

Wyrd

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ONE SHOT

RECRUITMENT DRIVE

THROUGH THE BREACH



RECRUITMENT DRIVE



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RECRUITMENT DRIVE

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

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

Opposing the Guild are the Arcanists. Because Malifaux is so magical, many people develop magical powers when they cross through the Breach. Even those who cross through the Breach without incident often develop powers the longer they reside in Malifaux, almost as if the magic of this new world were seeping into their bodies. The Guild brutally prosecutes those who demonstrate magical prowess, and many of these spellcasters and magic users have banded together beneath the banner of the Arcanists. Though they fight against the tyranny of the Guild, they are not necessarily heroes; their schemes are funded by smuggling and other criminal activities.

There is another threat within the city, however: the Resurrectionists. These necromancers skulk about in the unclaimed parts of the city and within its sewers, stealing corpses for their twisted research and dark machinations. Over the course of this adventure, the players will come into contact with one of these Resurrectionist's minions, the Iron Zombies. These twisted creatures continually seek to abduct new "admissions" into the twisted ranks of their master, the insane Professor Albus Von Schtook.

SCENE I: THE 10:15 TO EDGE POINT

This adventure begins at the Southgate Station, the southernmost railroad station within the city of Malifaux. It's late at night on an unpleasant and rainy evening, and the only people present are the Fated (the player characters), a handful of miserable Guild guards, and a few personnel inside the station.

The Fated are waiting for the 10:15 train to Edge Point, which comes through the city, stops briefly at the Southgate Station, and then continues south to the distant Edge Point Station. Each of the Fated has a reason for being at the Southgate Station, and you should familiarize yourself with these reasons before beginning play.

When the players are ready, read or paraphrase the following text to them:



It's an unpleasant night in Malifaux. Thick clouds blanket the sky, obscuring it and unleashing a steady rain down onto the city. Despite the chill in the air and the way the water seems to work its way into your shoes, you can't help but feel a little grateful for the clouds; you've only been in Malifaux for a short while, and you still haven't gotten used to seeing two moons overhead.

You're currently waiting for a train at the Southgate Station, hunched beneath the covered waiting area a few yards from the train tracks. There are others here with you, huddled up in their coats as they try to stay warm, and despite not knowing them, you can't help but feel a little grateful for the company. There are guards patrolling the area, but they're little more than indistinct shapes in the rain, barely visible in the dull glow of the streetlights.



Allow the players a few moments here to describe their characters or introduce themselves (if they wish), then continue with the following text:



You shift in your seat as you hear the distant sounds of the approaching train, muted by the rain but still audible. Then the train becomes visible, or at least, the light mounted on the front of the engine. Everyone glances up at the clock mounted on the side of the station: 10:15, right on time.

Say what you want about the tyranny of the Guild, at least they're organized.

As the train comes around the bend and into the station, the spotlight mounted on its engine illuminates a half-dozen figures below the raised loading platform, down on the rails. The figures look up as the light catches their misshapen forms, and with growing horror you realize that they're holding pieces of the rail track in their hands.

The train's brakes screech in protest as the engineer attempts to halt its progress, but it's clear from where you're sitting that it's already too late. The train's momentum is going to carry it right into the station.



The figures revealed by the train's light are Iron Zombies, twisted creatures cobbled together from undead flesh and pneumatic technology. The Fated can attempt TN 9 Notice + Cunning Duels to pick out sallow flesh riddled with stitches and numerous mechanical augmentations implanted in their bodies, which is likely enough to identify them as "some kind of undead."

If a Fated succeeds on this Duel with a Tome card (📖), they remember reading a newspaper article a few weeks back that described an attack by "undead creatures with pneumatic augmentations" in one of the eastern slums.

The Fated should only have a few moments to react before you read the next text box. They might shout out a warning to the guards, dive for cover, or start drawing their weapons in preparation for a fight.



There's one final, desperate 'WOOooo-WOOooo' from the train's horn as it chugs toward the station. The misshapen figures on the tracks climb up onto both sides of the raised platform, two on your side of the platform and four more on the opposite side.

In the light of the approaching train, you can see the rain falling on their twisted forms, each one a depraved combination of dead flesh and mechanical parts. Entire swathes of rotting skin have been replaced with iron plates, and their arms have been augmented with wicked-looking blades and pneumatic devices.

No sooner have the strange 'iron zombies' managed to climb up onto the raised platform than the train hits the section of damaged track. There's a deep, rumbling sound that shakes the station as the engine skips the tracks and hits the ground, tossing up dirt and rail ties in front of it like a small wave.

