obeys the creator's whims.

Those who begin to develop these manifested powers often gain more than one, learning more and more as they grow and fully harness their innate abilities.

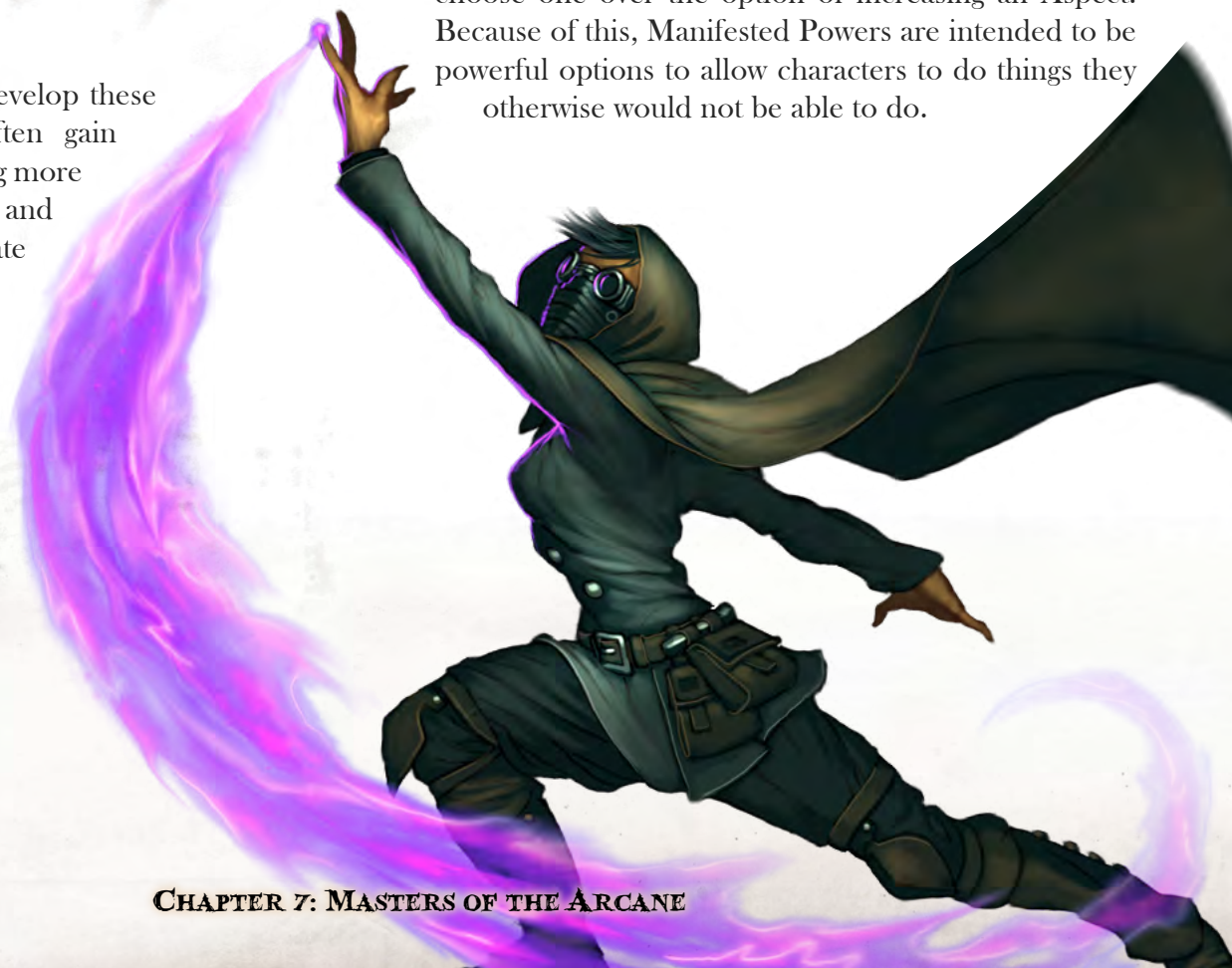
MANIFESTED POWERS

Manifested Powers are, essentially, a representation of a character's ability to innately control the energies of Malifaux. Because of this, Manifested Powers tend to be far more diverse than Spells. Many of the more bizarre abilities of characters in Malifaux are actually Manifested Powers.

CREATING A MANIFESTED POWER

There are two types of Manifested Powers: spells and abilities. The *Fated Almanac* briefly discusses the creation of spell-based Manifested Powers. Ability-based Manifested Powers should be considered a variant option to provide more options to players who are playing less magical characters.

Since Manifested Powers are created when fulfilling a Destiny Step, characters will only be able to gain a limited number of them, and then only when they choose one over the option of increasing an Aspect. Because of this, Manifested Powers are intended to be powerful options to allow characters to do things they otherwise would not be able to do.



SPELL MANIFESTED POWERS

When creating a spell-based Manifested Power, you should follow these steps:

1. Choose any 1 Magia.
2. Pick any number of Immuto to add to it. It is recommended that no more than 4 Immuto be applied to any Manifested Power. If the Fatemaster allows it, you may use a combination of Immuto that might not otherwise be allowed, such as using two different Elemental Immuto.
3. The player and Fatemaster should discuss any suit on the TN now. It may make sense to alter that suit, add another or take it away. Any of these changes must be approved by the Fatemaster, and if an agreement cannot be reached, it should stay with the default suit of the Magia.
4. The player and Fatemaster should now agree on an appropriate Aspect and Skill, as determined by the type of Manifested Power created. If a Manifested Power is described as functioning in a way that makes one Aspect or Skill seem appropriate, just use that option. For instance, a Manifested Power that is described as a doctor healing the internal wounds of others after a quick examination might use the Doctor Skill instead of the Enchanting Skill normally used by the Heal Magia.
5. The final Manifested Power should be recorded on the Fated's character sheet. Once the decisions about the Manifested Power (the Magia, any Immuto, etc.) have been made, she may not be changed at a future date.

ABILITY MANIFESTED POWERS

This is a variant option to allow for some more diverse Manifested Powers. Ability Manifested Powers can take on many forms but can never be taken without Fatemaster consent. Even if the Fatemaster is allowing Ability Manifested Powers, she still needs to approve each choice; it can be easy for an Ability Manifested Power to quickly unhinge the game.

Players should keep in mind that while this option is intended to provide options, it is not intended to give them free reign. The goal is to help each Fated be the unique and vibrant individual that their destiny is pushing them towards, not to give them greater abilities simply for the sake of power.

There are three general ways to create an Ability Manifested Power:

1. Choose a Pursuit Talent from a Pursuit you're not taking. This will provide a lot of flexibility to characters, allowing them to dabble in other areas to create their perfect character. However, since Pursuit Talents generally get stronger the further a character advances along the Pursuit, as a general rule is that no player should be able to choose a Pursuit Talent from a higher step than the step she is on in her current Pursuit.
2. Rework the way an Acting Value or Derived Aspect is determined. For example, you might choose that Defense is now equal to 2 + the character's Evade Skill or Intellect Aspect, whichever is higher. This would show that your Fated uses her intelligence to avoid damage instead of speed. Another example would be your character using Tenacity + Melee to attack, as she believes that if she swings enough times she'll eventually hit.
3. Create a special rule for your character that changes some part of how she interacts with the game. If you play the Malifaux miniatures game, you can use some of the Abilities from models in that game as a guideline. For example, your character might gain the Ability "Bring It!" which gives her a **++** on Defense duels when engaged with two or more enemies or give her the "Heartless" Ability (normally found on Tara) after a character has had his heart removed by a mad scientist.

FOCUSED MANIFESTING

Instead of creating a Manifested Power, a character could choose to go down the path of Focused Manifesting. In this variant, there are templates consisting of two or three steps that provide a unified theme to a character's Manifested Powers. While more restrictive in nature, these options can provide abilities not normally covered by Manifested Powers.

If you choose one of the templates below, you must take the complete template; you cannot start down the path of Focused Manifesting and then change your mind. When you resolve the next step of your fate, you must take the next step of your current path.

LUCK

Being one of the Fated is about manipulating destiny, but some people are better at it than others. The steps below make up the Luck Focused Manifesting.

- **Step 1: Either/Or:** Whenever you would draw a Twist Card during the game, you instead draw two cards and choose one. Discard the other.
- **Step 2: Siphon Luck:** You may permanently add one non-Joker card of your choice to your Twist Deck.
- **Step 3: Reversal of Fortune:** If you or an ally within 3 yards flip the Black Joker, that character may treat it as the Red Joker.

WEATHER

The weather can be quite inhospitable in the North, and a patch of bad weather can make life significantly more difficult for everyone affected. Those with the knack for manipulating the weather, however slightly, are both valued and feared.

- **Step 1: Rain Dance:** You are capable of making it rain. After ten minutes of dancing, chanting or other preparation, you can make it rain over a roughly circular area with a radius equal to your Charm in miles (minimum 1 mile radius).
- **Step 2: Storm Caller:** You can create storms, including strong winds, dark clouds, strong hail, and even tornados, with your Rain Dance. While you cannot directly control these storms, anyone who does not seek the proper shelter might be struck by lightning or sucked up into the tornado (typically dealing 3/5/9 damage if a character fails an Evade duel), as determined by the Fatemaster.

SCRYING

There are very few in Malifaux with the ability to see over distances or find someone via magic, but there are rumors of a few such diviners in the city and across the northern lands.

- **Step 1: Canyon Echoes:** – As long as it is quiet within 5 yards of you, you can make Notice duels to hear any noises coming from a location that you can see without penalty as if you were standing in that location. You gain a **++** to any Notice duels made in this manner.
- **Step 2: Locator:** – If you have something that once belonged to someone, you gain a **+++** to any Track Challenges made to locate that person and do not require a physical trail to track them.



THE ARCANES

This section delves into the new Magia and Immuto available to *Through the Breach* characters. These options expand upon those provided in the *Fated Almanac*, giving spellcasters new and interesting ways to solve their problems. This section adds twelve new Magia and a handful of Immuto to the game.

NEW MAGIA

The Magia listed below expand on the options listed in the *Fated Almanac*, providing interesting new choices for the Fated.

ENCHANTING

Enchanting magic focuses on improving things and changing them for the better, but a clever spellcaster can use it to unravel already existing enchantments or to force unwelcome changes onto another.

DISASSEMBLE CREATION

ASPECT	AP	TN	RESIST	RANGE
Cunning	1	8♣	Df	↪ 5 yards

The caster removes the magic being used to animate a summoned or animated creature.

Effect: Target Construct or Undead suffers 2/3/4 damage that ignores Armor and Hard to Wound.

MENTAL ENHANCEMENT

ASPECT	AP	TN	RESIST	RANGE
Charm	1	7♣	Wp	↪ 1 yard

The caster enchances the target's mental prowess.

Effect: The target gains the following Condition for one hour: **"Mentally Enhanced +1:** The character adds +1 to her Mental Aspects, to a maximum of 5."

UNNATURAL SHIFTING

ASPECT	AP	TN	RESIST	RANGE
Cunning	1	10	Wp	↪ 1 yard

The target's body warps and begins to take on the form of another creature.

Effect: The body of a Living target begins to change into that of an unidentifiable Beast. The part of the body that is transformed is based on a suit of the caster's choice in the final duel total. This effect lasts for 1 minute.

- ♡ *Torso:* The target suffers 2/3/4 damage and may not benefit from any armor worn on her chest for the duration of this spell.
- 📖 *Head:* The target gains the Dazed Condition and may not benefit from any armor worn on her head for the duration of this spell.
- ✂ *Arms:* The target gains the Useless Limb (Arms) Condition and may not benefit from any armor worn on her arms for the duration of this spell.
- 🦵 *Legs:* The target gains the Useless Limb (Legs) Condition and may not benefit from any armor worn on her legs for the duration of this spell.

SORCERY

Sorcery is, in some ways, the most arcane discipline, focusing on magical effects conjured from pure energy or elemental forces.

SHIELD

ASPECT	AP	TN	RESIST	RANGE
Tenacity	1	10	Wp	1 yard

The caster creates a barrier of force to protect the target.

Effect: The target gains Armor +1 for 10 minutes, to a maximum of Armor +3.

SUMMON BEAST

ASPECT	AP	TN	RESIST	RANGE
Intellect	1	*	-	5 yards

The caster summons a Beast to do her bidding.

Effect: This Magic summons a Beast (see the Bestiary on page 215 of this book or page 123 of the *Fatemaster's Almanac*). When cast, the Beast is summoned anywhere within range on a surface that can support its weight. The caster may command the Beast with the (1) Order Action. If the Beast acts on the turn it was summoned, it gains the Slow Condition. The summoned Beast lasts for 3 Turns before disappearing.

The TN of this spell is 5 plus the Rank Value of the Beast the caster is trying to summon. For example, attempting to summon a Waldgeist (Minion, Rank 5) would result in TN 10.

SUMMON GAMIN

ASPECT	AP	TN	RESIST	RANGE
Intellect	1	10	-	5 yards

The caster summons a Gamin to do their bidding.

Effect: This Magic must be combined with an Elemental Immuto. When cast, a Gamin (see page 240) 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.



NECROMANCY

Necromancy focuses on the mind and death, which makes it a potent school for harming, weakening, or manipulating the minds of others.

FORGET

ASPECT	AP	TN	RESIST	RANGE
Charm	1	12X	Wp	/// 1 yard

The caster removes a memory from the target.

Effect: A Living target permanently forgets one short memory (no longer than 5 minutes) that occurred within that past 1 minute. The caster must be generally aware of the memory in question (even if that knowledge is vague, such as forcing the target to forget a conversation with a specific person or what happened inside the mine the target just exited).

TOUCH OF THE GRAVE

ASPECT	AP	TN	RESIST	RANGE
Tenacity	1	8X	Df	5 yards

The caster forces the essence of death into the target.

Effect: A Living target suffers 1 damage and gains the following Condition for 1 minute: **“Touched by Death +1:** When this character suffers damage, it suffers +1 damage.”

WEAKEN

ASPECT	AP	TN	RESIST	RANGE
Charm	1	7X	Wp	/// 1 yard

The caster leeches away some of the target's life force.

Effect: The target gains the following Condition for one hour: **“Physically Weakened +1:** This character subtracts -1 from all her Physical Aspects, to a minimum of -5.”

PRESTIDIGITATION

Prestidigitation is the magic of illusion, space, and trickery. While best known for teleportation and illusions, Prestidigitation is a broad discipline that offers a skilled user plenty of interesting tricks.

FLOAT

ASPECT	AP	TN	RESIST	RANGE
Intellect	1	5W	Wp	/// 1 yard

The target floats off the ground.

Effect: The target floats 1 yard above the ground for 1 minute and may ignore any terrain or similar objects beneath that height. For every W in the final duel total, the target may float an additional 1 yard above the ground.

The target may move in any direction at their movement speed as if they were walking on air and may declare Charges as normal. The target may not take the Drop Prone Action for any reason.

IMPROVED FATE

ASPECT	AP	TN	RESIST	RANGE
Cunning	1	8W	Wp	5 yards

The caster binds a target to fate in a positive way.

Effect: The target gains + to all Skill Challenges they make for 1 turn.

PHANTASMAL WEAPON

ASPECT	AP	TN	RESIST	RANGE
Cunning	1	12W	-	12 yards

The caster imbues a weapon with phantasmal energies, allowing it to strike at a target's mind rather than their body.

Effect: Target weapon gains the following special rule for 1 minute: **“Phantasmal Weapon:** When declaring an Attack Action with this weapon, the attacker may force the target to resist the Attack with Willpower instead of Defense.”

NEW IMMUTO

Immuto represent the various ways that a skilled spellcaster can alter a Spell to provide it with new effects. If a Magia is the core of what a Spell does, then Immuto are the fine details that make the Spell special.

ELEMENTAL IMMUTO

Elemental Immuto add a variety of elemental and environmental effects to the Spells they modify.

INFECTED (TN +2)

Any character that suffers damage from the Magia also gains the following Condition: **"Infection +1:** At the end of the day, you take +1 damage." More information on the Infection Condition can be found on page 202.

LIGHT (TN +1)

Any character that suffers damage from the Magia also gains the Blind Condition until the end of the round.

WATER (TN +1)

Any character that suffers damage from the Magia is doused with water. This ends the Burning Condition on the target and lowers the Inferno Condition on the target by 2 points. Any Fire-based creature (such as Fire Gamin) damaged by the Magia become Slow.

WIND (TN +1)

Any character that suffers damage from the Magia is also pushed 1 yard in a direction of the caster's choice. This Immuto may be taken multiple times, increasing the distance of the push by 1 each time.





CHALLENGES

This chapter is intended to provide Fatemasters with some new challenges to introduce into their games. In addition to the information provided in other *Through the Breach* books, these challenges will throw the best (and worst) that Malifaux has to offer at the Fated, from raging blizzards to giant mutated scorpions.

This chapter has three main sections. The first covers Environmental Hazards and will guide you through some of Malifaux's natural dangers, such as weather and stinging insects. We've also included a section detailing an easy method by which Fatemasters can create Random Encounters for their players in order to add that extra little element of chance to their campaigns.

The second section of this chapter is the Bestiary, which details a wide range of creatures that the Fated might encounter in and around the Northern Hills. These range from common characters such as Miners to far stranger creatures like the Bandersnatch.

We've included a little something extra at the end of the Bestiary: a full profile for one of the Arcanist's most destructive agents. He's certain to bring a certain glow to any campaign that decides to include him...just don't say that we didn't warn you.

The final section of this chapter brings something new to *Through the Breach* in the form of Monster Pursuits. These special Pursuits function like templates, allowing a Fatemaster to add new abilities and attacks to existing creatures to create something new.

The two Monster Pursuits in this book cover the natural and artificial in broad strokes: the Twisted Monster Pursuit allows the Fatemaster to gradually corrupt natural creatures, twisting them to suit the inhuman whims of Malifaux. The Mechanical Monster Pursuit, by contrast, uses the creature as a template and represents all of the various ways that the inventors and engineers in Malifaux might create mechanical versions of already-existing creatures.

ENVIRONMENTAL HAZARDS

Malifaux is a very dangerous place, not just because of its denizens, but also because of the natural hazards it offers the unwary. While throwing a raging storm at the Fated may not seem like much of a challenge, at the right time it can greatly heighten the tension of the session and provide for a memorable encounter. Additionally, it will help remind the players just how inhospitable a place Malifaux can be.

This section divides the environmental hazards into four different types. When designing an encounter, feel free to pick and choose whatever type of hazards you like to make the session more memorable, but be wary of using hazards too often; while the danger of thirst or exposure are constant threats, they can quickly become tedious if every rainfall results in a flood.

These rules are entirely optional; they are tools that should be used when they add to the dramatic tension of a session and ignored when they don't.

Hazards are divided into four main groups, depending on how they function:

- Immediate: Succeed at a Duel or suffer an effect.
- Ongoing: Ongoing Challenges.
- Activated: Variant Ongoing Challenges.
- Personified: Hazards that function as characters.

CONDITIONS

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IMMEDIATE HAZARDS

Immediate Hazards are the most common and the most simple type of hazard. They present hazards that require a character to make perform a Skill Challenge and immediately penalize him or her for failing.

Immediate Hazards require the affected characters to succeed at a Duel using an Aspect + Skill or suffer an effect. The most common effects are damage and the application of a Condition.

FLOODS

Suggested Locations: Northern Hills, Bayou

In some areas, particularly in the Northern Hills or the Bayou, a heavy rain can quickly cause flash floods. These floods can be extremely dangerous, as that much rushing water can change the very nature of the landscape or even wash the players away. Luckily, in most cases there will be advance warning in the form of a large storm.

If you're going to cause a flood, there should be hints that it's coming: tell the players that it's raining, later indicate that the rain is coming down harder, etc. A flood, even a flash flood, shouldn't appear from nowhere. This way, the players have time to either react to the situation or ignore it, as they see fit.

If a character is caught in a flood, she must make a TN 9 Athletics Challenge to reach safety. If the Challenge is failed, the character gains the following Condition: **"Tired +1:** This character suffers -1 to any duel involving a Physical Aspect. Lower the value of this Condition by 1 for every 30 minutes this character rests." On her next turn, the Fated must take this Challenge again.

If the character gets to **Tired +3** or higher as the result of a Flood, she also gains the Suffocating Condition (see page 217 of the *Fated Almanac*), which lasts until she succeeds on the Athletics Challenge or otherwise reaches safety.

CREVICES

Suggested Locations: Badlands, Mountains

Underground Crevices tend to be fairly narrow, often just wide enough for a single person to fall into them and get banged up on the way down. This hazard can be used to represent fissures in the side of a mountain or in a cave, or even sinkholes in the Badlands.

Noticing a crevice requires a TN 8 Notice Challenge. This TN should fluctuate based on the amount of light available to the Fated as well as possible other obstructions (such as undergrowth) but usually by no more than 2 points in either direction.

If the Notice duel is failed, an Evade or Acrobatics Challenge can avoid the fall itself. The TN of this duel depends on the size of the opening, but TN 10 is average for this sort of Challenge.