Despite its attempts at deceleration, there's still enough momentum left in the train to send the first car slamming into the back of the engine. The second car slams into the first, and then so on down the line, like a row of screeching, crumpling metal dominoes.

It only takes a few seconds for the train to come to a complete halt, but the undead abominations are already wrenching open battered doors and forcing their way onto the train. A woman inside one of the cars screams in horror as a thick cloud of steam pours out of the engine's damaged boiler and into the rainy night.



At this point, have the Fated flip for Initiative and begin Combat with the Iron Zombies!

It's recommended that you use miniatures and some terrain to keep track of ranges and positioning during this Combat; if you have *Malifaux* or *Through the Breach* miniatures, this is a good time to use them! The train and the covered waiting area where the Fated were sitting are about 5 yards apart; each yard translates to one inch on the tabletop. There are enough streetlights nearby that visibility is not an issue.

The two Iron Zombies on the same side of the platform as the Fated won't notice them until the second round of Combat. This gives the Fated time to draw their weapons and move into position.

Starting on the second round of Combat, the Iron Zombies will take notice of the Fated and shuffle towards them to attack.

The stats for the Iron Zombies can be found on page 18. Any time the Iron Zombies are referenced, you should use these same stats.

THE SLOW CONDITION

If a character becomes **Slow** - most likely from the Mutilate Trigger of the Iron Zombies - they only generate 1 AP on their next Turn. Multiple instances of **Slow** do not stack; if a character becomes **Slow** five times, they still have 1 AP to spend on their next Turn.

During the fight, you can describe the Guild guards as fighting back against the undead, but make sure to keep the action focused on the Fated; how often the guards hit or how much damage they do to the Iron Zombies looting the train isn't important.

The Iron Zombies facing the Fated fight until they're destroyed. Starting on Round 4, the other Iron Zombies (on the far side of the train) will start departing with their pillaged loot, struggling passengers thrown over their shoulders and large crates of mining supplies carried in their thick arms.

These retreating Iron Zombies ignore the attacks of the Fated; if the Fated close to melee range, a single Iron Zombie will break away to fight them (and buy time for its fellows to escape). On Round 5, these additional Zombies retreat down a nearby manhole and into the sewers with their loot.

When the last of the original two Iron Zombies is defeated, read or paraphrase the following:



As the last of the two mechanical undead falls, you slick back the wet hair in your face and try to take stock of your surroundings. There's a distant gunshot from an unseen Guild guard, but for the most part, the battle seems to be over.

Oil and blood are seeping out of the fallen creatures, already washing away in the rain. The rest of the undead saboteurs have disappeared, taking their prizes - the train's passengers and a few crates of mechanical supplies - with them into the night. You're not entirely sure what they plan to do with the prisoners or the mechanical parts, but something in your gut tells you that it won't be anything pleasant.



If the Fated take a few moments to check, they find clear evidence that the people and/or items they were expecting to arrive on the train were taken by the mechanical undead.

SCENE II: AFTERMATH

Once the Fated have had a moment to catch their breath, read them the following text:



Suddenly, you hear two gunshots from up ahead, and a man in a trench coat stumbles into the light of a nearby street lamp. He snaps open the chamber of his revolver in an attempt to reload, but the rain, poor light, and his shaking fingers are making it difficult.

Another of the mechanical undead clomps toward the man as he fumbles with his gun. The steam engine welded to corpse's spine chugs as it pumps black smoke into the rainy night and propels the zombie forward. Its dead eyes stare at the man as it raises a sword-like arm to cut him down...



The man is Travis Daley, a Guild accountant who had the unfortunate luck of being on the train when it crashed. He hid during the initial attack, but was spotted by one of the Iron Zombies when he tried to make his escape.

Go ahead and begin another Combat! This one should go faster than the one before, as the players are more accustomed to their characters and the flow of battle. Plus, there's only a single Iron Zombie.

Travis acts at initiative value 9, just ahead of the Iron Zombie, but it takes him his entire Turn to finish reloading. The Iron Zombie only has to hit Travis twice to kill him, so unless the Fated attack it and draw it's attention away from him, Travis is about to meet a bloody end.

If Travis manages to survive to subsequent rounds, he will attack the Iron Zombie with his revolver. He hits the Iron Zombie each time he fires, dealing 2 damage each time (before being reduced by the Iron Zombie's Armor).

DAMAGED GOODS

If the Fated had trouble with the first Combat, consider making this new Iron Zombie have fewer Wounds. Reducing it to only 3 Wounds will make the fight much easier for the players.

TRAVIS LIVES!

If the Fated manage to save Travis, he's grateful and takes the opportunity to thank them for the help. Read the following text to the players:



The man raises a hand to shield his face from the rain. Now that he's closer, it's not difficult to make out his balding hair or the rumpled, blood- and oil-stained suit beneath his coat.

"Thanks for the help there, friends." He reaches out, shaking your hands in appreciation. "I don't know what I would have done if..." His voice trail off and he grins, happy just to be alive. "Well, like I said, thanks for everything. The name's Daley, Travis Daley."



Presumably the Fated introduce themselves or otherwise start up a discussion with Travis. He's in a minor state of shock - he's never had to fire his gun before, and this is his first train accident, to boot - but he's generally friendly and willing to excuse a few bad manners from the people who just saved his life.

If the Fated doubt that Travis is who he says he is (“He might be working with the undead!”), they can make TN 9 Scrutiny + Cunning Duels to get the feeling that he’s on the up and up (and that this is the most exciting – and frightening – thing that has happened to him in months). If the Fated ask Travis about his profession or make further small talk with him, read the following text:




Travis runs a hand through his balding hair. “Ah, I’m an accountant. For the Guild.” He smiles, a bit nervously, as if aware that many people in the city were less than pleased with the Guild’s draconian methods.

“Mostly it’s nothing too exciting – never anything like this – just numbers and shipments and that sort of thing.” He gestures towards the derailed train. “I was here to sign off on some mining supplies that were heading down south, but right after the accident, those undead...things...tore the door right off the hinges and started hauling the equipment off into the night.”

He bites his lip, as if slightly embarrassed. “I... sort of hid, at first, hoping that they were just after the machinery, but when one of them came after me, well...you saw how that ended.”



Travis has no interest in heading down into the sewers to chase after the Iron Zombies, but the Fated could talk him into helping out on the streets (by waiting for the Guild’s reinforcements to arrive, or to watch over the wounded) with a TN 8 Convince + Intellect Challenge; feel free to give the Fated a  to this Duel, since Travis is eager to help out (in a way that won’t get him killed).

THE WOUNDED

The Iron Zombies managed to carry off some important people (including the ones the Fated were waiting for at the station), but there are still plenty of dead and wounded people in the area; the undead were nothing if not efficient in their work.


Read the following text to the players (especially if any of them are looking for wounded, either to help them or to go through their pockets):



The battle may be over, but the grisly remains of it still litter the station. The station’s guards seem to have taken the worst of the attack, and their corpses are a testament to the brutal efficiency with which the undead machines did their work.

Nearby, a man with sideburns – clearly one of the guards, from his coat – is crumpled against the side of the station, his hand pressed to the deep wound in his chest. It looks pretty serious: blood trickles past his fingers and down to the wooden platform, where the rain washes it away.



The wounded man is Brennus McRae. He will die in a matter of minutes if he does not receive first aid. The Fated will need to make a TN 10 Doctor + Intellect Duel to patch him up and save his life. Each character that helps out will grant the Fated a  to the Duel.

On a failure, McRae dies while the Fated is still trying to stop the bleeding. On a success, though, they manage to stitch him up and save his life. If the Fatemaster decides to make this adventure part of an ongoing campaign, Brennus will remember how the Fated saved his life and could be a useful (if somewhat low-ranking) ally among the Guild once he recovers.

If the Fated decide to search McRae, he has a Collier Navy Pistol (similar to Dr. Nejem’s, with 14 extra bullets in his pockets) and his wallet (containing 7 Guild scrip, the currency of the city).

SCENE III: THE SEWERS

The Fated should want to follow the Iron Zombies into the sewer to retrieve the people and items they seek. If they need some nudging towards this direction, Travis Daley could offer the following (if he survived):



Travis clears his throat, attempting to draw attention to himself. "Ah...I'm not certain why you folk were waiting for the train..." There's a pause, as if he had intended to wait for an explanation, but then decided against it.

"...but when those mechanical zombies took the mining supplies, they carried them off to a manhole cover over that way." He motions to the other side of the train. "I can't authorize any payment from the Guild, but...well, they are very valuable supplies. If they were recovered..." He allows his voice to trail off, leaving the implication of a reward lingering in the air.