Falling characters suffer damage as described in the *Fated Almanac*: a character falling at least 3 yards suffers 2/4/6 damage, +1 damage for each additional 2 yards fallen. If the distance of the fall is not set by the Fatemaster, the player can flip a card to see how far they fall: Weak is 3 yards, Moderate is 5 yards, and Severe is 7 yards.

HYPOTHERMIA

Suggested Locations: Mountains, anywhere during winter
It gets cold in Malifaux, especially in the northern mountains. Near the tops of the Ten Peaks, the temperatures can drop to well below freezing.

Every night a character spends outdoors in the winter or on the mountains, or every hour they spend in a blizzard, they must check for Hypothermia. Characters that fall into freezing water (such as by falling through ice) must check every round. Characters with the Frozen Heart Talent are immune to Hypothermia.

A Hypothermia check is a TN 9 Toughness Challenge. On a failure, the character suffers 1/1/2 damage. Regardless of whether they pass or fail, once the duel is resolved the character gains the following Condition: **"Frostbite +1:** Whenever this character suffers damage from the cold (such as from Hypothermia or an Ice spell), she suffers +1 damage. Reduce the value of this Condition by 1 for every hour this character spends in warmth."

CLAUSTROPHOBIA

Suggested Locations: Underground

Most people are uncomfortable in the cramped darkness of the underground. Sometimes the tight spaces become so oppressive that they will do anything it takes to get to the surface.

Every hour a character spends underground, she must pass a TN 8 Centering Challenge or gain the following Condition: **"Claustrophobia +1:** This character suffers -1 to her final duel totals. For every 10 minutes a character spends on the surface under the sky (not indoors), reduce the value of this Condition by 1."

QUICKSAND

Suggested Locations: Bayou

Quicksand covers many similar types of hazards, from the traditional Hollywood quicksand to sucking bogs, but at their core all of these hazards have one thing in common: they're each pulling a character down against her will. For the most part, quicksand results in suffocation after being pulled down.


Utilizing quicksand can provide an interesting small scare to the players. While an odd event, it can highlight the dangers of an area, and if other events - such as a fight - take place around the quicksand, it could become a real danger when the Fated are distracted...or a tactical advantage if they're able to maneuver their enemies into the sucking pools.

Noticing quicksand requires a TN 8 Notice Challenge. The TN is increased (generally by 1 or 2 points) if it is dark or the character is running or otherwise distracted. On a failure, the character falls in. Once in the quicksand, she must attempt a TN 11 Athletics Challenge on her next turn. On a success, the character is able to grab onto something and pull herself free of the quicksand. On a failure, the character gains the Suffocating Condition (see page 217 of the *Fated Almanac*) until she succeeds on the Athletics Challenge or otherwise reaches safety.

INSECTS

Suggested Locations: Bayou, anywhere during summer
The insects that live in Malifaux's swamps and along its waterways often carry severe diseases and infections. Spending time in these environments can be hazardous to one's health, especially for humans, who have not built up the resistances that render most Malifaux natives immune to these diseases.

During the summer months, the insects become common everywhere, especially in urban areas. During the first few years after the Breach was reopened, this was little more than an annoyance, but the contagion carried by these insects has since grown stronger and more resilient to Earthside medicine.

Characters spending a night in an area where insects are common (such as the Bayou) must succeed at a TN 8 Wilderness Challenge or gain the following Condition: **"Infection +1:** At the end of the day, this character suffers +1 damage." Characters who take precautions to protect themselves from insects gain a  to this duel.

The Infection Condition can be treated with a TN 10 Doctor Challenge. This requires one hour of examination and the proper tools for the Doctor skill. A success lowers the value of the Condition by 1, plus 1 per Margin of Success (to a minimum of 0, at which point the Condition ends).

BAD AIR

Suggested Locations: Underground (Mines)

When working underground in a mine, the air sometimes goes bad. There are a number of factors that contribute to this, from the gases released by pneumatic mining equipment to blasting with explosives. Most mines employ the use of caged songbirds to warn them of bad air, as their small bodies are affected sooner by a lack of breathable air. This hazard should only be used if it's possible for characters to reach fresh air; otherwise, the lack of oxygen is a death sentence, not a hazard.

Characters in an area of bad air must succeed at a TN 8 (TN 6 with a songbird) Notice duel to realize that they are in danger of suffocation. On a success, the character has enough time to safely leave the mine. On a failure, the character gains the Suffocating Condition (page 217 of the *Fated Almanac*) until she reaches fresh air.

THIRST

Suggested Locations: Footprints, Badlands

Humans need water to live, so any arid location can become deadly for a character without the proper supplies.

If a character is in an arid environment (such as the Badlands) without adequate access to water (approximately 8 oz.), she must attempt at a TN 10 Wilderness Challenge every two hours. On a failure, the character gains the following Condition: **"Parched +1:** This character subtracts -1 from her Physical and Mental Aspects, to a minimum of -5. If all of the character's Physical and Mental Aspects are at -5, she dies from thirst."

On a success, the character finds a cactus or other small source of water; she does not gain the Parched Condition and may reduce the value of the Parched Condition possessed by herself or one of her companions by 1.

The only way a character can recover from thirst is to get some water. For every two hours that the character has access to and drinks sufficient water (8 oz. or more), the value of her Parched Condition is lowered by 1.

HEAT STROKE

Suggested Locations: Badlands, anywhere during summer
Spending time under the sun and heat without the correct clothing and protections can lead to heat stroke. This can happen just about anywhere but is primarily a problem in the Badlands and for crews laying rail tracks through the Northern Hills. Coupled with Thirst, Heat Stroke can kill just about anyone.

Every day a character spends outdoors in the heat and sun, or every hour if they are performing heavy labor, they must check for Heat Stroke.

A Heat Stroke check is a TN 9 Toughness Challenge. On a failure, the character suffers 1/1/2 damage. Regardless of whether they pass or fail, once the duel is resolved the character gains the following Condition: **"Sunstroke +1:** Whenever this character suffers damage from heat (such as from Heat Stroke or a Fire spell), she suffers +1 damage. Reduce the value of this Condition by 1 for every hour the character spends in the shade."

HUNGER

Suggested Locations: Anywhere

Hunger is a constant problem in Malifaux. Whether it's an explorer that is lost in the wilds with no supplies or a starving orphan on the streets of Ridley, lack of food gradually causes weakness and, eventually, death.

If a character did not eat during the previous day, she must attempt at a Centering Challenge at TN 10, +1 for each additional day she has been without food. On a success, the character suffers no penalties for her hunger.

On a failure, the character gains the following Condition: **"Hungry +1:** This character subtracts -1 from her Physical and Mental Aspects, to a minimum of -5. If all of the character's Physical and Mental Aspects are at -5, she dies from hunger."

The only way a character can recover from hunger is to get some food. Every 6 hours that the character has access to and eats sufficient food, the value of her Hungry Condition is lowered by 1. This allows desperate or poor characters to stretch out what little food they have for as long as possible.

INSANITY

Suggested Locations: Horrifying event, other hazards

Malifaux has a way of getting inside someone's head. People can go crazy for all sorts of reasons, and this hazard is often paired with another hazard to create a dual threat: sunstroke can cause people to see mirages, insects can carry diseases that affect the mind, and miners trapped in a cave-in can become crazed and panicked.

To avoid insanity, the character must succeed at a TN 9 Centering Challenge. This check is made each time the character experiences a truly horrifying scenario (such as realizing that her son has been killed and turned into a puppet) and is generally permanent. If paired with another immediate hazard, this check is made after the failing the other hazard's Challenge and lasts until the character is no longer affected by that hazard.

On a failure, the character gains the following Condition: **"Crazy +1:** This character suffers -1 to the final duel total of any duel involving a Mental Aspect. She may hear voices or see things which are not actually there, at the Fatemaster's discretion."

ONGOING CHALLENGES

The Ongoing Challenges in this book and future supplements will be presented in the following format:

ONGOING CHALLENGE NAME

- **SKILLS ALLOWED:** The Skills that can be used in the Ongoing Challenge.
- **TARGET NUMBER:** The TN necessary for a success.
- **DURATION:** How long each duel takes to complete.
- **SUCCESS REQUIREMENT:** The number of successes needed to succeed at the Ongoing Challenge.
- **FAILURE REQUIREMENT:** The number of failures required to cause a Catastrophic Failure.

An Ongoing Challenge is broken into a series of related Simple Challenge Duels. These Challenges can be completed with a variety of Skills (as listed in the specific Ongoing Challenge), and multiple characters can participate in an Ongoing Challenge at the same time.

Each Ongoing Challenge has a Duration, which is the length of time it takes to perform one set of Challenge Duels (anywhere from a turn to a full day or more). Every time the Duration passes, each character participating in the Ongoing Challenge may make one Challenge Duel using an allowed Skill until the characters reach enough Success or Failure Requirements to end the Challenge.

Whenever a character succeeds at their Challenge Duel, they accrue one success towards reaching the Success Requirement. If the character earns any Margins of Success on the Challenge, each one counts as an additional success towards reaching the Success Requirement.

If a character fails at their Challenge Duel, there is generally no penalty other than wasting the time it took to perform the Challenge. If the character earns any Margins of Failure on the Challenge, however, each counts towards reaching the Failure Requirement.

If the characters achieve a number of successes equal to or greater than the Success Requirement, they succeed at the Ongoing Challenge and gain some reward as noted in the Ongoing Challenge's description. If they reach the Failure Requirement, however, then a Catastrophic Failure occurs, as described for each Challenge.

ONGOING HAZARDS

Ongoing Hazards are essentially Ongoing Challenges, and follow the Ongoing Challenge rules presented on page 203 of this book.

BLIZZARDS

Suggested Locations: Mountains, the North during winter
Blizzards in the North can be massive, dropping feet of snow in a short period of time. The winds can reach high speeds, and the temperature can easily plummet to below freezing. Thankfully, most blizzards only last a day or so. This Ongoing Hazard represents the characters trying to find shelter and stay safe from the biting cold of a blizzard.

SEEKING SHELTER FROM A BLIZZARD

- **SKILLS ALLOWED:** Homesteading, Wilderness
- **TARGET NUMBER:** 10 (12 in Mountains)
- **DURATION:** 5 minutes
- **SUCCESS REQUIREMENT:** 4 - 12, depending on severity (higher for more severe storms)
- **FAILURE REQUIREMENT:** 4

After every Duration, every character present (whether participating in the Ongoing Challenge or not) suffers 1 damage from the cold and gains the following Condition: **"Frostbite +1:** Whenever this character suffers damage from the cold (such as from Hypothermia or an Ice spell), she suffers +1 damage. Reduce the value of this Condition by 1 for every hour this character spends in warmth."

On a success, the characters manage to find shelter from the storm until it dies down. This might be a small cave or an abandoned building or hunting lodge, depending upon the location. In addition to finding shelter, the characters also manage to start a fire, allowing them to gradually recover from Frostbite.

On catastrophic failure, the characters fail to find any sort of feasible shelter in the storm. One of the players flips a card and consults the value; the blizzard lasts this many hours. For each hour the blizzard rages, the characters must check against Hypothermia as described on page 201.

PROFILING

Suggested Locations: Urban

The Guild have a tight grasp on Malifaux City, the Ortega control everything inside Latigo, and the Union works hard to keep Ridley under its control. In these areas, suspicious people - those who are carrying multiple weapons or riding giant scorpions down the streets - are bound to be stopped and questioned by the authorities.

AVOIDING THE PATROLS

- **SKILLS ALLOWED:** Deceive, Stealth
- **TARGET NUMBER:** 7 (9 if Martial Law is in effect)
- **DURATION:** 5 minutes
- **SUCCESS REQUIREMENT:** 5
- **FAILURE REQUIREMENT:** 4

Every character present must participate in this Ongoing Challenge. Increase the Target Number of this Ongoing Challenge by +1 for each instance of the following among the characters:

- Heavy Melee Weapons
- Long Arms Weapons
- Shotgun Weapons
- Heavy Weapons
- Constructs (including Invested and subordinates)
- Undead (including Stitched and subordinates)
- Animal Companions

On a success, the characters manage to avoid the attention of the authorities and may go about their business without any further hassle until the next sunrise or sunset (as appropriate). The authorities might still show up if the characters cause a great deal of noise and commotion (such as by getting into a gunfight or blowing up a building) but otherwise will ignore their activities.

On a catastrophic failure, the characters draw the suspicion of the authorities and are confronted by four Guild Guards (*Fatemaster's Almanac*, page 139). These guards may not necessarily work for the Guild (they could be Union enforcers or Ten Thunders gang members), but they still use the same statistics block. These guards believe that the characters are up to no good and are looking to detain and question them in order to figure out just what they're doing wrong (there's always something).

GETTING LOST

Suggested Locations: Any non-Urban

Losing your way in Malifaux can be dangerous. There are plenty of undiscovered places to lose oneself out beyond the walls of the city, and most of them are filled with dangerous creatures. Trying to get to a particular location requires an Ongoing Challenge to make sure you stay on your path and can find your way to wherever it is you want to be.

FINDING THE WAY FORWARD

- **SKILLS ALLOWED:** Geography, Navigation, Track
- **TARGET NUMBER:** 6 - 12, depending on the terrain (flat plains are generally easy to navigate, the Knotwood and Bayou much less so)
- **DURATION:** 1 day
- **SUCCESS REQUIREMENT:** (see below)
- **FAILURE REQUIREMENT:** (see below)

Traveling to a location without getting lost is handled in a slightly different manner than other Ongoing Challenges.

If the participating characters have an accurate map leading to their destination, they gain a **+** to their Challenge duels made as part of this Ongoing Challenge. If they have an inaccurate map or have been given false information on their destination, they instead suffer a **-** to their Challenge duels.

At the end of each Duration (i.e., after each day of travel), compare the number of accumulated Success Requirements made on this Ongoing Challenge to the number of Failure Requirements.

If the number of accumulated Success Requirements is greater than the number of Failure Requirements, then the characters have managed to travel in the right direction and lower the remaining time it will take to reach their destination by 1 day.

If the number of Success and Failure Requirements are tied, the characters spend the day disagreeing over which direction is correct and make no progress towards their destination.

If the number of accumulated Failure Requirements is greater than the number of Success Requirements, then the characters have wandered off from their course and become lost.

When the characters become lost, they increase the remaining time it will take to reach their destination by 1 day and each gain a Condition determined by the locale:

- **Badlands - "Sunstroke +1:** Whenever this character suffers damage from heat (such as from Heat Stroke or a Fire spell), she suffers +1 damage. Reduce the value of this Condition by 1 for every hour the character spends in the shade."
- **Forests - "Hunted +1:** If the Fatemaster flips for a Random Combat Encounter, add +1 to the value of the flipped card. This condition is removed when a Random Combat Encounter is generated." For more information on Random Combat Encounters, see page 212.
- **Hills - "Tired +1:** This character suffers -1 to any duel involving a Physical Aspect. Lower the value of this Condition by 1 for every 30 minutes this character rests."
- **Mountains - "Frostbite +1:** Whenever this character suffers damage from the cold (such as from Hypothermia or an Ice spell), she suffers +1 damage. Reduce the value of this Condition by 1 for every hour this character spends in warmth."
- **Underground - "Claustrophobia +1:** This character suffers -1 to her final duel totals. For every 10 minutes a character spends on the surface under the sky (not indoors), reduce the value of this Condition by 1."
- **Waterways - "Infection +1:** At the end of the day, this character suffers +1 damage." For more information on the Infection Condition, see page 202.

WHERE AM I?

Usually, the Fated can follow roads or railroad tracks to get where they want to be. Use the Getting Lost hazard when the Fated break away from the beaten path and try to blaze a path across the untamed wilderness of Malifaux.

ACTIVATED HAZARDS

Activated Hazards are a variant of Ongoing Hazards that are triggered by the actions of characters. All characters in a scene - whether friend or foe - are automatically participating in an Activated Hazard when one is present.

CAVE-INS

Suggested Locations: Underground

Mining is a hazardous profession, and one of the most common hazards is the constant threat of cave-ins. Making sure that the tunnels are big enough to pass through but still small enough to maintain proper structural integrity is a challenge that requires precise engineering. Even in natural caverns, the possibility of a cave-in exists...especially when a fight breaks out.

COLLAPSING THE TUNNELS

- **TRIGGERED BY:** Any attack that misses its target
- **TARGET NUMBER:** Special (3+ damage if wooden supports are present, 5+ damage if natural cavern)
- **DURATION:** 1 round
- **ACTIVATION REQUIREMENT:** 4

Whenever a character fails an attack within a cavern, flip for damage, without applying any positive or negative modifiers. If the attack deals enough damage to equal or exceed the Target Number (as determined by whether or not there are wooden supports present), it strikes a critical part of the cavern, and this Activated Hazard gains 1 Activation Requirement (+1 if the attack also generated at least one 🗡️).

When the Activation Requirement is met, a cave-in occurs at the end of the current character's turn. Everyone in the area must succeed at a TN 14 Evade Challenge or suffer 3/4/5 damage. Regardless of success or failure, every character present gains the following Condition: **"Claustrophobia +1:** This character suffers -1 to her final duel totals. For every 10 minutes a character spends on the surface under the sky (not indoors), reduce the value of this Condition by 1." After a character takes damage from a Cave-In, she immediately takes the Drop Prone Action.

Once this Activated Hazard causes a single Cave-In, it immediately ends (i.e., there is no longer any threat of further cave-ins in the area).

LANDSLIDES

Suggested Locations: Hills, Mountains

Landslides are similar to cave-ins, but involve rocks falling down a slope towards people rather than dropping onto them from above. While landslides are typically composed of rocks, there are many types of landslides (such as heavy rains causing devastating mudslides or loud noises causing avalanches).

ROCKS FALL

- **TRIGGERED BY:** Explosives and Blasts
- **TARGET NUMBER:** Special (3+ damage)
- **DURATION:** 1 round
- **ACTIVATION REQUIREMENT:** 2 to 6, depending on the terrain (the looser the rocks, the easier it is to cause a landslide)

Whenever a character fails an attack that has the potential to deal 🗡️ damage (or any attack with an Explosive) while on a rocky slope, flip for damage, without applying any positive or negative modifiers. If the attack deals enough damage to beat the Target Number, it knocks some rocks loose, and this Activated Hazard gains 1 Activation Requirement.

When the Activation Requirement is met, a Landslide occurs at the end of the current character's turn. Everyone in the area must succeed at a TN 14 Evade Challenge or suffer 3/4/5 damage. After a character takes damage from a Landslides, she immediately takes the Drop Prone Action.

Once this Activated Hazard causes a single Landslide, it immediately ends (i.e., there is no longer any threat of further landslides in this area).

I YELLED, SO WHAT?

If characters are being particularly loud on a wintry mountain, they may cause an avalanche. Avalanches function as Landslides with one notable difference: treat any extremely loud noises (such as gunfire) as granting +1 Activation Requirement to this Activated Hazard, even if it was an attack that hit its target or otherwise would not generate Activation Requirements.

FALLING TREES

Suggested Locations: Forest

Other than the predators that call it their home, the real danger in a forest is the threat of falling trees. While randomly falling trees will never seriously threaten a character, large scale conflict in a forest might shake a few trees loose.

FALLING TREES

- **TRIGGERED BY:** Any attack that misses its target
- **TARGET NUMBER:** Special (4+ damage)
- **DURATION:** 1 round
- **ACTIVATION REQUIREMENT:** 3 per tree

Whenever a character fails an attack within a forest, flip for damage, without applying any positive or negative modifiers. If the attack deals at least 3 damage, it strikes a tree, and this Activated Hazard gains 1 Activation Requirement (+1 if the attack also generated one or more 🗡️).

When the Activation Requirement is met, a single tree is knocked down and falls at the end of the current character's turn. The target of the most recent failed attack and every character within 2 yards of the target must succeed at a TN 10 Evade Challenge or suffer 3/5/7 damage as the falling tree crushes them. After a character takes damage from a falling tree, she immediately takes the Drop Prone Action.

Once this Activated Hazard has caused ten trees to fall (30 Activation Requirements), the immediate area is effectively leveled and this hazard ends (i.e., there is no longer any threat of falling trees).

INVESTED AND STITCHED CHARACTERS

Many of the hazards presented in this chapter should only affect Living characters. Invested and Stitched characters (as well as any Construct or Undead companions the Fated might have) are immune to any Condition that would not logically affect them. The Fatemaster is advised to use common sense when deciding what will and will not affect a given character.

COLLAPSING BUILDINGS

Suggested Locations: Urban

While many of the buildings within the Northern Hills are only a single story high, both Malifaux City and Ridley boast an impressive number of much taller buildings. These structures are generally fairly sturdy, but once someone starts throwing dynamite around, it's only a matter of time until a building falls over (particularly in the Quarantine Zone, where most of the ruined buildings are just waiting for an excuse to fall over on top of someone).