The manhole that the Iron Zombies retreated down is easily found, and if Travis or McRae are alive, they can point the Fated towards it. When the Fated approach the manhole or peer inside, read the following:



The manhole's cover has been pushed aside, revealing a dark hole leading down into the sewers. It's fairly wide, almost two and a half feet in diameter, and the iron cover is etched with strange symbols, no doubt a legacy of the city's original inhabitants.

There's a ladder bolted to the side of the wall leading down, and rainwater spills over the edge, forming dozens of tiny waterfalls that cascade down into the darkness.



The Fated will need a torch or lantern to have any hope of following the Iron Zombies through the dark sewers. Fortunately, there are lanterns inside the station office that the Fated can use (all of the station employees have either been abducted or killed by the Iron Zombies or have fled into the night).

Alternatively, they can attempt a TN 8 Notice + Cunning Duel near the site of the train crash to find an overturned lantern or an object that could be used as a torch. Failing that, Travis has a lighter that he will lend the Fated (or that they can take from his corpse, if he didn't survive).

Finally, if Noel Charron's player (or any magical Fated) asks whether or not he can summon some magical light, have him make a TN 10 Sorcery + Intellect Duel. On a success, he produces a ball of light that floats overhead.

Read the following when the Fated finally enter the sewer with a source of light:



The sewer is larger than you would have guessed; the passage is about twenty feet wide, with stone walkways that run along either side of the central channel. The channel is flooded with runoff from the rains, and the cold water laps at the stone walkways as it rushes past you into the darkness. The current looks strong, and you can't imagine where it might lead.

Nowhere good, that's for certain.



The sewers are flooded from the rains, but they're still sewers; anyone tasting the water (or swimming in it) will have an unpleasant taste in their mouth for hours afterwards.

If anyone falls into the water, they can attempt a TN 10 Athletics + Might Duel to catch some grating or a pipe and pull themselves up onto the ledge...albeit quite a bit further down the tunnel. If a character fails three of these Duels in a row, they are swept off into the darkness, never to be seen again.

The Fated can now attempt to track the Iron Zombies, but doing so will require an Ongoing Challenge.

TRACK THE IRON ZOMBIES

SKILLS ALLOWED: Navigation + Tenacity, Notice + Cunning, or Track + Cunning.

TARGET NUMBER: 10

DURATION: 5 Minutes

SUCCESS REQUIREMENT: 6

FAILURE REQUIREMENT: 4

Ongoing Challenges are a way to break time-consuming or complicated tasks into a series of Simple Duels. Multiple characters can participate in an Ongoing Challenge, and these challenges can often be completed using a variety of Skills.

At least one Fated must participate in the Ongoing Challenge, but the other characters can assist or not assist as they wish (though you should mention that they will catch the Iron Zombies faster with more people working to track them). Each Fated participating in the Ongoing Challenge must make a Duel involving one of the allowed Skills against a TN of 10.

On a success, the character adds a Margin of Success to the Ongoing Challenge, plus an additional Margin of Success for every full 5 points by which they exceeded the TN of the Duel.

On a failure, the Fated does not affect the total, unless they failed by a full five points or more, in which case they add a Margin of Failure to the Ongoing Challenge. It's important to track how long it takes for the Fated to reach the Orientation Center. This Ongoing Challenge has a Duration of 5 minutes. That means that every round of Duels takes the characters 5 minutes of time to complete (no matter how many different characters are participating).

If, after this Duration, the Fated have enough Margins of Success to pass the Ongoing Challenge (or enough Margins of Failure to fail it), then the Ongoing Challenge ends and the Fated reap the rewards for succeeding (or the punishment for failing, as appropriate).

If not, a new Duration begins and the Fated may make another round of Duels, and then another, until the Ongoing Challenge is completed (one way or another).

Keep track of how long the Fated take on this Ongoing Challenge, as it affects when they arrive at the Orientation Center in Scene IV.

If the Fated reach 6 Margins of Success, they succeed at the Ongoing Challenge and track the Iron Zombies back to the Recruitment Center. Read this text box to the players, then proceed to Act III:



The sound of rushing water has been your constant companion for some time now, but now you're detecting a new sound from up ahead: the chugging of motors. There are faint hints of smoke, oil, and blood in the air, distinct despite the more common (and less pleasant) odors of the sewer. As you creep forward, you can make out a light from up ahead, spilling out from an arched passage.



If the Fated reach 4 Margins of Failure, however, they lose the trail of the Iron Zombies and the adventure ends. Read this text box to the players:



You wander the sewers for hours, telling yourselves that the undead are just around the next corner, but in your heart, you know that you've lost the trail.

By the time you return to the surface, it's morning; the rain has ended and the sun is just starting to rise in the east. The city of Malifaux seems quiet, but you doubt that you'll be able to sleep anytime soon. You've had your first glimpse at the horrors this new world has to offer, and you've learned that, despite how hard you might try to change Fate, sometimes...Bad Things Happen.



SCENE IV: THE RECRUITMENT CENTER

Having tracked the Iron Zombies through the sewers, the Fated arrive at the Recruitment Center, a large cistern that has been converted into a crude operating room. The Fated may wish to take a moment to reload their weapons or otherwise prepare for the upcoming battle, which is fine. When they are ready, read or paraphrase the following text:



The archway leads to a raised platform, about five feet wide, that looks out over the room below. Stone steps lead down to the left and right, providing access to the strange operating room that's been set up in what appears to be an old cistern. Just about every inch of space has been crammed full of metal gurneys and welding tools, leaving only narrow paths winding between them.



How many Iron Zombies there are in the room and what they are doing when the Fated arrive depend upon how long it took them to complete the **TRACK THE IRON ZOMBIES** Ongoing Challenge from Scene III.



125+ MINUTES



There's nothing but bloodstains, pieces of scrap, and discarded body parts here. The Iron Zombies are gone. You are too late.




35 TO 120 MINUTES



You can't help but feel your heart sink as you glance into the room. There are three Iron Zombies here, each hunched over and making adjustments to four brand new mechanical zombies.

As you watch, their new creations stutter to life - or rather, unlife - glassy eyes rolling in their eye sockets as they flex their new mechanical limbs. With horror, you realize that these twisted creatures are the prisoners the undead abducted from the train. You are too late.



The undead are distracted by their work, and the Fated can take advantage of this to open fire upon the Iron Zombies from a position of surprise; the Iron Zombies will not act on the first Round of Combat, and any attacks made from the raised platform at the room's entrance (which is just big enough to hold two characters) will gain a  to their attack Duels, thanks to their higher ground.

The prisoners are a lost cause; they have been transformed into Undergraduates. If slain, the Fated might still be able to retrieve any objects they need from the Undergraduates' corpses (TN 9 Artefacting + Cunning Duel; on a failure, the object is ruined).

There are three Iron Zombies and four Undergraduates here. It should be a tough fight!

20 TO 30 MINUTES



Five people are strapped down onto the tables, a few struggling weakly from wounds suffered either during the train accident or the resulting fight. In a way, it almost reminds you of an operating theater...albeit one where no care has been given to sterilization or cleanliness.

There are three mechanical zombies in the room, each one hunched over one of the prisoners as they...operate. The view is partially obscured by their twisted forms, but you still catch glimpses of their work: amputated limbs, opened chest cavities, and blood. So much blood. The only sounds are the steady whine of powered circular saws and an unwholesome gurgling sound.



The undead are distracted by their work, which will give the Fated some bonuses, as described above.

The four prisoners being operated upon can still be saved, but will be traumatized by the experience and will need pneumatic limbs to replace the ones they have lost. The fifth prisoner is already dead; his parts are being used to “improve” the others.

There are three
Iron Zombies here.



15 MINUTES OR LESS



Five people are strapped down onto the tables, a few struggling weakly from wounds suffered either during the train accident or the resulting fight. In a way, it almost reminds you of an operating theater...albeit one where no care has been given to sterilization or cleanliness.

There are three mechanical zombies in the room, but they're all clustered in a group around an aethervox. The radio-like device is turned on, and you can hear the soothing tone of a man's voice emanating from its speaker.

“...the ‘common sense’ of the lay man. It is true,” the voice drones on in an academic tone, “that the phrase ‘common sense’ is often considered on par with obvious wisdom, but is that actually the case? The vast majority of people in the world – the ‘common element,’ if you will – do not come from academic backgrounds. They do not know the facts and scientific principles that govern their life and, if given the chance, would be unable to tell the difference between a heart and a brain! Why, then, should we allow the ‘common sense’ of these uneducated masses to dictate scientific policy? Or, for that matter, ethical policy? No, I say that we are beholden not to...”


Remarkably, the undead seem to be ignoring their captives in favor of listening to the lecture.



The undead are listening to a lecture by Professor Albus Von Schtook, a (quite insane) Resurrectionist and the original creator of the Iron Zombies. Unlike many Resurrectionists, Albus sees the undead he has created as his “students” – members of his “University of Transmortis” – and encourages them to perform their own experiments in the arts of splicing necromancy and artifice.