BRINGING DOWN THE HOUSE

- **TRIGGERED BY:** Any attack that misses its target
- **TARGET NUMBER:** Special (3+ damage for wood buildings, 4+ damage for stone buildings, 5+ damage for metal buildings)
- **DURATION:** 1 round
- **ACTIVATION REQUIREMENT:** 3 to 8, depending on the condition of the building (ruined building are easier to knock over than sturdy buildings)

Whenever an character fails an attack within a building, flip for damage, without applying any positive or negative modifiers. If the attack deals enough damage to beat the Target Number (as determined by the type of material used in the building's construction), it strikes a critical part of the building, and this Activated Hazard gains 1 Activation Requirement (+1 if the attack also generated one or more 🗡️).

When the Activation Requirement is met, the building collapses. Any characters that are inside the building suffer 3/4/5 damage, +1 per story above them (i.e., a character on the third floor of a collapsing five-story building will suffer 3/4/5 +2 damage). The area that the building once occupied becomes Height 3 severe terrain that grants hard cover. After a character takes damage from a collapsing building, she is placed within the wreckage (in a location of the Fatemaster's choice) and immediately takes the Drop Prone Action.

Once this Activated Hazard has caused a building to fall, it is effectively leveled and this hazard ends (i.e., the building can only fall once).

PERSONIFIED HAZARDS

Personified Hazards are the most complicated type of hazard and are best used in any situation where the hazard could be considered to "attack" the Fated. These rules can be applied to many situations, so it's up to the Fatemaster to determine the best time to take advantage of them.

Personified Hazards are treated like characters. Therefore, they have their own Aspects and Skills, just like a normal character. Each will have its own stat block.

Personified Challenges also always possesses the following Condition:

"Rank Value +1: Treat this character's Rank Value as equal to the value of this Condition. This character does not add its Rank Value to Defense flips."

The value of this Condition should be set by the Fatemaster to adjust how difficult she wishes the hazard to be; the greater the Rank Value, the larger and more dangerous the Personified Hazard.

In addition, each Personified Hazard has the following Talent to differentiate it from normal characters:

"Personified: This character is immune to Willpower duels. It can never perform duels with Skills it does not possess. This character does not have Wounds; when this character would suffer damage, instead reduce its Rank Value Condition by the number of Wounds suffered. If this character's Rank Value Condition reaches 0, it is destroyed."

Destroying a Personified hazard doesn't necessarily mean that the components of the hazard have all been killed or removed, just that it is no longer a hazard. For instance, destroying an Angry Mob doesn't mean that everyone participating in the mob is dead, just that they have been scattered and are no longer an active threat.

Each Personified Hazard should be given Skills and Talents appropriate to its theme as well as some sort of attack that it can use to threaten characters. This attack does not have to use an actual weapon; a raging fire might have a Burn attack, while a swarm of angry wasps might have an Endless Stinging attack.

Furthermore, Personified Hazards tend to have special rules that help embody the idea of the hazard. A fire is unlikely to be able to move to areas without flammable materials, for instance, while a swarm of wasps is surely capable of flight.

Three examples of Personified Hazards have been provided here: a Fire, a Mischief (swarm of rats), and a Mob (swarm of humans). Feel free to use these templates to create your own Personified Hazards.

IT'S ALL ALIVE!

Making something into a personified hazard makes it active. It is no longer in the background but is now actively threatening and attacking the Fated.

Personified Challenges can heighten the tension in dramatic scenes where you want the hazard to be a key component. For instance, getting lost usually isn't an appropriate antagonist to a story, but if someone is actively disguising trails and using illusions to lead the Fated astray, then the shifting trails could be presented as a unique and memorable Personified Hazard.

Turning a hazard into a Personified Hazard gives it an extra element of menace and provides another variable in existing scenes. Sometimes, it's the best way to establish tension in a scene that otherwise might not be very threatening.

For example, if you wanted a particularly threatening blizzard, you could treat it as a Personified Hazard (similar to fire). Now, the weather is actively attacking the characters, and the only way to "hurt" the blizzard is through successful Wilderness Challenges.

Add into that passive checks for trying to navigate a mountain while being stalked by a trio of Kaltgeists and your Fated will surely realize just what a deadly situation they're in.

FIRE

Suggested Locations: Forests, Urban

While extremely dangerous, fires are limited to areas that have something to burn. In the wilds of the Northern Hills or the Badlands, a fire is not much of a threat as there's just not that much to burn. Within an Urban environment such as Malifaux City or Ridley, however, fires are serious threats that must be dealt with quickly.

Any time characters are using attacks that cause the Burning Condition, they have a chance to light something flammable on fire.

SPECIAL RULES

If an attack that causes the Burning Condition misses its target or causes a Blast that touches flammable materials, the attacker makes an additional damage flip without any modifiers after the attack has resolved. On a Severe flip, a Fire is created touching any appropriate flammable materials. The fire has a Rank Value Condition equal to the Severe damage of the attack that created it.

If two Fires ever come into contact with each other, they merge together to form a single, larger Fire. When this happens, add the Rank Value Condition totals of the two Fires together to get the Rank Value Condition total of the new combined Fire.

FIRE

Enforcer

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

Skills: Flexible 2

Personified: See page 208.

Blaze: At the end of this character's turn, it gains Rank Value +1, to a maximum of 10.

Fuel Hungry: This character can never move to a location where there is no flammable material. This character is immune to damage from conventional attacks but might be affected by certain special attacks (particularly those involving water) at the Fatemaster's discretion.

(1) Burn (Flexible)

AV: 4 ===== Rg: 1 ===== Resist: Df

Target gains Burning +1/Burning +2/Burning +3.

Fuel the Flames: After succeeding, increase this character's Rank Value Condition by 1.


SWARMS

Suggested Locations: Forests, Bayou, Urban
Swarms are a subtype of Personified Hazards that represent groups of creatures that are functioning as one larger, more powerful creature. Malifaux has many creatures that can gather together in swarms, and most of them are quite dangerous.

A swarm in Malifaux could be composed of insects, bats, rats, packs of dogs, mechanical spiders, people, hoarcats, or just about anything else that hunts or moves in packs. Swarms consisting of rats (Mischiefs) and humans (Mobs) are both provided to the right.

SPECIAL RULES

All Swarms have the following Talent:

"En Masse: This character's Rank Value Condition can never drop by more than 1 from a single attack that doesn't deal  or (X) damage."

This rule represents the sheer number of bodies present in a swarm and the relative uselessness of most attacks against them.

All Swarms are considered Peons, despite their variable Rank Value. This is because swarms tend to act as a large, unthinking unit.

Generally speaking, swarms tend to eventually disperse on their own as the individual creatures grow tired, hungry, or distracted. In this way, swarms tend to be a temporary (but very dangerous) threat.

MISCHIEF (RAT SWARM)

Living, Peon

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

Skills: Acrobatics 2, Athletics 2, Evade 2, Intimidate 2, Martial Arts 2, Notice 2, Stealth 1, Wilderness 3

Personified: See page 208.


En Masse: See page 210.

The Swarm: At the end of this character's turn, if it is in its native environment, its Rank Value Condition increases by +1. If this character's Rank Value Condition is ever 10 or higher, it is sacrificed. Summon two copies of this character with Rank Value +4 in the location this character had been occupying. Ignore this Talent if there are three or more characters with this Talent in the general area.

(1) Nibble (Martial Arts)

AV: 4 ===== Rg:  1 ===== Resist: Df

Target suffers 1/2/3 damage.

 *Massive Swarm:* Increase this character's damage by its Rank Value Condition, to a maximum of +3.



MOB (HUMAN SWARM)

Living, Peon

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

Skills: Athletics 2, Carouse 4, Intimidate 3, Labor 2, Melee 2, Notice 2, Pistol 1, Pugilism 2☞, Scrutiny 2, Shotgun 1, Thrown Weapons 2☞, Track 1

Personified: See page 208.

En Masse: See page 210.

Mob Mentality: At the end of this character's turn, all Living, human characters within (X)6 must pass a TN 10 **Wp** duel or be removed from reality. This character gains Rank Value Condition +1 for every character removed in this way. If this character is destroyed, all characters removed from reality in this way return in the location this character had been occupying.

(1) Fists 'N Stuff (Melee)

AV: 5☞ ===== Rg: 1 ===== Resist: **Df**
Target suffers 2/3/4 damage. This attack must declare a Trigger if able.

☞ *One of Us! One of Us!:* After succeeding but before damaging, the target may choose to suffer no damage to immediately suffer the effects of Mob Mentality as if they had failed the **Wp** duel.

☞ *Yeah! Show 'um!:* After damaging, immediately take this action again.

(1) Look What I Found (Thrown Weapons)

AV: 2☞ ===== Rg: 6 ===== Resist: **Df**
Target suffers 2/3/4 damage. This attack must declare a Trigger if able.

☞ *One of Us! One of Us!:* After succeeding but before damaging, the target may choose to suffer no damage to immediately suffer the effects of Mob Mentality as if they had failed the **Wp** duel.

MISCHIEF

A Mischief is a swarm of rats. Generally, rats only swarm together when food is particularly scarce or when compelled by an outside force (such as a predator invading their nests).

Mischiefs ebb and flow as rats come and go. Over time, they break off into new Mischiefs as more and more rats continually flow into them. This can prove dangerous, as the number of rats in most population centers easily outnumbers the number of people.

MOB

A Mob is a particular type of human swarm. Generally, Mobs consist of like-minded individuals acting as a large unit (which is why it is treated as a swarm). They can easily incorporate more members into their ranks as others join their cause, greatly swelling their numbers in times of strife.

Unfortunately, while the people that make up a Mob aren't thinking clearly, they still tend to maintain most of their skills. This makes stopping a Mob in motion a very difficult thing: there is always someone who can take on any given situation in some capacity or another.

Luckily, Mobs tend to be poorly armed, and when they do have weapons, they don't tend to use them as their main method of assault. For the most part, Mobs exist to intimidate, threaten, and get a point across. If a mob has formed in response to a specific character or group of characters (such as perceived Resurrectionists), it is recommended that those characters be immune to its Mob Mentality Talent (as it would make little sense for the targets of the Mob's anger to join its ranks).

Mobs typically use their fists when confronted, but they're not above throwing a few rocks or other objects at their enemies if the mood strikes them.

Larger, more dangerous forms of human swarms also exist, such as the Riot and the Panic. These swarms are far more likely to engage in brutal combat and attempt to inflict real damage upon their perceived enemies (as well as any property in the area). While these stats are not provided, the Mob can be modified to accommodate a more dangerous group.

RANDOM ENCOUNTERS

Random encounters are an interesting way to add the element of chance into your games. They are best used whenever the Fated are traveling for long periods of time in order to add a bit of variety to an otherwise monotonous journey. These rules are optional and require a bit of extra preparation on behalf of the Fatemaster but make up for it by spicing up otherwise unexciting journeys with notable events.

In order to determine the nature of the random encounter, have one of your players flip a card off the top of the Fate Deck. The suit of the flipped card determines what type of encounter the characters will face:

RAMS: COMBAT ENCOUNTER

This is a combat encounter. The Fated might encounter a wild animal, bandits, or even a fearsome monster, but regardless, it is a situation that can only be resolved with fast guns and sharp swords. Before the session, you should create at least three specific scenarios that the Fated might encounter, one for each severity the Fated might flip (Weak, Moderate, or Severe).

A Weak encounter is one where the Fated face an interesting but not particularly dangerous creature or a stronger creature from a position of strength. In general, the Fated should have the advantage here, whether that comes from terrain, numbers, or firepower. For instance, a group that does not have many combat characters might be attacked by a handful of territorial Molemen, or a more experienced group might encounter a Mauler that is hobbled by a Clockwork Trap that reduces its speed and makes it easier for them to engage at range.

A Moderate encounter is one where the Fated are on roughly equal terms with their enemies. This might mean that both groups come upon each other at the same time or that they are evenly matched with each other. For example, two characters following a river might come across two bandits that are doing some fishing and decide to take advantage of the situation, while another party might come across a pride of Hoarcats that are feasting upon a fallen traveler and are still hungry.

A Severe encounter is one where the Fated are at a disadvantage. This could either mean that they are outnumbered or that they are facing a handful of stronger enemies on unfavorable terrain. The weather might play a part, as could darkness, or perhaps the Fated just get ambushed, forcing them to make Notice Challenges in order to avoid being surprised (and thus, being prevented from acting on the first round of combat). For example, two characters walking alongside a river might be surprised by three Silurids leaping out of the water to attack them, while a larger and better armed group might have to contend with multiple Silurids, waves of Gupps, and a Spawn Mother with the ability to call down a rain storm that limits the characters' shooting capabilities.

In any case, the scenario in question should feel appropriate for the terrain the Fated are passing through, though you shouldn't overlook the opportunity to throw something out of the ordinary at them. The encounter with the Silurid mentioned above might come across as routine for characters used to fighting those creatures in the Bayou, but to characters more accustomed to dealing with the Resurrectionists and their foul undead, it can be a breath of fresh air (and a chance to use new tactics that might not see much play around their normal adversaries).

More importantly, it emphasizes the fact that Malifaux is a dangerous place that is filled with all sorts of deadly creatures and people, most of which don't care who the Fated are or what they're trying to do.

RANDOM ENCOUNTER SUITS

- ♣ - Combat Encounter
- ♠ - Skill Encounter
- ✕ - Social Encounter
- ♠ - Location Encounter

TOMES: SKILL ENCOUNTER

This is a skill encounter. Something happens that requires the characters to make a Skill Challenge of some sort. This might be as simple as changing weather that requires the Fated to make successful Wilderness Challenges in order to take shelter before they get drenched with rain or something a bit more direct, such as requiring that one of the Fated succeed at a Notice Challenge to catch sight of a bear trap before she steps on it (which might lead to a Doctor Challenge to remove the trap if the character in question is a bit distracted).

Before the session, you should create a few different skill encounters for the characters and allow the severity of the flip determine the TN of the resulting Skill Challenges. A Weak flip should result in a routine challenge (TN 7-8), a Moderate flip in a challenging challenge (TN 9-11), and a Severe flip in a difficult challenge (TN 12-13).

Skill encounters are a good way to get some use out of Skills that might not otherwise see much use in your campaign. The could be Husbandry Challenges to maneuver around a herd of cattle without spooking them, Engineering Challenges to get an old water pump working so that the Fated can have a cool drink on a hot day, or a Counter-Spelling Challenge to disenchant that weird Neverborn icon hanging from the tree before its bad mojo draws the attention of Nephilim from the surrounding area.

TO CHEAT OR NOT TO CHEAT?

If you wish, you could allow the players to cheat the Random Encounter flip, which gives them some control over what type of encounter they wish to face. This option puts the Fated even further in control of their own destiny (and gives them another use for the low cards in their hand) but will generally result in easier encounters.

CROW: SOCIAL ENCOUNTER

This is a social roleplaying encounter. The Fated encounter one or more characters who wish to speak with the Fated for some reason or another. The reasons for this are as varied as the stars but should make sense for the current location. In the Northern Hills, for instance, the Fated might encounter a few homesteaders making their way northward, while in the Bayou they might come upon two Gremlins in the middle of a fierce banjo duel.

Before the session, come up with three different social encounters and link them to Weak, Moderate, and Severe flips. In general, Weak flips should represent encounters where the characters the Fated meet are friendly towards them, Moderate flips should be those situations where the characters are ambivalent towards the Fated, and Severe flips should bring about encounters where the characters are either annoyed at the Fated or just in a bad mood based upon their current situation.

Many times, you can create one encounter and just use the Random Encounter flip to determine the starting disposition of the characters towards the Fated; for instance, the Gremlins mentioned above might be happy to have impartial judges to determine the best banjo player, a bit drunk and generally indifferent to the presence of the Fated, or in a foul mood that doesn't allow them to take too kindly to Fated-types 'round those parts.

Whatever the result, roleplaying encounters should emphasize that there are plenty of people in Malifaux - human and otherwise - who are going about their daily business and just trying to get by as best they can.

MASK: LOCATION ENCOUNTER

This is a location encounter. The Fated find an interesting area that they can explore and investigate if they so choose. This might be a large tree laden with heavy fruit the size of their heads or an outcropping of rock bearing a pike upon which the Neverborn have impaled a dead human. The Fated might encounter an abandoned hunting lodge (with a fully stocked bar) in the middle of a dangerous forest, a strange statue in the Quarantine Zone, or a section of broken sewer tunnel that leads to a bricked up room. Whatever the location, there should be something odd about it to grip the players' attention and entice them to investigate.

Before the session, you should create at least three different locations that the Fated might encounter in the area and link them to Weak, Moderate, and Severe flips, with smaller locations showing up on Weak flips and larger locations showing up on Severe flips. This size is relative; a severe flip in one place might indicate a grove of trees, while in another it could be a sprawling series of catacombs miles in length.

It's often a good idea to come up with a bit of explanation for these locations, even if the Fated never actually learn that explanation for themselves. For instance, you might decide that the hunting lodge mentioned above is actually an Arcanist safe house that they use for hiding agents that are being actively hunted by the Guild. It's not being used right now...but the Fated might be surprised by the arrival of some displeased Arcanists if they attempt to move in and claim it for their own.

This can be an excellent time to introduce a Grimoire to the players or to lay the groundwork for an adventure you have vague ideas about fleshing out more in the future. The bricked up section of sewer might contain a Grimoire, for instance, as well as references to the Necropolis beneath Malifaux (where you someday hope to run an adventure). Using locations in this way helps the Fated feel connected to the world of Malifaux and adds a bit of wonder when they're allowed to explore a new location simply for the joy of exploration and discovery.

Mountain Wisps

Some travelers in the mountains have encountered strange lights that seem to resemble campfires. While the more experienced survivalists (such as Mountain People) have learned to ignore these manifestations, they can prove quite enticing to the freezing traveler. No matter how far one stumbles after the warm lights, however, they remain just out of reach, luring their unfortunate victim even further from their path and deeper into the mountains.

These lights are actually creatures known as Mountain Wisps. They have no bodies, existing instead as motes of glowing light. Though their appearance gives the impression of heat and warmth, this is only an illusion; there is no more heat to their light than there is to a snowstorm.

The Mountain People believe that the Wisps are the souls of those who perished in the mountains, now doomed to wander the peaks and crags, luring the unwary to their doom. More scientific minds have suggested that the lights might be a byproduct of the large numbers of Soulstones present within the mountains, but to date, this remains only a theory.

While the Mountain Wisps are little more than a passing curiosity for most travelers, Dr. Gerard Vann, a Dutch naturalist, has made it his mission to investigate the strange lights. He has set up his base in the Contract Town of Purity, from which he and his assistants mount frequent expeditions into the mountains in search of the wisps. It's a bit of an open secret that Dr. Vann is allied with the Arcanists, but thus far the Guild has allowed his research to continue without interruption; they're just as curious about the origin of the wisps as the good doctor.

BESTIARY

This section contains a variety of people and creatures native to (or commonly found within) the Northern Hills. These characters are presented in a way that allows the Fatemaster to easily use them as combat adversaries, antagonists, allies, or even Animal Companions.

Of course, not every creature is alike, so Fatemasters are encouraged to make adjustments to these creatures as they see fit. This might be as simple as swapping out one weapon for another or just increasing a character's Rank Value to make it more threatening.

For instance, you might be running an adventure that (for some reason) takes the Fated underground and into the burrows of a Moleman community. Imagine the surprise of the Fated when they square off against the Moleman King, a Henchman Moleman whose claws deal 3/4/5 damage instead of the feeble 1/2/4 damage of its meek subjects!

Use this section as you see fit, and don't be afraid to play around with things to suit your campaign and story. The Moleman King isn't cut out for many campaigns (he's too much Moleman for most people to handle), but if the Fated start looking upon Molemen as nothing more than a speed bump on the way to a more interesting adversary... well, I hear there's something strange collapsing the mines up north...

The following pages contain excerpts from:

THE DIARY OF EMELINE BELLEROSE:



BANDERSNATCH

Minion (6), Living, Nightmare, Spirit

Might 3	Grace 2	Speed 4	Resilience 1
Charm -3	Intellect -2	Cunning 3	Tenacity 3
Defense 6 (12)	Walk 6	Height 1	Initiative 7 (13)
Willpower 5 (11)	Charge 8	Wounds 6	

Skills: Acrobatics 2, Athletics 2, Evade 2, Notice 3, Prestidigitation 3☹, Stealth 4, Toughness 1, Track 2

Shadow Spirit: This character acts on its Initiative while not in reality, but may only take the Dart Out Action.

(1) Grab (Prestidigitation/Cunning)

AV: 6☹ (12☹) == Rg: 2 ===== Resist: Df
Target suffers 1/2/3 damage.

☹ *Snatch:* After succeeding, if a different character within (X)3 has the Shadow Lair Condition, this character and the target are removed from reality. At the beginning of this character's turn, it must pass an opposed Willpower Challenge or the target is freed and appears next to the character with the Shadow Lair Condition. If this character succeeds, the target suffers 2 damage; characters that fall Unconscious from this attack are never seen again.

(1) Crawl Into Shadow (Prestidigitation/Cunning)

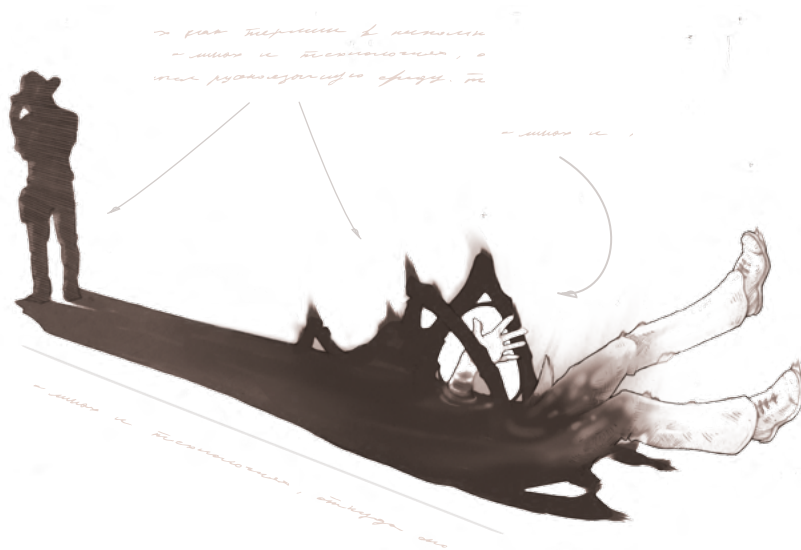
AV: 6☹ (12☹) == Rg: 4 ===== Resist: Wp
After succeeding, this character disappears from reality, and the target gains the following Condition: "**Shadow Lair:** The character that applied this Condition may see within (Y)3 of this character."

(1) Dart Out

This action can only be taken if this character is currently not in reality. This character appears next to a character with the Shadow Lair Condition. This character gains the following Condition until the end of the turn: "**Moving Shadow:** This character cannot be targeted by disengaging strikes and gains a + to its attack flips."

As the train passed out of Malifaux Station and began its journey north towards Ridley, my new companions and I took some time to make each other's acquaintance. Ms. Seabrooke was distant and aloof as only the English are able, but Mr. McEwan was quite talkative – I believe that he might have taken something of a fancy to me.

He told a most interesting story about a creature he called a "Bandersnatch." From Mr. McEwan's description, this strange creature bears a resemblance to the spiders of Earth, save that it is the size of a small dog. When the very idea of such a thing sent a chill up my spine – a bit of masterful acting on my part – he went on to describe its peculiar hunting habits.



Apparently the "Bandersnatch" will lie in wait until someone crosses its path, at which point it darts towards its prey in a mad dash and leaps into their shadow! "Just like jumping into a lake," was how Mr. McEwan phrased it. The creature then bides its time until its victim – who at this point is no doubt very confused – returns home and goes to sleep...at which point the vile creature crawls out, grabs any small animals (or children, I would wager), and hauls them back into the original victim's shadow to feed.

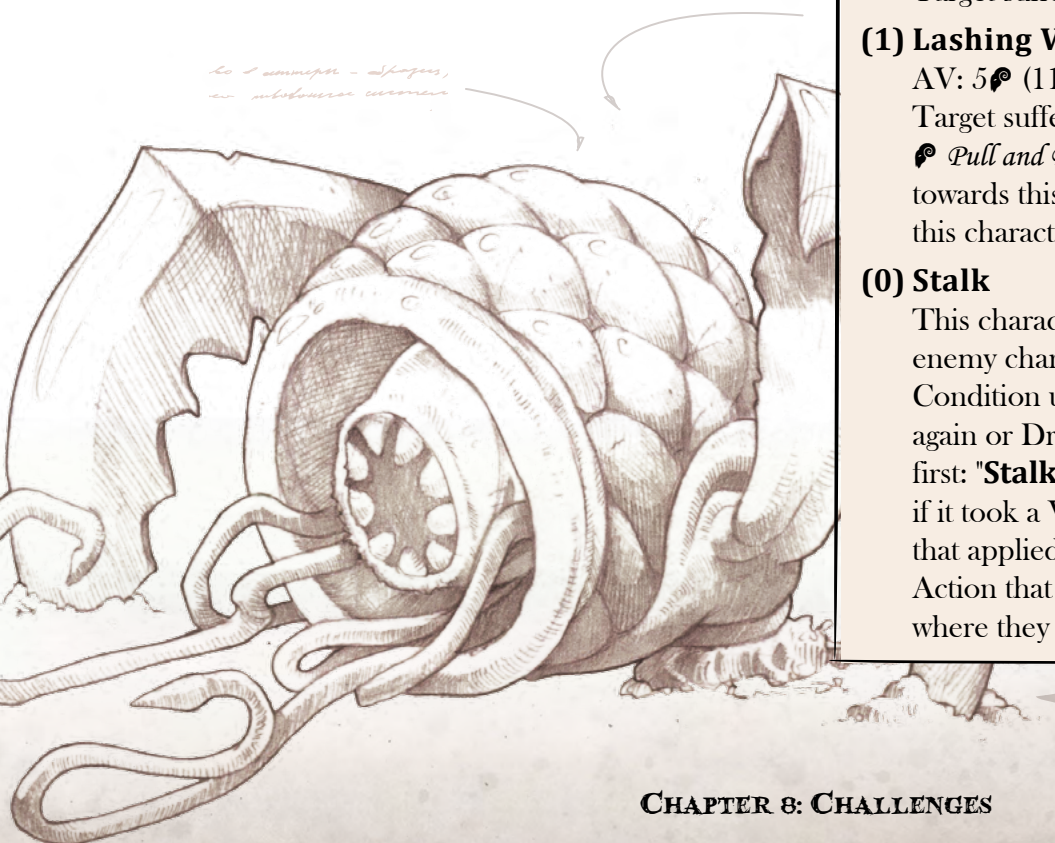
I am unsure if this creature is real or the product of my companion's overactive imagination, but it seemed worth mentioning in my report. I've included a brief sketch based upon his description. - E.B.

The journey through the Footprints does not appear to take very long when one looks at a train schedule, but with Mr. McEwan yapping away about some distant lake monster in his home country, it seemed to take hours. When Mr. Wright came over to my seat, I at first believed that he was coming to save me from our loquacious engineer, but as it turned out, he only wished to throw his hat into the proverbial ring and point out one of the Footprints' native flora through the window.

To me, it looked like an overgrown Brussels sprout (dreadful things, those plants), but our eager gunslinger assured me that it was, in fact, the deadliest hunter of the entire region. It is a native species known as the "Sawtooth Creeper" and was evidently discovered by someone with a flair for the dramatic and unfortunate access to a thesaurus.

Nomenclature aside, the plant apparently hunts in the same manner as a animal and is fully capable of dragging itself along the ground with its wide, razor-edged leaf-fronds. The idea of being chased down by a plant was somewhat ludicrous, and I said as much, at which point Mr. Wright explained that it also possesses long, barbed vines that it uses to whip its prey from a distance. The vines then wrap around any exposed limbs and drag the unfortunate victim back to its fanged maw.

Yes, the plant evidently has fangs. Malifaux is a dreadful place. - E.B.



SAWTOOTH CREEPER

Minion (6), Living, Beast

<i>Might</i> 3	<i>Grace</i> 1	<i>Speed</i> -1	<i>Resilience</i> 2
<i>Charm</i> -4	<i>Intellect</i> -4	<i>Cunning</i> 1	<i>Tenacity</i> 3
<i>Defense</i> 3 (9)	<i>Walk</i> 4	<i>Height</i> 2	<i>Initiative</i> 1 (7)
<i>Willpower</i> 5 (11)	<i>Charge</i> 4	<i>Wounds</i> 7	

Skills: Evade 1, Flexible 4♣, Notice 2, Pugilism 3, Stealth 2, Toughness 2, Track 3, Wilderness 2

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

Bulletproof +2: Reduce all damage suffered by this character from Ranged Combat attacks by +2, to a minimum of 1.

Sawtooth Leaves: At the end of the turn, all other creatures within \odot 1 of this character suffer 1 damage.

(1) Gaping Maw (Pugilism)

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

(1) Lashing Vines (Flexible)

AV: 5♣ (11♣) == Rg: \lll 8 ===== Resist: Df
Target suffers 1/2/4 damage.

♣ **Pull and Drag:** After damaging, push the target towards this character a number of yards equal to this character's Might Aspect (minimum 1 yard).

(0) Stalk

This character may discard a card to give an enemy character within line of sight the following Condition until this character 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 they began."

STEELCLAW STINGER

Minion (5), Living, Beast

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

Skills: Evade 3, Notice 2, Pugilism 3, Stealth 2, Toughness 1, Track 1, Wilderness 1

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

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

(1) Claw (Pugilism)

AV: 6 (11) ===== Rg: /// 2 ===== Resist: Df
Target suffers 2/3/4 damage.

Clench Tight: After damaging, the target gains the following Condition until this character is killed or the start of this character's next turn, whichever comes first: **"Held Tight:** This character cannot take movement actions. If the character that applied this Condition takes a movement action, it may place this character into physical contact with itself when the movement is complete. If it does not, end this Condition."

(1) Poisonous Stinger (Pugilism)

AV: 6 (11) ===== Rg: /// 1 ===== Resist: Df
Target suffers 2/4/6 damage and gains Poison +2.

Addendum: As it turns out, Mr. Wright was not entirely correct regarding the pecking order of the predators within the Footprints. Evidently there is a breed of large scorpion that call these desolate canyons home, though they are rarely seen near the rail bridges; I suspect that they might be sensitive to the vibrations.

I only learned of the existence of these creatures later that night when I was describing my terribly boring train



ride to a very understanding and charming steamfitter. She went into great detail about how the giant scorpions – known as “Steelclaw Stingers,” another example of this region's charming nomenclature – are far more dangerous than any overgrown Brussels sprout.

When I professed my disbelief that any scorpions of the size she was describing could possibly exist, she produced a photograph of a hunter with his foot propped up on the back of such a creature. Of particular note is the stinger, which possesses a very potent neurotoxin. The Steelclaw Stinger apparently grabs its prey with one of its claws and then stings the unfortunate creature over and over again until it is no longer moving.

According to my darling steamfitter, they are apparently nocturnal creatures, most active between dusk and dawn. During the day, they bury themselves beneath loose rocks, relying upon their coloration to disguise themselves and keep them safe from their fellow predators.

Now where have we heard that before? - E.B.

The contact in question turned out to be a lovely young thing in a delightful walking dress. I complemented her on the cut, and she brushed it off as a hand-me-down, but I know Callot Soeurs when I see it. I was not privy to her conversation with Ms. Seabrooke, so I took the time to sketch our contact's companion, an animated mannequin of some sort.

[illegible]

I should also note that the mannequin had measurements – as near as I could tell at a glance, at least – similar to that of our contact, down to their identical heights. I suspect that it is her permanent companion, rather than something she borrowed for the meeting.

MANNEQUIN

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

Mechanical Adorations: When this character is the target of the Order Action, it gains this Condition: **"Mechanical Adorations:** At the start of this character's turn, it may take a free Walk Action directly towards the character that used the Order Action."

 **Beautiful Clothes:** After damaging, the target gains the following Condition until the end of its next turn: **"In Awe:** This character suffers a  on attacks against the character that applied this Condition and its controller."

CORYPHEE

Minion (6), Construct, Doll

<i>Might</i> 3	<i>Grace</i> 3	<i>Speed</i> 2	<i>Resilience</i> 0
<i>Charm</i> -5	<i>Intellect</i> -5	<i>Cunning</i> -5	<i>Tenacity</i> -5
<i>Defense</i> 6 (12)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 4 (10)
<i>Willpower</i> 4 (10)	<i>Charge</i> 7	<i>Wounds</i> 4	

Skills: Acrobatics 2, Athletics 1, Centering 2, Evade 4, Melee 3, Notice 2

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

Silk and Steel: This character gains $\frac{+}{-}$ to all Defense and Willpower duels.

Coryphee Duet: If this character begins its turn within 1 yard of another friendly Coryphee acting on the same initiative step, they may choose to dance as a Duet for the rest of the turn. While dancing as a Duet, the Coryphee each gain an additional General AP, but must alternate actions (i.e., the first Coryphee takes an action, then the second Coryphee takes an action, then back to the first, and so on) until both Coryphee are finished with their turns. This talent may not be used if the other Coryphee has already acted this turn.

(1) Blades (Melee)

AV: 6 (12) = Rg: 1 ===== Resist: Df
The target suffers 2/4/5 damage. This attack flip receives $\frac{+}{-}$.

$\frac{+}{-}$ *Swirl of Motion:* After damaging, this character may move up to 4 yards.

\times *Hypnotic Movements:* After damaging, the target gains the following Condition until the end of its next turn: **"Hypnotized:** This character receives $\frac{+}{-}$ to Defense and Willpower duels.

(1) Blinding Flash (Acrobatics)

AV: 5 (11) = Rg: 6 ===== Resist: Wp
Target suffers 1/2/3 damage and becomes Slow.

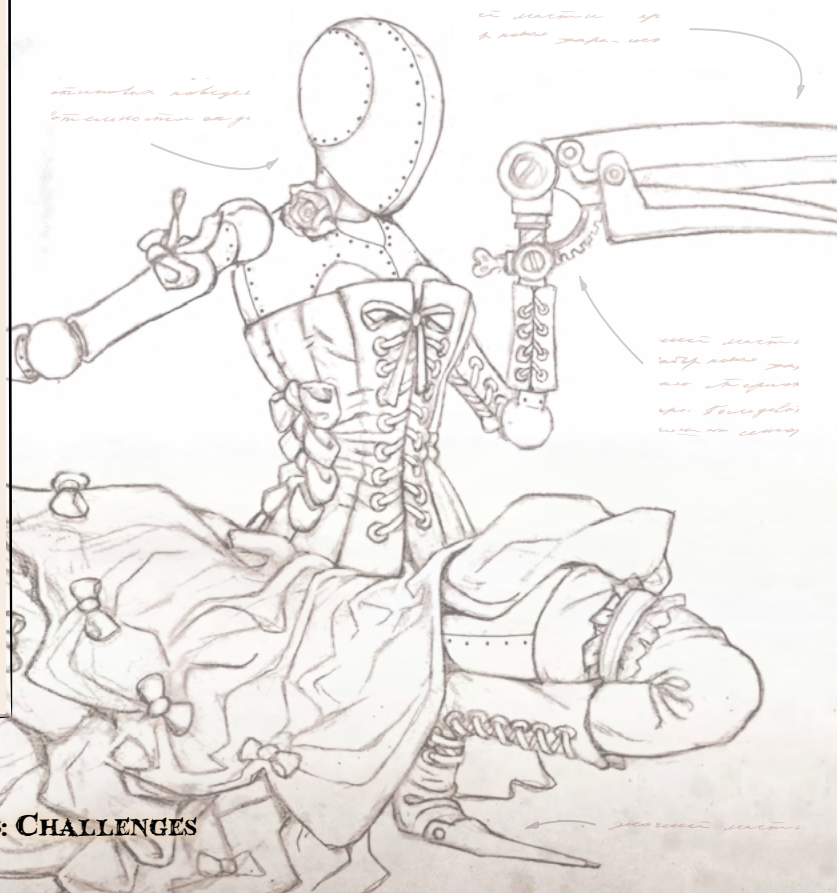
A night of surprises! After parting company with our contact and her silent guardian, we were informed that she was "setting up a meeting" with someone who could inform us as to the location of my dear "brother." I'm certain that she was merely verifying our identity and ensuring that we were who we claimed we were.

I must admit to a certain amount of momentary panic when our contact reappeared later that evening at our hotel, dressed in a much less cumbersome dress and with a new companion in tow. It was similar to the mannequin I described earlier, save that its hands had been replaced with bladed claws.

When I discussed the new construct with Mr. Ewan afterwards, he posited that this version of the mannequin - I believe that our contact referred to it as a "Coryphee" at one point - had likely been constructed with combat in mind, unlike the previous mannequin, which had more utilitarian applications.

As it turns out, our lovely contact had only arrived to warn us that the Guild had learned of our location and that we needed to quickly evacuate our rooms. I'm now hiding in a dreadfully cold warehouse in some forsaken slum while we wait for the Guild to "lose our trail."

The raid - if, indeed, it ever existed - was a very convincing bit of theater. - E.B.





Hate Ridley. We've been moving from safe house to safe house for two days now, and I have been unable to take a bath or change my clothes once the entire time. At the very least, I give Mr. McEwan and Mr. Wright credit for being gentlemen and pretending not to notice my terrible state of disarray.

At the moment, I am huddled down in some stable in the Ivory District. There is a horse not more than five feet from me, and it smells terrible.

I've done plenty of unpleasant things in the course of my employment willingly, in the name of the cause, but when I return to Malifaux City, I am filing for hazard pay. Baths and warm food and the proper facilities for a lady to take care of her needs are apparently minor concerns next to keeping us hidden from the Guild. This is intolerable.

Mr. Wright has just attempted to cheer me up by asking if I could draw him a picture of the horse. I told him that no, I could not, because there wasn't enough light...and then I broke down and drew a picture of a horse anyway! There is little to do other than sit here in the straw, and it at least helps with the boredom.

I am not going to share my horse drawing with Mr. Wright. He doesn't deserve it. - E.B.

HORSE

Peon (3), Living, Beast

Might 3	Grace 1	Speed 4	Resilience 2
Charm 0	Intellect -3	Cunning -2	Tenacity -1
Defense 6 (9)	Walk 8	Height 2	Initiative 7 (10)
Willpower 2 (5)	Charge -	Wounds 7	

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

Better Part of Valor: This character gains +2 Walk but has no Charge Aspect (this adjustments are reflected in the stats above).

(1) Hoof (Martial Arts)

AV: 5 (8) ===== Rg: /// 1 ===== Resist: Df
Target suffers 1/2/4 damage.

MOUNTED COMBAT

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

A mounted character may use the mount's Walk Aspect in place of her own Walk and Charge Aspects (in which case the mount takes no actions that round). Each time the mount is injured, the character must make a Husbandry Challenge against a TN equal to 6 + the damage dealt; on a failure, the character is thrown from the mount, takes 1/2/4 damage, and immediately takes the Drop Prone Action. The mount likely flees from the combat. If the mount is the character's Animal Companion, the character automatically passes this Challenge.

ARCANIST OPERATIVE

Enforcer (8), Living

Might 1	Grace 2	Speed 2	Resilience 2
Charm 0	Intellect 3	Cunning 2	Tenacity 3
Defense 5 (13)	Walk 5	Height 2	Initiative 4 (12)
Willpower 6 (14)	Charge 6	Wounds 8	

Skills: Athletics 1, Barter 3, Bewitch 2, Centering 4, Counter-Spelling 3, Deceive 4, Enchanting 2, Evade 3, Explosives 2, Forgery 3, Leadership 3, Lockpicking 3, Navigation 1, Notice 2, Pick Pocket 2, Prestidigitation 3, Scrutiny 4, Sorcery 4, Stealth 3, Toughness 3

Arcane Shield: During Dramatic Time, if this character has not yet taken his turn during the current round, he reduces all damage he suffers by 1, to a minimum of 0.

Elemental Specialization: This character chooses one Elemental Immuto and applies its effects to his Elemental Blast and Elemental Cataclysm attacks.

(1) Elemental Blast (Sorcery)

AV: 7 (15) == Rg: 15 or 2 == Resist: Df
Target suffers 3/4/5 damage.

Overpower: After damaging, immediately take this Action again against the same target. This Action may not declare Triggers.

(1) Elemental Cataclysm (Sorcery)

Every other character within (X)6 must succeed on a TN 12 Evade duel or suffer 5 damage, +2 damage per Margin of Failure.

(0) Teleport

This character teleports to a location within 10 yards.



Our contact - the pretty thing with a taste for French dresses - returned to us today with a rough-looking man on her arm. Evidently our identities had "checked out," and we were now being allowed to meet with someone who could provide us with useful information.

On the one hand, the man was relatively nondescript, with garb that marked him as a steamfitter. It was his eyes that set him apart from a mere craftsman, however; they were cold and hard, the eyes of a man who has seen a great deal of death. I am certain that his likeness can be found among Ms. Criid's "Persons of Interest" folder.

Unfortunately, it was a relatively short meeting. The operative explained that my "brother" had been discovered by the Guild - imagine my shock - and had been forced to flee northward. I turned my unique talents towards learning more, and the operative kindly volunteered the name of a mining town: Charity. Much to his companion's annoyance and his own surprise, I might add.

I expressed my relief and offered a reward, which they were too polite to refuse. We took our parting, at which point Ms. Seabrooke asked for her own payment. Mr. Wright was very prompt in giving her exactly what she deserved, as per your orders. - E.B.

Once we were free of Ms. Seabrooke's smug personage, we booked passage back to Malifaux City on the train, but then slipped out and rented a stagecoach under assumed names. I doubt that our pretty little contact will be checking up on us, but there's no need to be careless.