Under his guidance, the Iron Zombies have effectively become self-replicating, though they still require raw materials (i.e., the prisoners and the salvaged mining equipment from the train) to make new "Undergraduates."

The Iron Zombies are distracted by Professor Von Schtook's speech, but even the good Professor can't lecture endlessly, so the Fated only have a few minutes if they wish to stealthily rescue the prisoners. There are five prisoners in all, and any characters the Fated might have been waiting for on the train are among those five. The stolen mining equipment (and those objects needed by the Fated) is resting in a cluttered pile nearby.

If the Fated attempt to sneak down the steps to free the prisoners or retrieve their objects, each character doing so must make a TN 10 Stealth + Cunning Duel; because the Iron Zombies are distracted, the Fated will gain a  to these Duels.

On a success, the character is able to free a single prisoner or secure a single object. The prisoners have a few minor wounds, but are otherwise unharmed. On a failure, however, the Iron Zombies take notice of the character and a Combat begins.


Alternatively, the characters might decide to take advantage of the distraction to open fire upon the Iron Zombies. If they do so, they will catch the undead by surprise and the Iron Zombies will not be able to act on the first Round of Combat.

Furthermore, if the Fated attack from the raised platform at the room's entrance (which is just big enough to hold two characters) they will gain a  to their attack duels against the Iron Zombies below, thanks to their higher ground.


There are three Iron Zombies here.

AFTER THE BATTLE


If the Fated manage to defeat the Iron Zombies, read the following text:




You take a moment to catch your breath. The scent of blood mixes with that of oil and water, hanging heavy in the air like foul incense. You've managed to defeat the last of the mechanical zombies and bring an end to their twisted experiments. They will no longer threaten the city...but where did they come from? Who made them? You shake your head, dismissing these questions. There are more important things to worry about right now.



If the Fated aren't so lucky, read the following text:



As your vision begins to go dark, you see the mechanical zombie reaching down for you with its decaying hand. When you next regain consciousness, your body is unusually numb. You glance to either side of you and see your comrades, or at least, what's left of them. Their bodies are now road maps of stitched flesh and jutting iron prosthetics, and you can see your own horror mirrored in their undead eyes. The Iron Zombies have recruited you into their ranks, and there is so much you have to learn...



This is the end of the adventure, but far from the end of the adventures available in the world of Malifaux with *Through the Breach!*

CONTINUING THE CAMPAIGN

This is the end of this adventure, but if you and your players wish, it need not be the end of the story! The *Fated Almanac* contains all the information the Fated need to continue the adventures of their characters, while the *Fatemaster's Almanac* has tips and advice to help the Fatemaster plan out these adventures.

While the pregenerated characters included in this adventure have been simplified a bit to make them easy to play, for the most part it shouldn't be very difficult to convert them into full Through the Breach characters.

Probably the greatest mystery still remaining involves the Iron Zombies themselves. Professor Von Schtook is still active within Malifaux City, and the Fated might choose to make it their personal mission to hunt him down and end his threat to the city once and for all.

OLIVIA "LIVVY" MADISON

This adventure is Olivia's first taste of "real" action, and it's up to her player to decide if it's what she expected. It might serve as the fuel she needed to become a real bounty hunter - now that she's proven herself in combat against such a terrible enemy, the job offers will start to trickle in - or she might realize that she's really not cut out for this line of work. Unfortunately, travel back to Earth is restricted, so she'll have to save up enough scrip to make a really tempting bribe to some Guild official...

DR. NEJEM

Dr. Nejem is a (somewhat unwilling) agent of the Guild, and it might decide to put his experience with the Iron Zombies to good use. The Death Marshals and Amalgamation Division will both be interested in these twisted undead, and Dr. Nejem could find himself tasked with recovering and dissecting more of the Iron Zombies as the Guild turns its attention to what is happening beneath its city.

KATA JENSEN

Kata is still in debt to Mr. Mullagon, whose motives are just as vague and nebulous as the Fatemaster wishes. Is he a member of the Arcanists? A Guild agent? He might even be a member of the shadowy Ten Thunders crime syndicate. And just what was in the package she was supposed to retrieve from Yang? Her story could twist in any number of ways, depending upon the wishes of the Fatemaster and the direction she wishes for her campaign to take.