The stagecoach driver was an unfortunate casualty of our transition - you know how much I dislike harming innocent bystanders - but Mr. McEwan proved to be quite a competent driver. This left me in the carriage proper with Mr. Wright, who took the opportunity to make a pass at me. I distracted him by asking about the local wildlife in the Northern Hills, and he begrudgingly pointed out some large burrows that were created by Molemen. It took a few hours of diligent watching before we finally spotted one of these strange creatures.

The name, I believe, is rather apt, for the creatures seem to resemble nothing so much as a blending of man and mole. They are short and squat with hunched backs and ugly faces as well as hands that end with prodigious digging claws.

According to Mr. Wright, they need these claws to dig through the tough soil of the Northern Hills and are a constant source of irritation to the miners of the region. They are evidently not violent creatures - though they can be quite territorial and as intelligent as particularly smart dogs - but their tunnels can quickly undermine the stability of mines. I asked Mr. Wright if they were capable of speech, and he laughed. Evidently not. - E.B.



MOLEMAN

Minion (5), Living, Beast

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

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

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

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

(1) Tunneling Claws (Pugilism)

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

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

(0) Dig In

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

CORPSE SLIME

Minion (6)

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

Skills: Evade 2, Flexible 4, Pugilism 1, Toughness 1

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

Filled With Goo: Severe damage flips against this character also generate Critical Effects. When this character suffers a Critical Effect, that portion of the character's body instead becomes Damaged. Attacks that target a Damaged body part (i.e., attacks that match the suit of the body part's location) ignore this character's Armor.

(1) Weak Flailing (Pugilism)

AV: 4 (10) ===== Rg: 1 ===== Resist: Df

Target suffers 1/2/3 damage.

✎ *Break Through to Feed:* After damaging, one of this character's body parts becomes Damaged. Make a free Slimy Pseudopod attack with a + to the flip.

(1) Slimy Pseudopod (Flexible)

AV: 6 (12) ===== Rg: 2 ===== Resist: Df

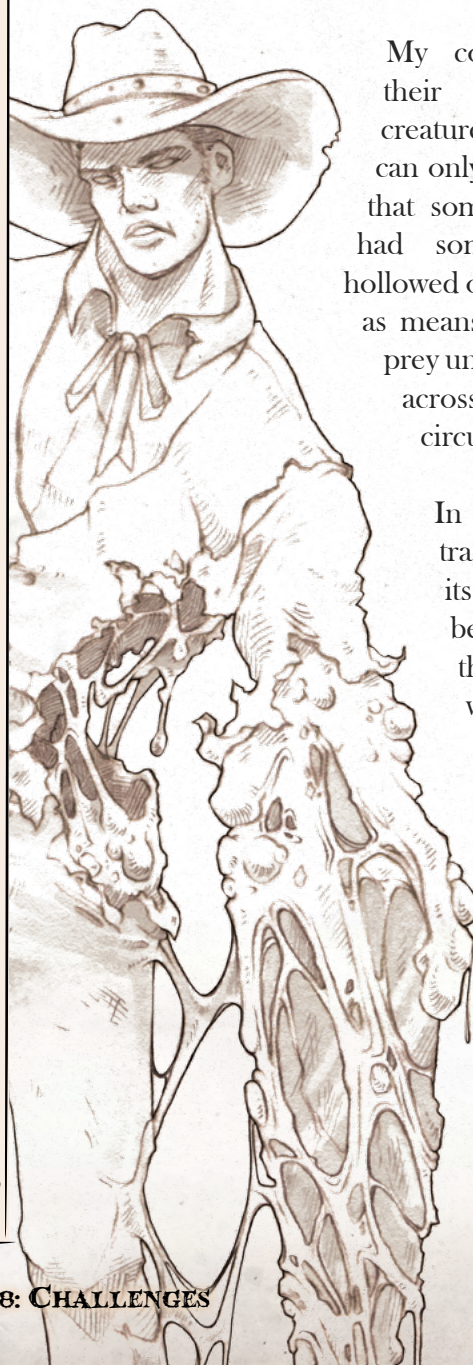
Target suffers 2/4/5 damage. This attack may only be used if this character has at least one Damaged body part.

(2) A New Host

This character leaves its corpse host behind to inhabit a corpse within 1 yard. If any of the corpse's limbs are ruined (such as being amputated), they are considered Damaged. This character gains the following Condition until one of its body parts is Damaged: **"Acting Strangely:** This character passes all necessary Disguise Challenges to impersonate the corpse it is inhabiting. It appears to be alive to the casual observer."

On the second night of our journey to Charity, a most unusual encounter occurred. We had set up camp atop one of the large hills that gives the region its name and were seated about the campfire when there was some commotion to my left. Mr. Wright and Mr. McEwan were immediately on their feet, weapons drawn and pointed at the lone individual approaching our camp. They called out a warning, but the figure did not seem to notice or care and continued strolling toward us at a casual pace.

When the man - for it was now discernible as such - refused to halt, Mr. Wright took aim and fired a shot that caught the man in the arm. Rather than punch through the flesh like one would expect, the bullet actually shattered the limb into pieces, revealing a sludge-like pseudopod that began lashing about violently.



My companions unloaded their weapons into the creature, destroying what I can only assume was a corpse that some slime-like creature had somehow gotten into, hollowed out, and then animated as means of approaching new prey undetected. Had it come across us under different circumstances...

In the darkness, we lost track of the slime once its host corpse had been destroyed. Rather than assume safety, we quickly broke camp and continued traveling through the night. - E.B.



I've always admired the hunting raptors used by Austringers. They're quite a bit larger than the raptors back home...or at least, the ones I sometimes saw the wealthy families hunting with outside Perpignan as a child.

Along our journey, we came across a falconer with one of these marvelous hunting birds. Since we had been traveling for some time, I convinced my companions to take a short break so that we could speak with him. He didn't know anything about our quarry, of course, but he was quite well-versed on falconry and raptors.

The raptors are apparently native to the Bayou, where they survive primarily by preying upon the native Gremlin population. According to the falconer, these birds instinctually go for the eyes of their prey, which they claw at with their sharp talons. Indeed, the raptor's owner had to wear a special glove just so that the bird could perch safely on his arm; the leather was so thick he could barely bend his fingers.

I briefly considered obtaining one of these birds for recreational purposes, but unfortunately I had to dismiss the idea out of practicality. Raptors are quite large - the wingspan of an adult bird is around five feet or so - and with my small frame, I doubt that I would be able to support its weight upon my arm. I shall simply have to content myself with a visit to the Austringer hatchery next spring to fawn over the tiny baby hatchlings. -E.B.

RAPTOR

Peon (4), Living, Beast

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

Skills: Evade 4, Martial Arts 2, Notice 3, Stealth 1, Wilderness 1

Flight: This character is immune to falling damage and may ignore any terrain or other characters while moving.

(1) Sharp Talons (Martial Arts)

AV: 5 (9) ===== Rg: /// 1 ===== Resist: **Df**

Target suffers 1/2/4 damage.

✦ *Rake the Eyes:* After damaging, the target gains the Blind Condition until she receives First Aid from the Doctor Skill (TN 9).

MINER

Peon (3), Living

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

Skills: Athletics 2, Carouse 1, Heavy Melee 2, Labor 3, Notice 1, Teach 1, Toughness 1

Union Dues: Some miners are members of the Miners and Steamfitters Union, or M&SU. These miners are better trained and have better equipment, and they are considered to be (Peon 4) rather than (Peon 3).

(1) Mining Tools (Heavy Melee)

AV: 4 (7) ===== Rg: 2 ===== Resist: Df
Target suffers 2/3/5 damage.

We've made a short stop in a minor Contract Town to refresh our supplies and make certain that we are still on course. The town is so small that it has a number instead of a name, but with a few persuasive words from yours truly, we were allowed to sleep on some spare cots in the Union barracks.

The miners here are typical of those you see all across the North and throughout Malifaux. Gruff, surly, and stubborn are all words that come to mind, but once Mr. McEwan had passed around his flask and Mr. Wright had lost a small amount of scrip in a poker game, they warmed up to us.

I admit to being somewhat surprised at seeing some women among their number. The image that comes to mind when one thinks of a miner is that of a somber and hard-working man, but about a third of the dozen workers we spent the evening with were of the fairer sex.



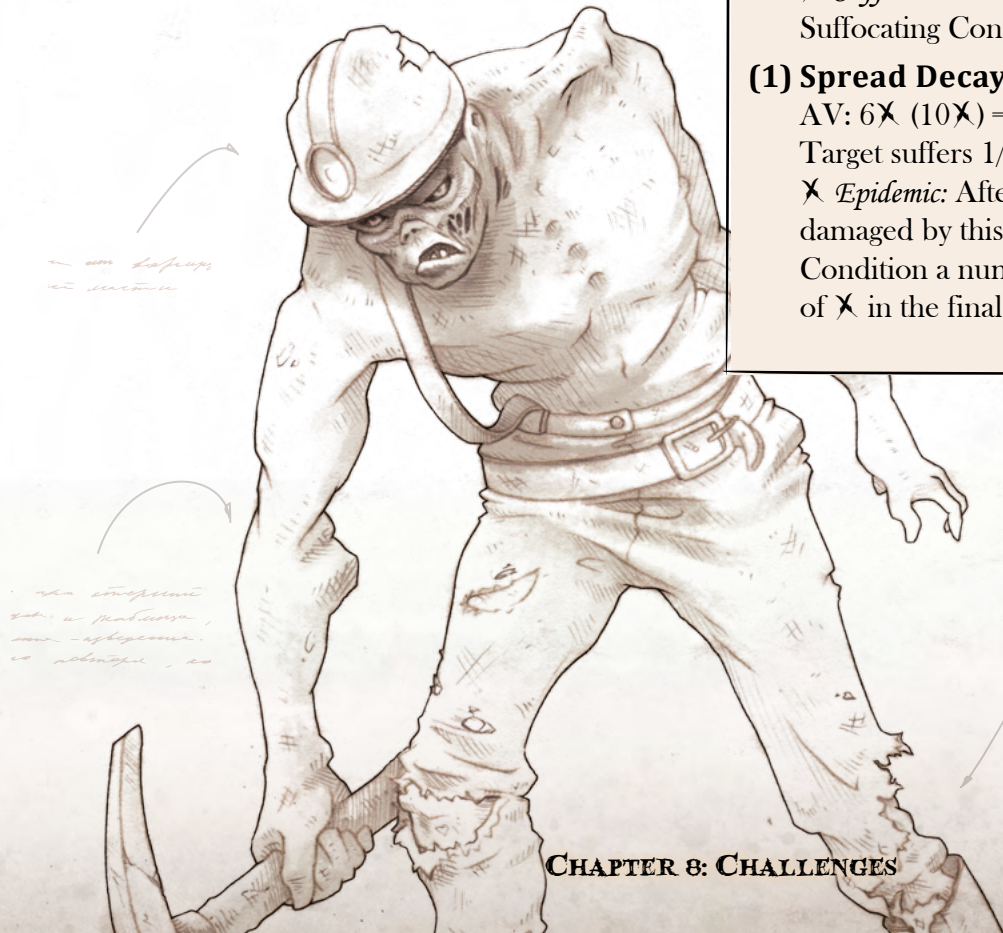
I can't help but feel a bit of pride to know that these women are doing the same back-breaking work as the men, seemingly without any sort of special privilege or favoritism from the foreman or the other workers. Perhaps some of the governments back on Earth should take note of this; despite all our contributions, women still do not have the right to vote in my native country. You are falling behind the times, dear France! - E.B.

As we were preparing to leave the Contract Town, there was a terrible rumbling from the Soulstone mine, and then a crash as a great cloud of dust billowed out from the entrance! Shouts went up from those outside the mine as the workers and other townsfolk rushed to the entrance to offer whatever assistance they could.

While Mr. Wright was of the opinion that it was none of our business, Mr. McEwan and myself joined the others in trying to save those who were inside the mine during the accident. The miners had been pleasant and kind to us, and it felt wrong to turn our back on them in such a cold-hearted manner.

Unfortunately, this story does not end well. After hours of work to clear the rubble from the entrance, we found the miners, but they had been killed and reanimated as some form of undead. I have heard that such spontaneous animations sometimes occur near Soulstones, but this is the first time I have witnessed it myself.

The undead were possessed of shattered limbs and jutting bones and proved to be surprisingly resistant to the bullets of my companions. More alarmingly, they seemed able to spread a necromantic corruption with a single wave of their twisted hands; I hesitate to think what might have happened had we skipped breakfast and left town an hour earlier. - E.B.



CROOKED MAN

Minion (5), Undead, Tormented

Might 3	Grace -1	Speed 1	Resilience 2
Charm -2	Intellect -1	Cunning 0	Tenacity 3
Defense 4 (9)	Walk 4	Height 2	Initiative 3 (8)
Willpower 5 (10)	Charge 5	Wounds 7	

Skills: Evade 2, Melee 3, Necromancy 3✕, Notice 2, Toughness 2

Crooked: Ranged Combat Attacks against this character suffer ☐.

Bulletproof +2: Reduce all damage suffered by this character from Ranged Combat attacks by +2, to a minimum of 1.

(1) Grab (Melee)

AV: 5 (10) ===== Rg: 2 ===== Resist: Df
Target suffers 2/3/5 damage.
✕ *Suffocate:* After damaging, the target gains the Suffocating Condition until this character is killed.

(1) Spread Decay (Necromancy/Tenacity)

AV: 6✕ (10✕) == Rg: 10 ===== Resist: Df
Target suffers 1/2☹/3☹☹ damage.
✕ *Epidemic:* After succeeding, all characters damaged by this attack gain the **Poison +1** Condition a number of times equal to the number of ✕ in the final duel total.

JACKALOPE

Peon (3), Living, Beast

Might 1	Grace 0	Speed 2	Resilience -1
Charm -1	Intellect -3	Cunning -2	Tenacity -1
Defense 4 (7)	Walk 5	Height 1	Initiative 4 (7)
Willpower 2 (5)	Charge 6	Wounds 3	

Skills: Athletics 4, Evade 1, Martial Arts 2, Notice 2, Stealth 1, Wilderness 1

Eternal Life: If this character is killed, it returns to life with 1 Wound remaining at the start of its next turn.

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

(1) Horns (Martial Arts)

AV: 4 (7) ===== Rg: 1 ===== Resist: Df
Target suffers 1/1/2 damage. This attack deals +1 damage if made as the result of a Charge attack.

(0) Quick Leap

This character (or its controller) may discard a card to move this character a distance equal to its Charge Aspect in yards.

We should reach Charity on the morrow, but I felt inclined to mention a most curious animal that we encountered this evening. Mr. Wright had decided to do a bit of hunting and returned with a strange animal that he felt I might be interested in. Let it never be said that a lady doesn't appreciate rare gifts!

The animal in question was a jackalope, which resembles nothing so much as a very angry hare with the curved horns of a pronghorn. Also prominent were its sharp fangs, which were quite capable of biting through tough leather. It was apparently a carnivorous creature.

Of greatest note, however, was the fact that we simply could not kill the little creature. In our attempts to make a meal out of it, we stabbed it, broke its neck, shot it, and - out of frustration - kicked it into the side of the stagecoach. Every time it would just twitch a few times and then return to life, no worse for the wear!

Eventually Mr. Wright chased it down and stuffed it into a boiling pot, reasoning that the lid would keep it in place while it cooked. Half an hour later, however, the little creature bounded out of the pot the moment we lifted the lid, trailing smoke from its wet fur!

We gave up and settled for some rations we had purchased back at the Contract town. It was a thoroughly frustrating experience. - E.B.





ECCENTRIC INVENTOR

Enforcer (7), Living, [Construct]

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

Skills: Artefacting 3, Centering 2, Engineering 4, Evade 2, Labor 2, Literacy 2, Mathematics 2, Notice 3, Pistols 2, Pneumatic 3, Teach 2, Toughness 1

Ingenious: This character may add half his Intellect (+2) to any duel that normally requires tools (such as Crafting).

Steam-Powered Harness: If this character is wearing its Steam-Powered Harness, it gains the Construct Characteristic, Might 4, Speed 0, Height 3, and Armor +1. It also gains the Pneumatic Claws Attack Action.

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

(1) Collier Navy (Pistol)
AV: 3 (10) ===== Rg: 12 ===== Resist: Df
Target suffers 2/3/4 damage.

(1) Repair Construct
Target Construct within 1 yard heals 2 damage.

[(1) Pneumatic Claws (Pneumatic)]
AV: 7 (14) = Rg: 3 ===== Resist: Df
Target suffers 3/4/6 damage.
☞ *Squeeze Tight:* When damaging, this damage flip gains +.

We have reached Charity, but it is...not what I expected. Unlike the nameless Contract Town we passed through the other day, Charity seems to be doing quite well for itself. It became clear that our search was going to be much more difficult than we had anticipated, particularly if we wished to find my “brother” without him learning of our presence.

Our first stop was the mine, which was large enough to have warranted the presence of three large mining constructs. Or rather, two large mining constructs and a strange man in some sort of odd mechanical harness.

Needless to say, Mr. McEwan was immediately interested and struck up a conversation with the man, who, in my estimation, was not of particularly sound mind. Much of their conversation was lost upon me – it was very technical – and I soon became bored and produced my notebook to sketch the device he was wearing.

This was evidently a faux pas of the highest magnitude, for the man immediately stormed towards me in his hulking machine, waving his steel claw-arms in the

air and shouting about patents and trade secrets. The intervention of the nearby miners prevented it from escalating further, but the man was utterly inconsolable for quite some time.

I later learned that he is the mine's head steamfitter! What a loon. - E.B.

MOBILE TOOLKIT

Peon (3), Construct

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

Skills: Centering 1, Martial Arts 2

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

Willing Servant: This character's controller may use the (1) Order Action as a (0) Action when commanding this character. If this character's owner uses the Order Action to command any other Constructs, this character may be commanded as well.

(1) Hidden Blade (Martial Arts)


AV: 4 (7) ===== Rg: $\not\lll$ 1 ===== Resist: **Df**
Target suffers 1/2/4 damage. This attack ignores
Armor.

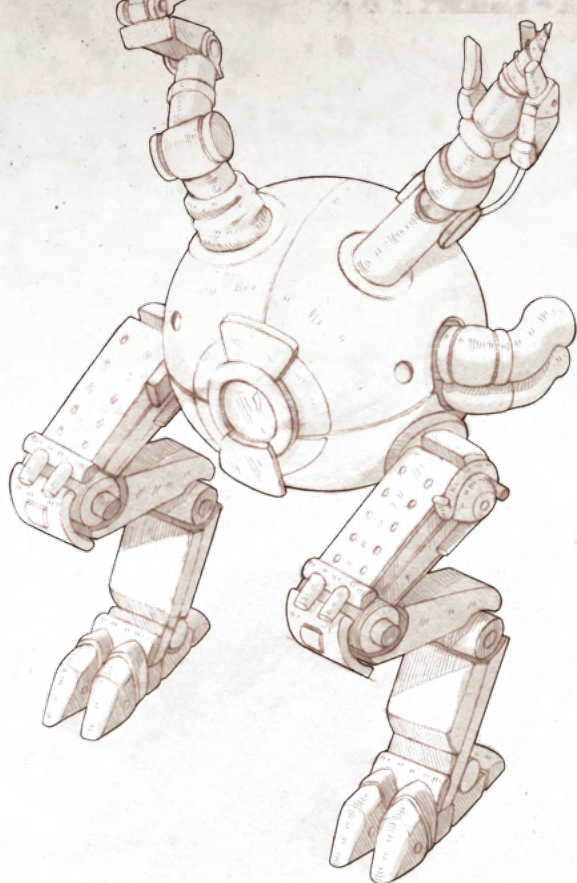
(0) The Right Tool

This character's controller may discard a card to give target friendly Construct within 1 yard one of the following Conditions until the end of the target's next turn:

* **Metal Plating:** If this character has Armor +2 or lower, it gains Armor +1.

* **Enhanced Targeting:** Choose a Close Combat or Ranged Combat Skill. This character gains **+** to attacks using the chosen Skill.

* **Sharpened:** This character gains  to its damage flips. After damaging another character, end this Condition.



While the miners and Mr. McEwan attempted to calm the crazy engineer down, I made myself scarce and took advantage of the distraction to look around for any clue as to our quarry's presence. My reasoning was that the Union would want to provide him with a cover story to keep suspicion low, and what better profession than that of a miner?

Unfortunately, I was dogged by a Mobile Toolkit that had either mistaken me for its master or had been instructed to annoy any unauthorized personnel poking around the Union office. It seemed to be a fairly common model, though again, I am not an expert on constructs, so this is only my estimation based upon those I have seen Mr. Hoffman use from time to time.

The Toolkit's chassis was round and slightly larger than a soccer ball and had four limbs protruding from its surface. Two of these were legs it used to stomp after me as I searched the office, while the other two stuck up from the top and were articulated, which allowed it to prod me annoyingly with a wrench. It only stopped after I took the wrench out of frustration, but as soon as I set the tool down, the construct snatched it back up and was back to prodding me with its end.