NOEL CHARRON

Noel's Arcanist contact may or may not be dead at the conclusion of this adventure. If she survived and he rescued her, she's certain to put her support behind him and bring him into the fold. The Arcanists might even be interested in the Iron Zombies; they're a threat that must be dealt with, and Noel has first-hand experience with them.

Of course, if his contact died, Noel will have to find other allies in the city...with luck, a few of his fellow Fated might be able to help with that.

ROLAN PETROV

Regardless of whether or not Rolan helps his companions search for the Iron Zombies, there's an adventure waiting for him back on his homestead in the Badlands. The Nephilim have always had a fondness for those blasted lands, and it's not inconceivable to think that they might have come across his abandoned home and decided to make the place their own.

WILD BILL

As a sentient machine, Wild Bill's view of the world - and the Iron Zombies - is likely much different than his living companions. If his Arcanist contact survived the adventure, she may be interested in having Wild Bill help investigate the Iron Zombies, as they're a threat that the Arcanists are watching with growing concern.

Alternatively, it could very well be that Wild Bill's master survived his snakebite (and his premature burial); Wild Bill doesn't really know much about human anatomy, after all. Now short one construct and one foot, Wild Bill's master is trying to hunt it down to get some revenge... and to take back his favorite hat.

EXTRA CREDIT

This section provides you with some extra plot hooks that can be used to add time, difficulty, and interest to certain elements of the adventure.

The Fatemaster is encouraged to review these complications before running the adventure in case she needs to add one to the session (either to make the session longer or just because it sounds like fun).

Beyond these, there are many other potential plot hooks that can be used to provide interesting scenarios for the Fated, and Fatemasters are encouraged to take advantage of whatever opportunities they see.

SCENE I: ADVANCED INSTRUCTION

Recruitment Drive is intended to introduce new players to the world of *Through the Breach*, and as a result, the opening fight with the Iron Zombies is not too difficult.

If you have an experienced group or simply wish to make the fight more difficult, you can have Instructor Fistula arrive at the start of Round 3 to check in on her students. This will make the fight (and the rest of the adventure) much more difficult, so don't be afraid to have Instructor Fistula withdraw if she ends up being too much for the Fated to deal with.

When Instructor Fistula arrives, read the following text:



Suddenly, something leaps out from behind the wreckage of the derailed train and lands upon the roof of the nearest car with a heavy thud. It's body is similar to the mechanical undead that attacked the train, but it is emaciated and sleek where the others are bulky and shuffling.

It hisses at you, exposing rotting teeth and a face hidden behind a stylized iron mask. Then it backflips from the back of the train and lands in front of you, right in the middle of the action...



INSTRUCTOR FISTULA

Enforcer (7), Undead, Construct, Academic, Horror

<i>Might</i> 2	<i>Grace</i> 3	<i>Speed</i> 3	<i>Resilience</i> 2
<i>Charm</i> -3	<i>Intellect</i> 2	<i>Cunning</i> 2	<i>Tenacity</i> 3
<i>Defense</i> 5 (12)	<i>Walk</i> 6	<i>Height</i> 2	<i>Initiative</i> 3 (9)
<i>Willpower</i> 5 (12)	<i>Charge</i> 7	<i>Wounds</i> 8	

Skills: Alchemy 2, Artifacts 2, Doctor 3, Engineering 2, History 1, Literacy 1, Mathematics 2, Melee 3, Shotgun 3, Toughness 3, Track 2,

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

Direct Supervision: Friendly Academic Minions within 6 yards of this character increase their Acting Values (AV) by +1.

Hard to Wound +1: Damage flips against this character receive .

(1) Serrated Dissectors (Melee)

AV: 5 (12) ===== Rg: 2 ===== Resist: Df
Target suffers 2/3/5 damage.

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

(1) Experimental Flechette Gun (Long Arms)

AV: 6 (13) ===== Rg: 8 ===== Resist: Df
Target suffers 2/3/4 damage. When this Attack Action deals Moderate or Severe damage, it also damages every target within 2 yards of the target.

(0) Leap

Once per Turn, this character may move its Charge Aspect in yards, ignoring intervening characters during the move.

SCENE II: LAB WORK

There were two additional passengers on the 10:15 to Edge Point: Katie Barzetti and her eight year old son, *Ciro*. They came through the Breach earlier today and were on the way to Edge Point to meet up with Franklin, Katie's husband. When the Iron Zombies attacked, they were thrown from their seats; Katie hit her head and was briefly knocked unconscious, and *Ciro* saw one of the undead, became scared, and ran away in search of someplace to hide. Katie has recently regained consciousness and is understandably hysterical about her missing son.