It certainly didn't seem to be particularly dangerous, but eventually its constant attentions forced me to leave the office in annoyance. - E.B.



ко с зимних - Школы,
и многообразие системы,
и сроднительных новиз,
Государство также отнюдь не

Our presence in Charity has not gone unnoticed by the Arcanists. We had gathered in Mr. McEwan's room to discuss the current situation and how best we could locate our quarry when a man in a long coat unexpectedly kicked in our door and began firing upon us with two pistols!

It was only through Mr. Wright's quick action that I survived, as he shoved me to the floor while simultaneously upending the table to provide me with cover. Unfortunately, he paid dearly for his chivalry and caught a bullet in the shoulder that affected him in the manner of a shotgun slug. I recall, in my state of shock, being surprised that any pistol could fire a bullet of such caliber. The man's weapons were so heavily modified that, after the confrontation, even Mr. McEwan was unable to identify the manufacturer.

But I digress. Mr. Wright's sacrifice bought Mr. McEwan a precious handful of seconds to recover, and as the man was switching pistols - he had a half dozen strapped up and down his chest like a walking arsenal - I reached out with my special talents and forced him to turn his weapon against himself. It was clear that he had been an assassin of some sort, but we were not prepared for an assault of that speed or skill.

It is my regret that we were unable to give Mr. Wright the burial that he deserved, but time was of the essence. We set fire to the building to prevent the bodies from being identified and slipped out through the window. - E.B.

GUNSMITH

Minion (6), Living

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

Skills: Athletics 2, Barter 2, Carouse 1, Convince 3, Enchanting 1, Evade 3, Intimidate 4, Navigation 1, Notice 2, Pistol 4, Scrutiny 3, Stealth 1, Toughness 2

Gunfighter: This character may use its Custom Pistol as if it were range ∞ 2.

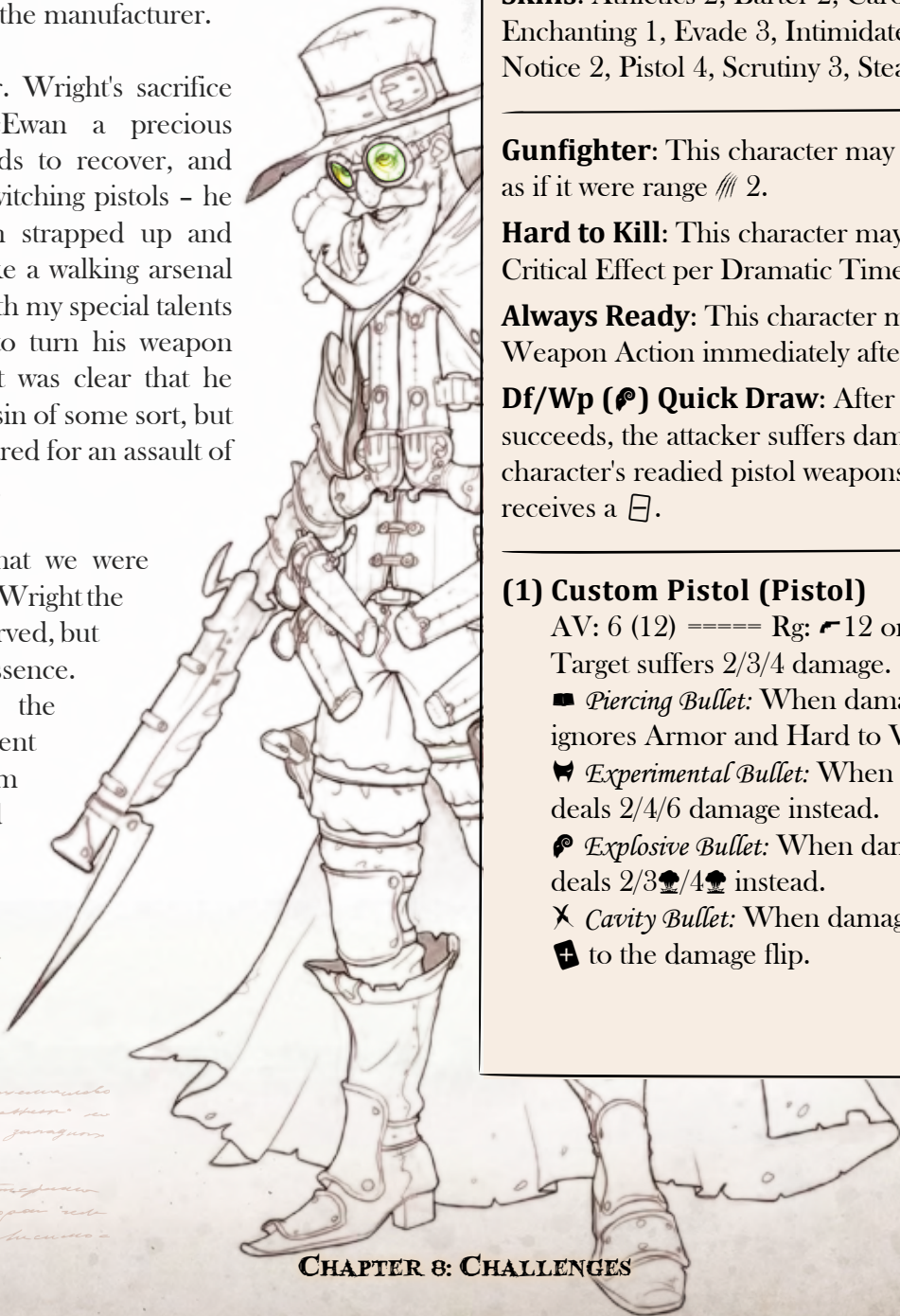
Hard to Kill: This character may choose to ignore one Critical Effect per Dramatic Time.

Always Ready: This character may take a Ready Weapon Action immediately after flipping initiative.

Df/Wp (P) Quick Draw: After this character succeeds, the attacker suffers damage from one of this character's readied pistol weapons. The damage flip receives a \square .

(1) Custom Pistol (Pistol)

- AV: 6 (12) ===== Rg: ∞ 12 or ∞ 2 == Resist: Df
Target suffers 2/3/4 damage.
- **Piercing Bullet:** When damaging, this attack ignores Armor and Hard to Wound.
 - ⚔ **Experimental Bullet:** When damaging, this attack deals 2/4/6 damage instead.
 - 💣 **Explosive Bullet:** When damaging, this attack deals 2/3 \clubsuit /4 \clubsuit instead.
 - ✂ **Cavity Bullet:** When damaging, this attack gains \boxplus to the damage flip.



shogun, great man, unarmored
unarmored, with a pistol in
his hand and a sword in
his scabbard

and a sword in his scabbard
and a sword in his scabbard
and a sword in his scabbard

RAZORSPINE RATTLER

Minion (6), Living, Beast

Might 2	Grace 2	Speed 3	Resilience 2
Charm -4	Intellect -4	Cunning 2	Tenacity 3
Defense 6 (12)	Walk 5	Height 2	Initiative 5 (11)
Willpower 5 (11)	Charge 7	Wounds 9	

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

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

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

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

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

(1) Fangs (Pugilism)

AV: 5 (11) == Rg: 2 ===== Resist: Df

Target suffers 2/3/6 damage and gains Poison +2.

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

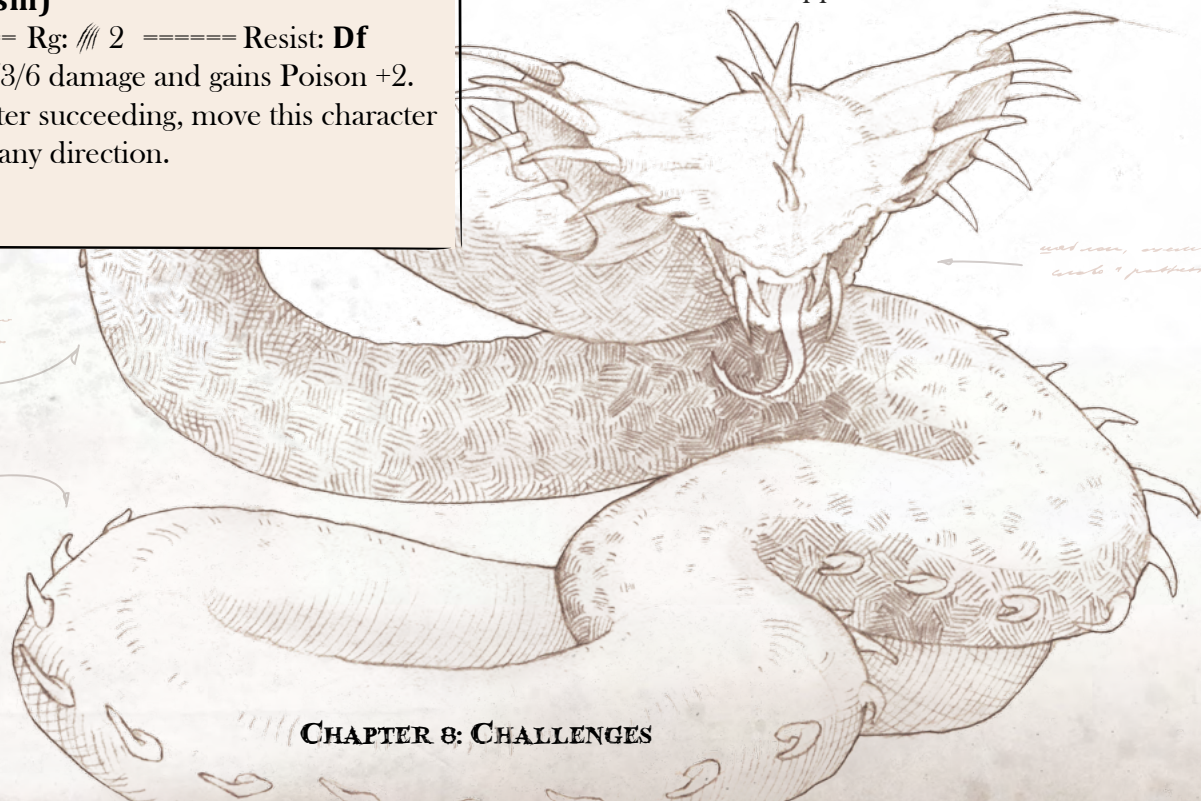
The fire we started to disguise the corpses of Mr. Wright and the assassin spread quickly to a number of other buildings, and in the resulting commotion we caught sight of our quarry. He noticed us as well and fled east, leading us on a three day chase that finally culminated near a patch of tall grass.

Unfortunately, we were not the first predators to run the thief down, and as we came upon him, my dear "brother" was in the process of being devoured by a large snake. The creature was no longer a threat - it seemed unable to dislodge its prey from its gullet once it had started to feed - and I took advantage of the opportunity to study the beast more closely.

The crushed bones of the thief and the discoloration of his flesh led me to believe that the snake encircled our quarry and then bit him repeatedly with its poisonous fangs. However, given the size of its teeth - the primary fangs were each as long as my full handspan - and the amount of blood on the ground, I suspect that our quarry died of blood loss long before the poison became much of an issue.

The serpent's tail ended in a rattle, and this leads me to believe that it was a Razorspine Rattler, a breed of snake typically native to the Bayou. It is true that we were not far from the Frostrun, but I would not have expected a cold-blooded creature to willingly cross its frigid waters.

We stripped my "brother" of his possessions and left the snake to its meal. Bon Appétit! - E.B.





More setbacks! How this assignment vexes me!

Our quarry had two of the tomes that were stolen from our archives but not the third! We found a note speaking of a meeting he had arranged almost two weeks prior in the foothills of the Ten Peaks, and we now believe that he has handed the third tome off to one of the cannibals that calls the mountain their home.

Mr. McEwan and I set up camp in order to weigh our options and decide whether to pursue this lead further or to return to Malifaux in partial success. In a stroke of luck, Mr. McEwan managed to spot a Wild Boar rooting around near some underbrush in the afternoon, so tonight we have all the pork we can eat.

I am not certain if you are overly familiar with the pigs of the Bayou, but they are quite a bit larger than those we are accustomed to back on Earth. Standing upright, this one would have come up to my shoulders, though admittedly much of that is a result of the large hump on its back. The temper of these pigs matches their size and had we not “gotten the drop on it,” as the Americans say, it would likely have charged us for daring to invade its “territory.”

It also proved to be rather gassy, and I was forced to stand a dozen feet downwind of Mr. McEwan as he prepared it for cooking, just to avoid the smell. Is everything that comes out of the Bayou this unpleasant? - E.B.

WILD BOAR

Minion (5), Living, Beast, Pig, Swampfiend

Might 3	Grace 0	Speed 3	Resilience 2
Charm -3	Intellect -4	Cunning -3	Tenacity 2
Defense 5 (10)	Walk 5	Height 2	Initiative 5 (10)
Willpower 5 (10)	Charge 7	Wounds 8	

Skills: Athletics 2, Evade 3, Notice 2, Pugilism 2, Toughness 3, Track 1, Wilderness 1

On Edge: This character receives **+** to Close Combat attacks it makes outside of its turn.

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.

Eat Your Fill: After killing a character with a Close Combat attack, this character can end its turn to heal all damage it has suffered.

(1) Tusks (Pugilism)

AV: 5 (10) ===== Rg: /// 1 ===== Resist: **Df**

Target suffers 2/4/6 damage. This attack must declare a Trigger if possible

Stampede: After damaging, this character must Charge the closest legal non-Pig target which it is not engaged with.

Eat Anything: After damaging, this character heals 1 damage.

GLOOM CROW

Peon (3), Living, Beast, Woe

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


Skills: Centering 2, Evade 4, Intimidate 1, Martial Arts 2, Navigation 1, Stealth 1, Wilderness 1

Flight: This character is immune to falling damage and may ignore any terrain or other characters while moving.


Misery: When an enemy character within 6 yards of this character fails a Willpower duel, it suffers 1 damage after resolving the current action.

(1) Go For the Eyes (Martial Arts)

AV: 5 (8) ===== Rg: 1 ===== Resist: Df
Target suffers 0/1/2 damage.

✖ *Pluck Out and Eat:* After damaging, this character heals 1 damage and the target gains the following Condition: **"Missing Eye:** This character suffers a  to any Action that normally requires sight, such as most attack Actions." The second time a character would gain this Condition, they instead end the Missing Eye Condition and gain the Blind Condition. These Conditions can only be removed by magic or the procurement of a prosthetic eye.

(1) Smother Joy

Until the end of the scene, all characters within 10 yards of this character suffer  to Social Challenges meant to make friends, inspire confidence, or otherwise keep the peace.



Mr. McEwan and I had a rather heated row today about our course of action moving forward. I may have used some very unladylike words in voicing my opinion, but in my defense, he did have a gun pointed at me.

The argument might have ended in a very bloody manner then and there, but even as I was coloring his ears with some choice words, I realized that we were both behaving rather irrationally. I attempted to apologize for my words and calm the situation, but the fact that *I* was the one having to apologize just seemed to upset me further!

The culprit, as it turns out, was an ugly little bird resembling a crow that had perched atop one of the twisted tree branches overhead and was staring down at us with faintly glowing eyes. I attempted to point it out to Mr. McEwan, but he claimed it was a trick and fired upon me!

Luck favored me and the bullet merely grazed my ear. The crow-thing, however, seemed startled by the sound and immediately took flight, after which Mr. McEwan and myself felt our anger with each other depart just as quickly. How the bird had been manipulating our emotions was a mystery, but I feel certain that it was responsible for our argument.

Could this little creature be the cause of so much of the strife that seems to plague Malifaux? It is certainly worth further consideration. - E.B.

Please forgive the long break since my last entry, but there has been little of note to record over the past week. We managed to wave down a stagecoach that was delivering mail to the nearby Contract Towns (a task that, sadly, both carriage and driver will never complete) and are spending the night at a Contract Town in the foothills of the mountains.

The general store where we purchased supplies and warm clothing was notable for the presence of a Mauler in its shop area, fortunately stuffed and very much dead. According the clerk, it had wandered into town last winter in search of an easy meal and was put down by three hunters.

The Mauler's size was quite impressive at nearly nine feet tall, and even stuffed it was difficult to ignore the power in its limbs. I asked the clerk why the taxidermist had failed to remove the rock shards protruding from its body, and he informed me that they were actually bone spurs, and that larger bone spurs indicated older specimens.

A local trapper overheard our conversation and claimed that there was a breed of Mauler native to the Slate Ridge area that is possessed of four arms; that is, six limbs in total. I am unsure as to whether or not she was telling the truth or merely attempting to have a bit of fun at my expense. - E.B.



MAULER

Enforcer (7), Living, Beast

<i>Might</i> 4	<i>Grace</i> -1	<i>Speed</i> 2	<i>Resilience</i> 4
<i>Charm</i> -3	<i>Intellect</i> -3	<i>Cunning</i> 2	<i>Tenacity</i> 3
<i>Defense</i> 4 (11)	<i>Walk</i> 4	<i>Height</i> 3	<i>Initiative</i> 5 (12)
<i>Willpower</i> 5 (12)	<i>Charge</i> 7	<i>Wounds</i> 10	

Skills: Athletics 2, Evade 1, Notice 3, Pugilism 2 ✕, Toughness 4, Track 2, Wilderness 2

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

Bearskin Armor: This character is immune to damage from (X) and \clubsuit effects and automatically passes any Toughness duels made to resist Hypothermia.

Frenzied: When this character is reduced to less than half its total Wounds during Dramatic Time, it enters a Frenzy. While in a Frenzy, this character gains \spadesuit to its attack and damage flips and cannot be commanded with the Order Action (the Mauler acts as an NPC while in a Frenzy). The Frenzy lasts until the end of Dramatic Time.

(1) Crushing Claws (Pugilism)

AV: 6 ✕ (13 ✕) = Rg: \spadesuit 2 ===== Resist: Df
Target suffers 2/3/5 damage.

✕ \spadesuit *Take A Bite:* After damaging, the target suffers 2 damage and this character heals 2 damage.

✕ *Bear Hug:* After damaging, the target gains the following Condition until this character is killed or the start of this character's next turn, whichever comes first: **Held Tight:** This character cannot take movement actions. If the character that applied this Condition takes a movement action, it may place this character into physical contact with itself when the movement is complete. If it does not, end this Condition."

HOARCAT

Minion (5), Living, Beast

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

Skills: Athletics 1, Centering 3, Evade 3, Notice 2, Pugilism 3, Stealth 2, Track 1, Wilderness 1

Pass Through: This character may ignore other characters when moving. Disengaging Strikes suffer a \square against this character.

Small Target: Any \blacktriangleleft attacks that target this character suffer \square .

(1) Fangs and Claws (Pugilism)

AV: 5 (10) ===== Rg: /// 1 ===== Resist: Df
Target suffers 1/2/4 damage.

P *Rip Throat:* When damaging a Living target, the damage flip receives \blacktriangle .

(1) Devour (Pugilism)

AV: 5 (10) ===== Rg: /// 1 ===== Resist: Df
This attack may only target a Paralyzed or otherwise helpless Living character. If successful, the target suffers a Severe Critical Effect.

I like to consider myself a well-traveled woman, but every so often a situation comes up that reminds me that, at heart, I am a child of the city. Take, for instance, this morning: I had just finished my breakfast and had walked outside to wait for Mr. McEwan to finish his morning cigar when I saw a child rolling around on the ground with a wild animal.

As the boy's parents later explained to me (after I shouted quite loudly for assistance and caused a minor panic), they had purchased the animal - a Hoarcats - from a trapper as a kitten, and now it was a family pet. Personally, I question the wisdom of allowing a wild animal to play with one's children, but my impression of the child was not overly favorable, so perhaps the parents were hoping for a happy accident.

The hoarcats in question was about the size of a large dog but possessed of all the habits one would expect from a feline. Its pelt was dirty white and quite thick, and its teeth were quite impressive; despite its size, it had more in common with a lynx than a house cat.

According to the clerk at the general store, hoarcats are pack animals that do most of their hunting as a group. While this is in sharp contrast to most house cats (which quite prefer to hunt by themselves), it does remind me of the behavior of lions, which often stalk their prey in groups and attack from positions of low visibility. I am curious as to whether, like lions, this is a task that falls to the female hoarcats, or if the entire pack hunts together regardless of gender. - E.B.





Once Mr. McEwan had finished his cigar and I had sated my curiosity regarding the “pet” hoarcat, we followed the suggestion of the clerk at the general store and hired a guide to take us north to the meeting place indicated in my “brother’s” note. The guide is a rather rough individual who introduced himself as “Dave,” with no surname given.

“Dave” is one of the Mountain People, the scattered collection of individuals who have, for one reason or another, chosen life on the unforgiving slopes of the mountain over those in the Contract Towns of the foothills. I was curious as to just why someone would choose this difficult life, but when I asked “Dave” about his reasons, he brusquely and rudely informed me that it was not a subject with which I should be concerned.

I suspect that many of these folk are convicts who are hiding from the Guild, which would explain our guide’s reluctance to speak to us about his past (or anything other than the trail, for that matter), but Mr. McEwan assures me that many of these Mountain People are decent folk that just prefer to live off the land rather than out of the Union’s hand.

MOUNTAIN PEOPLE

Minion (6), Living

<i>Might</i> 2	<i>Grace</i> 2	<i>Speed</i> 2	<i>Resilience</i> 2
<i>Charm</i> -2	<i>Intellect</i> 0	<i>Cunning</i> 1	<i>Tenacity</i> 3
<i>Defense</i> 5 (11)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 4 (10)
<i>Willpower</i> 5 (11)	<i>Charge</i> 6	<i>Wounds</i> 7	

Skills: Athletics 2, Evade 3, Intimidate 2, Melee 3, Navigation 2, Notice 2, Stealth 2, Thrown Weapons 3, Toughness 2, Track 2, Wilderness 3

Fur Armor: This character has Armor +1, Protected (🛡️, 📖, ✂️, 🐾), and +4 to Toughness duels made to resist Hypothermia.

(1) Hand Axe (Melee)
 AV: 5 (11) ===== Rg: 🪓 1 ===== Resist: **Df**
 Target suffers 1/3/4 damage.
 ✂️ *Brutal Advantage:* When damaging, if the target is prone or has the Slow or Frostbite Conditions, deal +2 damage.

(1) Thrown Javelin (Thrown Weapons)
 AV: 5 (11) ===== Rg: 🪃 12 ===== Resist: **Df**
 Target suffers 2/3/4 damage.

(1) Jerky Time
 This character may destroy a corpse within 1 yard to heal 2 damage.

Life in the mountains seems to agree with “Dave,” whatever his reasoning for it. He is a large man but in the way one would think of a bear. In many ways he reminded me of the Mauler in the general store, both in appearance and (I imagine) temperament. Despite recommending him as a guide, none of the townsfolk seemed entirely comfortable in his presence. I do not blame them. - E.B.

WENDIGO

Minion (5), Living, Beast

Might 3	Grace 2	Speed 3	Resilience 1
Charm -4	Intellect -4	Cunning 2	Tenacity 2
Defense 4 (9)	Walk 6	Height 1	Initiative 6 (11)
Willpower 4 (9)	Charge 7	Wounds 6	

Skills: Athletics 2, Evade 1, Notice 3, Pugilism 2, Toughness 1, Track 1, Wilderness 2

Eat Your Fill: After killing a character with a Close Combat attack, this character may end its turn to heal all damage it has suffered.

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

(1) Maw (Pugilism)

AV: 5 (10) ===== Rg: 1 ===== Resist: Df
Target suffers 2/3/4 damage.

✕ *Eat Anything:* After damaging, this character heals 1 damage.

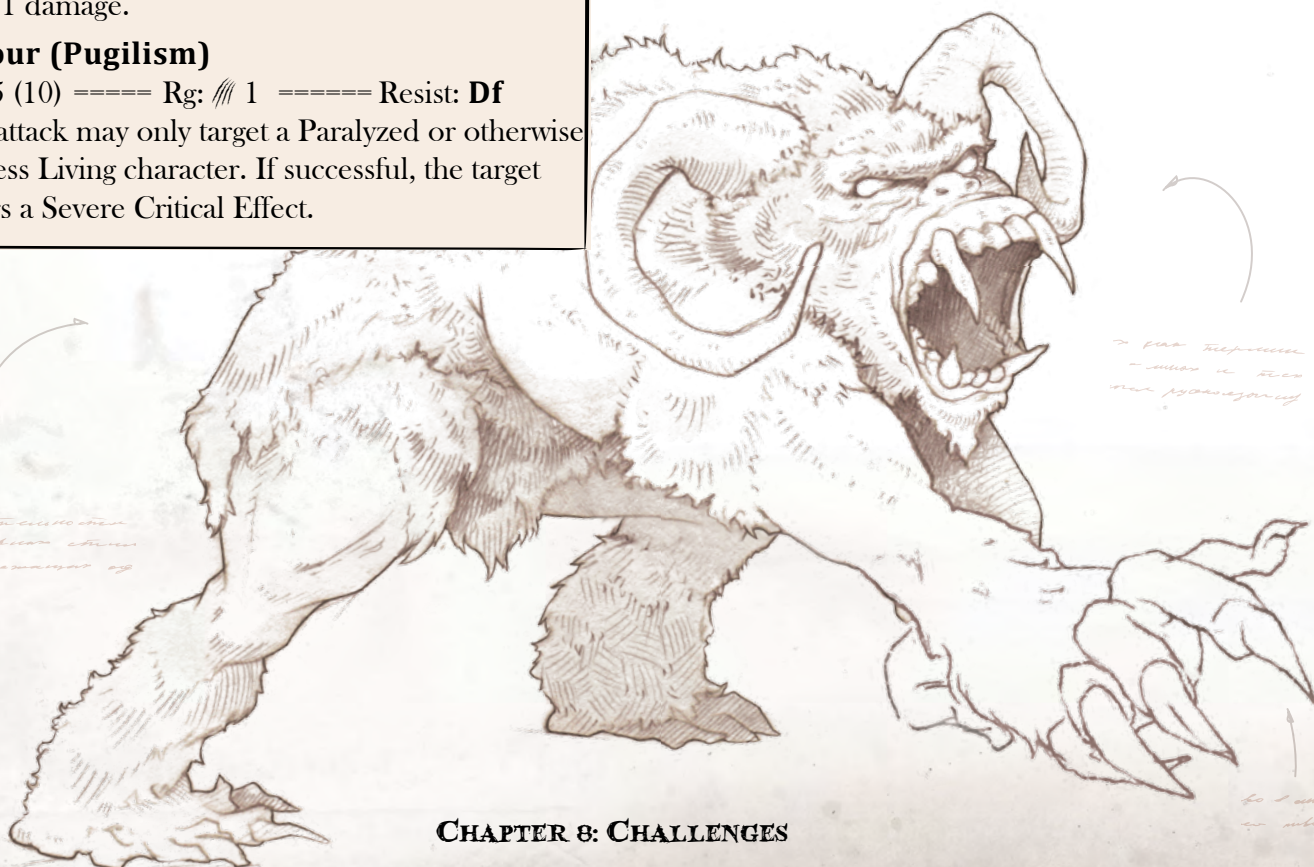
(1) Devour (Pugilism)

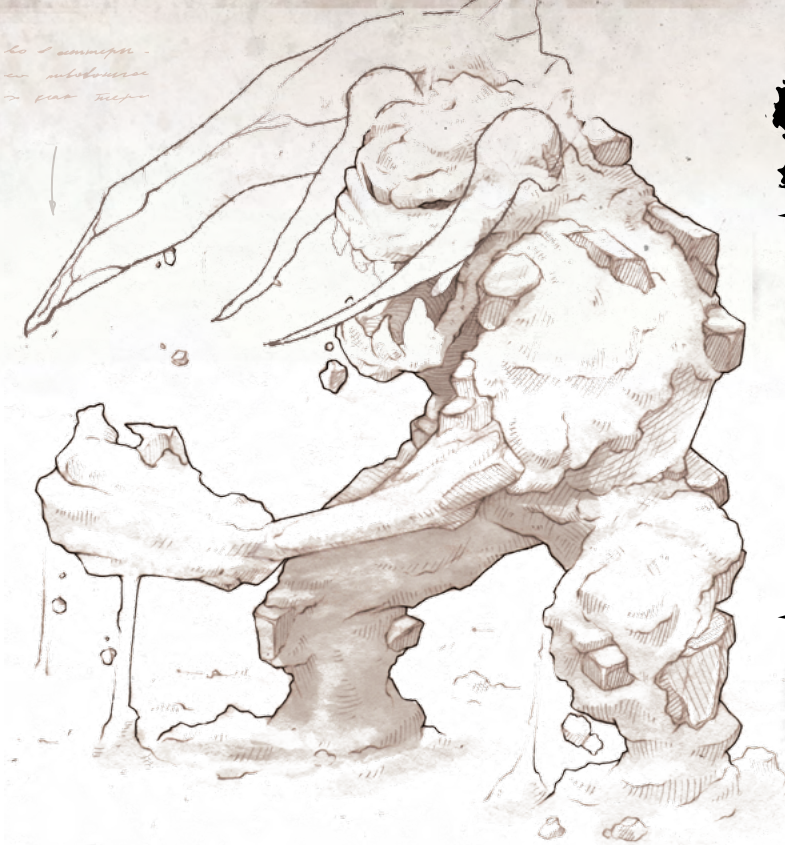
AV: 5 (10) ===== Rg: 1 ===== Resist: Df
This attack may only target a Paralyzed or otherwise helpless Living character. If successful, the target suffers a Severe Critical Effect.

I had begun to suspect treachery from our guide when our two hour trip dragged on into its fourth hour of climbing. "Dave" continued to insist that we were on the right path...right up until he climbed to the top of an icy ridge and disappeared, along with the rope he was to have lowered down to us. With no way to scale the ridge, we retraced our footsteps and took shelter in a cave we had passed five minutes earlier...which was no doubt exactly what our guide had expected all along.

The cave was not empty, and no sooner had I produced a bit of magical light than we were attacked by ferocious creatures that came howling up from its darkened depths. They were simian in general appearance, but with the curved horns of a ram and lean, muscular frames. Mere words cannot describe the ferociousness of these creatures; they seemed to be possessed of an anger - no, a hunger - that drove them forward despite the wounds we inflicted upon them.

I was able to ensnare the minds of the last two with my talents and force them to throw themselves from the ridge but not before Mr. McEwan succumbed to their claws and teeth. The battle could not have lasted more than a minute, two at the most, but somehow the creatures still found the time to devour his legs and one of his arms. With no means to bury his body, I was forced to appropriate his pistol and leave him in the cave. He deserved much better. - E.B.





It is difficult to write – the sun is beginning to set, the temperature is falling, and my hands shake constantly – but I feel that it is important to leave documentation in case the worst comes to pass.

There is a creature stalking me. It is clever enough to remain at a distance so that I cannot finish it off with bullet or spell, but I can feel its eyes upon me as I trudge forward through the snow. I suspect that the situation may be playing with my mind, for the few glimpses I have caught of it – always fleeting – have revealed a creature composed entirely of ice and snow.

I have abandoned our mission and now only seek to leave this mountain with my life. I believe I am traveling in the right direction – I sometimes catch glimpses of our footprints in the snow – but have encountered a new complication. The slope has grown slippery with ice, which has slowed my progress, and I sometimes encounter pillars of ice where I am certain there were none before.

I cannot shake the feeling that I am being herded in a specific direction by some fell intelligence and have taken brief refuge in a small alcove to gather my thoughts. Is the creature responsible for this ice? Given its appearance, it seems likely, but I do not see how such a beast could derive sustenance from the meat of a living creature. I will be quite content to never learn the answer to this particular mystery. - E.B.

KALTGEIST

Minion (5), Living, Beast

Might 2	Grace 3	Speed 3	Resilience 3
Charm -2	Intellect -1	Cunning 3	Tenacity 3
Defense 5 (10)	Walk 5	Height 2	Initiative 6 (11)
Willpower 5 (10)	Charge 6	Wounds 8	

Skills: Enchanting 4☛, Evade 2, Navigation 2, Notice 3, Toughness 2, Track 3, Wilderness 4

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

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

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

(1) Jagged Ice (Enchanting/Cunning)

AV: 7☛ (12☛) == Rg: ☛ 2 ===== Resist: Df
Target suffers 2/3/4 damage. When this character is touching ice, snow, or frozen ground, increase the range of this attack to ☛ 4.

☛☛ *Bitter Cold:* After damaging, the target gains the following Condition: “**Frostbite +1:** Whenever this character suffers damage from the cold (such as from Hypothermia or an Ice spell), she suffers +1 damage. Reduce the value of this Condition by 1 for every hour this character spends in warmth.”

(1) Ice Pillar

The character creates a pillar of solid ice anywhere within 8 yards. The pillar is Height 5, 3 yards in diameter, and has Armor +5 (which is ignored by any attacks that also apply the Burning Condition). The pillar has 10 Wounds and lasts until it melts; in warm climates, the pillar takes 1 damage every 10 minutes. In cold climates, the pillar could last indefinitely.

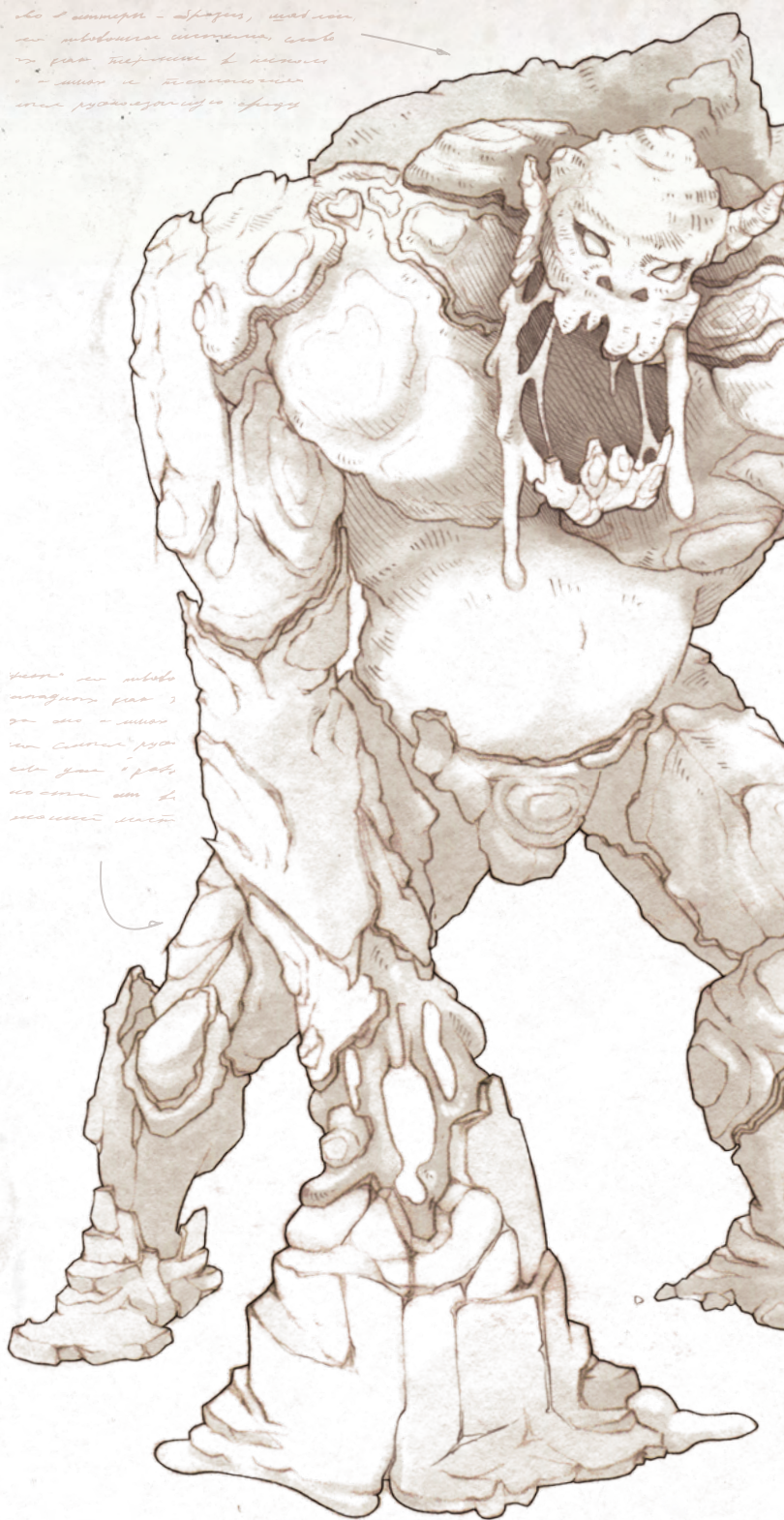
I have read through this journal many times since I last wrote in its pages, contemplating whether or not I should send it forward or simply toss it into the fire. Many good people died in order to retrieve the two tomes that accompanied this journal to your desk, and I have taken the opportunity to read through each at length. I am certain you are already familiar with their contents, but please indulge me for a few moments longer. I feel it is important to finish what I have started.

Both tomes detail the summoning of elemental creatures, collectively known as Gamin and Golems, as according to the size and general threat of the summoned creature in question. Gamin are the smaller of the two and are easier to bind to one's will, while Golems are hulking brutes that only the most powerful of spellcasters are able to summon. I can only imagine what the (unfortunately lost) third tome might have added to this knowledge.

The exact capabilities of the summoned creature seem dependent upon the element from which they are crafted, and while I am aware of the Ice and Fire Gamin used by the Arcanists, the tome suggested the existence of many other varieties of these creatures. With some practice, I was even able to conjure up a Golem composed entirely of molten rock...a trick that would have been quite useful had I learned it prior to freezing to death on that mountain.

Unfortunately, you did not read that incorrectly; I am quite dead, and have been since a short time after my last entry. I am uncertain as to just why I have remained in this world, but as we saw at the collapsed mine, such spontaneous animations are not entirely uncommon, are they? This is the reason behind my absence in your office as you read this; while I am still loyal to our cause, I doubt that Ms. Justice's already low opinion of me would be improved upon learning of my undeath.

That is not to say that my condition is not without worth to us. I know that we have had difficulty infiltrating the Resurrectionists in the past, but given the situation... well, I think it might be time for me to make some new friends, don't you? - E.B.



GAMIN & GOLEMS

Gamin and Golems are typically summoned through Spells or Manifested Powers, each of which requires an Elemental Immuto in order to determine what type of Gamin or Golem the Spell or Manifested Power creates.

BASIC GOLEM

Enforcer (8), Construct, Golem

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

Skills: Notice 2, Pugilism 3, Toughness 4

Armor +2: 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 a certain effect, as determined by the Immuto used to create this character.

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

(1) Talon (Pugilism)

AV: 8 (16) == Rg: 2 ===== Resist: Df

Target suffers 3/4/6 damage.

☛ Toss: After succeeding, push the target up to 10 yards in any direction.

(3) Smash (Pugilism)

AV: 8 (16) == Rg: 1 ===== Resist: Df

Target suffers 9/10/12 damage.

The stat blocks included on this page are the base stats of the Gamin and Golem. When creating a specific Gamin or Golem, simply choose the appropriate Immuto from the list below and apply the relevant adjustments to the Gamin or Golem.

The summoned Gamin or Golem gains all three abilities listed under the Immuto's entry.



BASIC GAMIN

Minion (5), Construct, Gamin

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

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

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

Demise: When this character is killed, all characters within (X)2 suffer a certain effect, as determined by the Immuto used to create this character.

(1) Claw (Pugilism)

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

Target suffers 1/3/4 damage.

(1) Elemental Blast (Thrown Weapons)

AV: 4 (9) ===== Rg: 8 ===== Resist: Df

Target suffers 1/3/4 damage.

DARKNESS IMMUTO

- **Dark Demise:** This character's Demise Talent deals 1 damage and gives the Blind Condition until the end of the affected character's next turn. If this character is a Golem, increase the damage by +1.
- **Born In Shadow:** This character can see perfectly in darkness and is immune to the Blind Condition.
- **Clinging Shadows:** This character gains the following Trigger on its Attack Actions: *Clinging Shadows*: After damaging, the target gains the following Condition until the end of its next turn: **"Clinging Shadows:** This character suffers to any Action that normally requires sight, such as most Attack Actions."

DECAY IMMUTO

- **Rotting Demise:** This character's Demise Talent deals 2 damage (Undead instead heal the damage suffered). If this character is a Golem, increase the damage by +1.
- **Aura of Decay:** Living characters that end their turn within 3 of this character suffer 1 damage.
- **Rotting Touch:** This character gains the following Trigger on its Attack Actions: *Rotting Touch*: After damaging, the target gains the following Condition until the end of its next turn: **"Rotting Away:** This character has to its Close Combat attacks."

ELECTRIC IMMUTO

- **Shocking Demise:** This character's Demise Talent deals 2 damage that cannot be reduced. If this character is a Golem, increase the damage by +1.
- **Bzzzt!:** Characters that make successful Close Combat attacks against this character suffer 1 damage after resolving the attack.
- **Electric:** This character's attacks ignore Armor and do not randomly determine their target when fired into an engagement.

FIRE IMMUTO

- **Fiery Demise:** This character's Demise Talent deals 1 damage and gives the Burning +1 Condition. If this character is a Golem, increase the damage by +1.
- **Saracenar's Plight:** Reduce the damage this character suffers from the Burning Condition to 0.
- **On Fire:** Targets damaged by this character's attacks also gain Burning +1 Condition.

ICE IMMUTO

- **Shattering Demise:** This character's Demise Talent deals 2 damage. If this character is a Golem, increase the damage by +1.
- **Frozen Heart:** This character is immune to Horror Duels and the Paralyzed Condition.
- **Chill:** This character gains the following Trigger on its Attack Actions: *Chill*: After damaging, the target gains the Slow Condition.

NATURAL IMMUTO

- **Verdant Demise:** This character's Demise Talent deals 1 damage and gives the Entangled Condition (see below) until the end of the affected character's next turn. If this character is a Golem, increase the damage by +1.
- **Regeneration +1:** This character heals 1 damage at the start of its turn during Dramatic Time.
- **Tangling Vines:** This character gains the following Trigger on its Attack Actions: *Tangling Vines*: After damaging, the target gains the following Condition until the end of its next turn: **"Entangled:** This character may not take movement actions. If this character is pushed, remove this Condition and the target takes 1 damage."

POISON IMMUTO

- **Poisoned Demise:** This character's Demise Talent deals 1 damage and gives the Poison +1 Condition. If this character is a Golem, increase the damage by +1.
- **Toxicity:** Reduce the damage this character suffers from the Poison Condition to 0. Other characters with the Poison Condition that begin their turn within 3 of this character immediately suffer 1 damage from the Poison Condition and then lower their Poison Condition by 1.
- **Poisonous:** This character gains the following Trigger on its Attack Actions: *Infect*: After succeeding, the target gains the Poison +1 Condition for each in the final duel total.

SPIRIT IMMUTO

- **Ephemeral Demise:** This character's Demise Talent deals 1 damage and gives the Dazed Condition until the end of the affected character's next turn. If this character is a Golem, increase the damage by +1.
- **Unarmored:** This character gains no benefit from its Armor Talent. This character's attacks ignore Hard to Wound.
- **Incorporeal:** This character ignores and is ignored by other characters and terrain during any movement. Reduce all damage this character suffers from Ranged and Close Combat attacks by half.

TERROR IMMUTO

- **Screaming Demise:** This character's Demise Talent deals 1 damage and gives the "I Can Hear Them +1" Condition (see below) until the end of Dramatic Time. If this character is a Golem, increase the damage by +1.
- **Hysteria:** All enemy characters within ⚔2 suffer ⚡ to Willpower duels.
- **Scary:** Targets damaged by this character gain the following Condition until the end of their next turn: **"I Can Hear Them +1:** This character suffers -1 Willpower."

INFECTED IMMUTO

- **Pustule Demise:** This character's Demise Talent deals 1 damage and gives the Infection +1 Condition. If this character is a Golem, increase the damage by +1.
- **Crippling Contagion:** Enemy characters that begin their turn within ⚔6 of this character have their Speed and Charge Aspects reduced by a value equal to the value of their Infection Condition (to a minimum of 1).
- **Living Infection:** This character gains the following Trigger on its Attack Actions: ✕ *Spread Disease:* After succeeding, the target gains the following Condition: **"Infection +1:** At the end of the day, this character takes +1 damage." For more information on the Infection Condition, see page 202.

LIGHT IMMUTO

- **Bright Demise:** This character's Demise Talent deals 1 damage and gives the Blind Condition until the end of the affected character's next turn. If this character is a Golem, increase the damage by +1.
- **Too Bright!** Ranged attacks made at targets within ⚔3 of this character suffer ⚡ to the attack flip, so long as the attacker has LoS to this character.
- **Shining Bright:** This character gives off bright light like a lantern and is immune to the Blind Condition.

WATER IMMUTO

- **Splashy Demise:** This character's Demise Talent deals 2 damage and removes the Burning Condition from affected characters. If this character is a Golem, increase the damage by +1.
- **Liquid Form:** This character can pass through an opening large enough for a single drop of water, with no reduction to its speed.
- **Spish Splosh:** This character is immune to the Burning Condition and all Spells and Manifested Powers that have added the Fire Immuto.

WIND IMMUTO

- **Blustery Demise:** This character's Demise Talent deals 1 damage and pushes characters 2 yards away. If this character is a Golem, increase the damage and push distance by +1.
- **Flight:** This character is immune to falling damage and may ignore any terrain or other characters while moving.
- **Strong Winds:** This character gains the following Trigger on its Attack Actions: 📖 *Strong Wind:* After succeeding, the target is pushed 2 yards away from this character."

NEED MORE GAMIN?

Fans of the Malifaux Skirmish game might notice the absence of the Metal Gamin, Rail Golem, and Whiskey Golem from this list.

Metal Gamin (and the Rail Golem, which is, essentially, a Metal Golem) are created via a secret process known only to a few. Similarly, the Whiskey Golems are Gremlin creations that are physically built by their creators, unlike Gamin and Golems (which are summoned by magic).

THE FIRESTARTER

Henchman (11), Living

<i>Might</i> 0	<i>Grace</i> 2	<i>Speed</i> 2	<i>Resilience</i> 1
<i>Charm</i> -3	<i>Intellect</i> 0	<i>Cunning</i> 2	<i>Tenacity</i> 2
<i>Defense</i> 6 (17)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 5 (16)
<i>Willpower</i> 5 (16)	<i>Charge</i> 6	<i>Wounds</i> 7	

Skills: Alchemy 3, Athletics 2, Centering 3, Convince 1, Counter-Spelling 2, Deceive 2, Evade 4, Explosives 4, Harness Soulstone 3, Intimidate 3, Navigation 2, Notice 3, Scrutiny 3, Sorcery 4, Stealth 1, Thrown Weapons 3, Toughness 2, Track 1

Flight: This character is immune to falling damage and may ignore any terrain or other characters when moving.

Reckless: At the beginning of this character's turn, he may suffer 1 damage to generate 1 additional AP.

Df/Wp (📖) Smoldering Heart: After this character succeeds, the attacking character gains Burning +1.

(1) Firebomb (Thrown Weapons)

AV: 5 (16) ===== Rg: ⚡8 ===== Resist: Df
Target gains Burning +3. Every character within (X)2 of the target gains Burning +1. This attack ignores cover.

(1) BUUUURRRN! (Sorcery/Cunning)

AV: 6📖 (17📖) = Rg: ⚡12 ===== Resist: Df
Target suffers 1/3/4 damage and gains Burning +1.
🐉 *Never Enough:* After succeeding, every character within (X)4 of the target must pass a TN 12 Evade Challenge or suffer 1 damage and gain Burning +1.

(1) Twirling with the Gas Can

All characters within (X)6 must pass a TN 13 Evade Challenge or gain the following Condition until it enters water: **"Covered in Gas:** When this character suffers damage from the Burning Condition, it suffers +2 damage, then ends this Condition."

THE FIRESTARTER

The man known as the Firestarter is a mystery to both his allies and his enemies. This isn't because he's overly secretive about his past - he frequently claims responsibility for the great San Francisco fire of '87 and tells people his name is either Ted or Barry - but because few people wish to spend any amount of time in his presence.

The Firestarter is an unnering man, covered in burns and bandages and always holding something capable of sparking a flame. He's fond of cigars but only the cheap ones; the concepts of class and taste are utterly lost upon him. He's also widely considered to be a lunatic by his fellow Arcanists, a fact which he wears like a badge of honor.

The Arcanists treat the Firestarter like a weapon, unleashing him whenever something needs to be totally and utterly burned to the ground. He's quite good at this, as his magical talents allow him to turn a healthy building into a roaring inferno with only a little effort.

The Firestarter rarely works alone, as the Arcanists have learned that he usually requires a partner to drag him away from the scene of his latest arson. Given the choice, the Firestarter would watch in rapture as his newest creation blossomed like a rare flower of heat and flame. This tendency has put him in danger of being captured by the Guild on more than one occasion.

As a reward for his service, Dr. Ramos crafted a special jetpack for the Firestarter. The chemicals within would barely be enough to lift a small dog off the ground under normal circumstances, but the Firestarter's unique gifts allow him to coax the flames into providing enough lift to carry him through the skies. If pressed into combat, he frequently takes advantage of his aerial mobility by taking to the sky and raining firebombs down upon his enemies.

MONSTER PURSUITS

Monster Pursuits are special Advanced Pursuits that can only be taken by Fatemaster NPCs. They are designed with the intention of providing options to the Fatemaster who wants to customize her creatures a bit more or create a group of creatures with a similar theme.

Using a Monster Pursuit is fairly simple; just choose an appropriate creature - the specific Monster Pursuit usually gives you some suggestions about what sort of creatures are appropriate for it - and give it as many steps as you feel is necessary in order to get it to where you want it to be. This is by necessity a fairly fast and loose process; adding machine guns to a mechanical scorpion will certainly make it more of a threat, but doing the same to a mechanical jackalope elevates it from a minor nuisance to a significant threat.

In general, however, a good rule of thumb is to limit the number of steps a creature has along a Monster Pursuit to the number of Destiny steps that the majority of your players have completed. If the animal is particularly innocuous - such as a horse or a raptor - then you can probably get away with an additional step along the Monster Pursuit.

These are, however, just broad guidelines; if adding more steps to a creature gets the effect that you're looking for, then go for it! Particularly dangerous groups of Fated can handle quite a bit of punishment (and deal out even more damage), so don't be afraid to challenge your players in the name of creating a memorable encounter.

And, of course, don't forget that not every encounter needs to end in combat. If the Fated come across a group of fanged horses that are feasting upon the corpses of their former ranchers, that's a good set up for a fight...but it's just as eerie if the horses otherwise behave like normal horses, save for that whole carnivore thing. In fact, this might even tempt some of the Fated into taking the horses with them; so long as they keep the horses fed (raw meat only, thank you), they could very well serve without complaint.

Malifaux is a strange place! Have some fun with it.



TWISTED

The Twisted Monster Pursuit represents creatures that have been twisted and turned feral by the primal energies of Malifaux. These creatures might undergo a twisting of their physical bodies, growing larger and more dangerous as their blood turns black in their veins, or they might gradually grow more intelligent as their simple minds are twisted towards darker thoughts.

This Monster Pursuit covers dogs with acidic blood, horses that have grown tentacles from their backs, cows that have developed a taste for human flesh, and just about anything else you can dream up.

USING THIS MONSTER PURSUIT

There are essentially two ways to use this Monster Pursuit. The first is the easiest: just give as many steps in this Monster Pursuit as you wish to the Beast until it is as twisted and corrupted as you want.

The second option is the more insidious method, though it takes more time. When the Fated first encounter a group of Beasts, have them be either normal or only have a single step along this Monster Pursuit. Then, each time the Fated subsequently encounter the same type of Beasts, add another step and another, essentially allowing the Beasts to gradually transform into monsters over the course of a campaign.

This can be a great way to highlight the terrible things that a Beast-focused spellcaster can accomplish in Malifaux, or a hint that something in the area is corrupting the land and with it the local wildlife. Or maybe there is no reason for the changes, save that the Fated are in Malifaux, and sometimes, Bad Things Happen.

I'VE NEVER SEEN A DOG QUITE LIKE
IT, ALL MISSHAPEN AND UGLY.

—ARNOLD MARTEBO

REQUIREMENTS

The Twisted Monster Pursuit is available to any Beasts that have spent a significant amount of time in Malifaux. It is recommended that only "normal" animals such as dogs and birds be given ranks in this Monster Pursuit, as most native Malifaux creatures are already twisted by their home world. However, offshoots do sometimes occur (especially when humans start playing with the primal power of Malifaux), so this is by no means a rule that is carved in stone.

ADVANCEMENT

Below is a brief summary of what it means to be at each step of this Monster Pursuit. Since steps are chosen for the creature, it is important to choose the step that is most appropriate for the creature's role in your game.

1. Many creatures in Malifaux succumb to this step after only a short time Breachside. Anything that comes from Earth and survives in the wilds for more than a few weeks is likely to have at least 1 mutation.
2. These creatures have undergone a significant mutation. It is unusual to see one.
3. Coming across a Beast at this level is a once in a lifetime event for casual explorers. It represents something in the deep throes of primal Malifaux.
4. At this point, barely any of the original creature remains. While there are occasional sightings of such creatures, for the most part they are thought to be little more than myths.
5. There are only a handful of fully Twisted creatures in all of Malifaux. They are strange aberrations of nature, and one would be hard pressed to recognize their original form. These are prized trophies to hunters, many of whom have given unique names to the twisted creatures they hunt.

STEP	TALENT
1	Twisted Mutation
2	Twisted Mutation
3	Twisted Mutation
4	Twisted Mutation
5	Twisted Mutation

TWISTED MUTATION

Each time the Beast gains this Talent, it gains one of the mutations below. Unless otherwise specified, a creature may select a given mutation multiple times, becoming more and more unrecognizable with each iteration.

- **Additional Limbs:** The creature grows one or more additional limbs, granting it a new form of attack. Choose a (1) AP attack from another Beast (or make one up yourself), and give it to the creature. Calculate the new Acting Value of the attack using the appropriate Aspect and Skill of the creature; if the creature does not possess the relevant Skill for the attack (such as Flexible for a tentacle attack), it automatically gains 2 ranks of that Skill.
- **Armored Plates:** The creature's body has begun to twist into a more fitting shape, resulting in the formation of boney plates, armored spikes, or a chitinous exoskeleton. The creature gains Armor +1.
- **Black Blood:** The creature's blood has become thick, black, and corrosive. It gains the following ability: "**Black Blood:** All characters without Black Blood within 1 yard suffer 1 damage when this character suffers damage." This mutation may not be selected more than once.
- **Manifested Power:** The creature develops a Manifested Power of some sort in the same manner as a Fated character. Great care should be made to ensure that the Manifested Power makes sense in the context of being used by the Beast; a dog that throws fireballs is rather silly and can break the immersion of the players, but the same Power that is described as the dog breathing flames is more grounded and immersive.
- **Multiple Heads:** The creature grows an additional head. This grants it a +2 bonus to Notice Challenges, and if the creature now has three or more heads, it gains the following ability: "**Three Headed:** So long as this creature has half or more of its Wounds remaining, this creature gains + to its attack and damage flips." It is recommended that the creature have some sort of Bite attack before taking this mutation.

- **Ornery:** Either the creature's normally passive nature has been twisted into that of a sadistic hunter, or its already aggressive nature has increased to a near blood rage. The creature gains the following ability: "**Ornery +1:** This character's natural attacks deal +1 damage, and it gains + to attack actions made as part of a Charge."
- **Twisted Cunning:** The creature's Mental Aspects each improve by +1, and its Rank Value improves by +2, turning it from a Peon to a Minion, a Minion to an Enforcer, or an Enforcer to a Henchman. A creature that is already a Henchman may not take this mutation.
- **Unnatural Vigor:** The creature's muscles grow stronger as its body grows bulkier and more grotesque. The creature gains Hard to Wound +1 and Regeneration +1.
- **Wings:** The creature has grown wings of some sort, typically either feathered or webbed, though more unusual forms are certainly possible. The creature gains the following ability: "**Flight:** This character is immune to falling damage and may ignore any terrain or other characters when moving."



MECHANICAL

Engineers are always pushing the boundaries of what science and artefacting can accomplish, but for every visionary, there are dozens of slightly less creative inventors who are perfectly happy with just cribbing a few notes from Mother Nature (or whatever passes for her on this side of the Breach). Whether it's mechanical horses, mechanical spiders, or mechanical snakes, it seems like no matter what walks, crawls, or hops around in the world, there's always someone trying to make a steam-powered version of it.

USING THIS MONSTER PURSUIT

This Monster Pursuit is intended to serve as a method of easily converting creatures into mechanical versions of themselves. This can be an easy way to create new and interesting constructs for the Fated to battle without needing to create brand new creatures from scratch.

This can be a good way to provide thematic creations to Engineer or Tinkerer allies or adversaries; the insane inventor with an army of mindless constructs is certainly a fun adversary, but if all of her constructs are Mechanical Scorpions or Mechanical Silurids, it makes the character more interesting and can even become her calling card. When the players are dealing with something unrelated and happen to glimpse a Mechanical Silurid lurking in the shadows, their mind will immediately go toward the character and wonder why she's involved, even if she's nowhere near.

ITS SIMILARITY TO A HORSE WAS
BREATHTAKING, BUT IT WAS MADE
ENTIRELY OF METAL.

-FOZ NOGGINSTEIN

REQUIREMENTS

The Mechanical Monster Pursuits is available to any Living creature that does not possess the Spirit Characteristic. Rather than be directly altered by this Monster Pursuit, the creature instead forms the template from which another character builds a mechanical duplicate. These duplicates are almost always immediately recognizable as Constructs, and only those with very poor eyesight and hearing would mistake a Mechanical creature for a Living creature.

ADVANCEMENT

Below is a brief summary of what it means to be at each step of this Monster Pursuit. Since steps are chosen for the creature, it is important to choose the step that is most appropriate for the creature's role in your game.

1. A basic creation capable of mimicking the original. Although this sort of creation would be impossible to create back on Earth, it is not uncommon to find Breachside.
2. Still a replicate, but with a minor change to function. It would not be difficult to find an artificer capable of creating one of these creatures.
3. At this stage, the creation is altered enough that it is an improvement on the original. It would take some time to find someone with sufficient talent to create a creature of this caliber, and it would not be cheap.
4. Only extremely skilled artificers can create something at this level, as it is a significant improvement on whatever it is mimicking.
5. It wouldn't be a stretch to call this the perfect version of the creature as reinvented by science and magic. The normal creature just seems flawed in comparison.

STEP	TALENT
1	Mechanized
2	Mechanical Upgrade
3	Mechanical Upgrade
4	Mechanical Upgrade
5	Mechanical Upgrade

MECHANIZED

When the creature gains this Talent, it loses the Living Characteristic and gains the Construct Characteristic. The creature gains Armor +1 and -1 Defense.

MECHANICAL UPGRADE

Each time the creature gains this Talent, it gains one of the upgrades below. Unless otherwise specified, a creature may select a given upgrade only once.

- **Buzz Saw:** The creature has been fitted with a large buzz saw. It gains the following attack, depending upon its Height:

WEAPON (MELEE)	RANGE	DAMAGE
Buzz Saw (Ht 1)	2	1/3/4

WEAPON (MELEE)	RANGE	DAMAGE
Circular Saw (Ht 2)	2	2/3/6

WEAPON (MELEE)	RANGE	DAMAGE
Death Saw (Ht 3+)	3	3/4/7

- **Heated Metal:** The creature's has been fitted with a special device that allows it to heat one of its weapon to dangerous levels. The creature chooses one of its Close Combat or Ranged Combat attacks. That attack adds +1 to its Acting Value and gains the following Trigger:

Heated Metal: After succeeding, the target gains Burning +1 for each in the final duel total.

This upgrade can be taken multiple times. Each time, it applies to a new attack.

- **Mobility:** The creature's legs have been radically changed, often by the addition of mechanical spider legs, a swarm of tendrils, or something stranger yet. The character gains the following Talent:

"Nimble: This character generates an additional AP on its turn, but the AP can only be used to take a Movement General Action."

- **Chain Harpoon:** The creature has been fitted with a harpoon gun and a generous length of sturdy chain, allowing it to fire a dangerous weapon at its enemies. The surprise usually comes after the target is hit, when the mechanized creature engages its automatic winch and yanks its victim closer. The creature gains the following attack:

WEAPON (ARCHERY)	RANGE	DAMAGE
Chain Harpoon	10	2/4/6
<p>Pull and Drag: After damaging, push the target towards you a number of yards equal to your Might Aspect (minimum 1 yard).</p>		

- **Machine Guns:** Thanks to the fine folks at Alpine, it's now possible to equip your mechanized scorpion with machine guns! These weapons tend to be mounted on the creature's exterior. The creature gains the following attack:

WEAPON (LONG ARMS)	RANGE	DAMAGE
Machine Gun	12	2/3/5
<p>Stutter Fire: After damaging, immediately take another attack with this weapon against a different target. This extra attack may not declare Triggers.</p>		

- **Sharpened:** There are many creatures in the world with fearsome natural attacks, but despite this, the claws of a bear or teeth of a wolf are incapable of holding a fine edge or point. Rendered in steel, however, it's possible to sharpen these weapons to a fine edge capable of slicing apart either bandit or tomato. Choose one of the creature's Close Combat attacks. That attack gains +1 to its damage flip.
- **Self-Repair:** The creature is capable of repairing the damage to its body or has a high number of redundant systems that allow it to continue functioning long after the primary systems have been destroyed. The creature gains the following Tactical Action:

(0) **Self-Repair:** This character may discard a card to heal 2 damage.

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PLAYER NAME

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CUNNING

RESILIENCE

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CHARGE

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EQUIPMENT

SCRIP

GRIMOIRE

MAGIA	IMMUTO
SPECIAL	

DESTINY

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MIND DESTINY	CARD
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ENDEAVOR DESTINY	CARD
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TWIST DECK

MASKS	TOMES
RAMS	CROWS

FORGE YOUR OWN FATE

Into the Steam takes you north of Malifaux City and into the lands of the Arcanists. This book expands on the options presented in the Fated Almanac, allowing players access to rare magics and new technologies. Inside you will find new options for character creation, including new Pursuits and the ability to play as a sentient machine.

Are you ready to forge yourself anew in the conflicts of the North? Are you ready to venture Into the Steam?

Into the Steam is an expansion book for the Through the Breach roleplaying game. It requires the Fated Almanac to play.



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