Read the following text to the players at any point during the Scene, preferably before they've decided to head down into the sewers:



An olive-skinned woman in a green dress staggers towards you, her feathered hat hanging askew from the bun of her dark hair. There's a nasty bruise forming on her forehead, and from the way she's walking, it looks like she's lost a heel somewhere.

"Please," she calls out, leaning against the train as she tries to catch her breath. "My son, *Ciro*... he's gone missing! Please help me find him!"



This takes place after the Iron Zombies have made off with their "recruits," so there are already multiple people missing from the train, but if any players took notice of the retreating undead, feel free to mention that none of them appeared to be children. If the Fated seem convinced that *Ciro* was taken by the Iron Zombies, Katie insists that he's a smart boy, but timid, and that he probably ran off to hide somewhere.

In fact, *Ciro* did exactly as his mother assumes and hid beneath a train car. Unfortunately, the car's axle was damaged during the attack and collapsed when he accidentally kicked it, and now he's pinned.

If the Fated go searching for *Ciro*, Katie will accompany them, calling out to her son in a worried voice. Have the Fated make TN 9 Notice + Cunning Duels; on a failure, there's no sign of him, and Katie breaks down in tears as her boy bleeds to death beneath the train.

On a success, however, they find *Ciro* and you can read the following text:



You catch sight of a small hand poking out from beneath one of the cars towards the end of the train. The scene paints a grisly picture: a scared boy seeking shelter, a derailed train with a damaged axle that must have given way after the boy jostled it with his foot...

But wait, the hand just moved! Could the boy still be alive under there?!



Ciro's leg is pinned beneath the train car and he's losing blood, but he's still very much alive (and just now regaining consciousness). The Fated have a few options when it comes to saving him, but there's only time to try one:

- **Lift the Car (Might):** A TN 12 Labor + Might Duel allows a Fated to lift the train car just enough for someone else to pull *Ciro* to safety.
- **Lift the Car (Smarts):** A TN 10 Engineering + Intellect Duel allows a Fated to find a strong steel pipe that can be used as a lever to lift the train long enough for someone to save *Ciro*.
- **Amputation:** A TN 10 Doctor + Intellect Duel allows a Fated to safely amputate *Ciro*'s leg, saving him at a cost. On a failure, he bleeds out during the operation.

If *Ciro* is saved, his mother scoops him up and hugs him closely as she thanks the Fated. Both she and her husband will owe a debt to the Fated, perhaps one that can be repaid in a future adventure. If *Ciro* perishes, however, they'll be much less thankful...

SCENE III: FIELD TRIP

The Fated's trip through the sewers might be more eventful than the relatively straightforward advance described in this scene. The following are small encounters the Fated can come across during the **TRACK THE IRON ZOMBIES** Ongoing Challenge; just have the players flip over the top card of the Fate Deck and then use the encounter with the matching suit, which adds a bit of a "random encounter" element to the adventure (reflipping any duplicates).

Don't worry about tracking the amount of time the Fated spend at each encounter; for the most part, any time that passes during these encounters won't affect how long it takes them to finish the Ongoing Challenge. These are meant to be flavorful additions to the challenge, and you shouldn't penalize your players for taking the time to enjoy them.

♣: Trip-Wired Trap

The Iron Zombies have rigged up a crude incendiary trap to keep people from following them. Have the Fated make TN 10 Notice + Cunning Duels; if at least one of them succeeds, they notice the disguised explosives on one end of the passage and can warn their companions before it's too late. After that, it's a simple matter to either step over the trip wire (though the Fated could also attempt a TN 9 Explosives + Intellect Duel to disarm the incendiary trap, with a failure causing it to explode in their face).

If the Fated set off the trap, everyone within 3 yards can attempt TN 10 Toughness + Resilience Duels; on a failure, the character suffers 2 damage and is knocked to the ground, while a success just knocks them down.

Jokers: Hidden Cache

There's a battered Pneumatic Chainsaw resting atop a pile a rubble. It's not functional, but with a TN 10 Engineering + Intellect Duel, the Fated can get it working again (or break it forever on a failure).

WEAPON (HEAVY MELEE)	RANGE	DAMAGE
Pneumatic Chainsaw	♣ 2	3/4/5
This weapon ignores Hard to Wound.		

✕: The Sewer Ghost

In a stretch of sewer tunnel, the Fated find the gnawed remains of a human corpse beneath some fallen masonry. Intact bullets glint from a chewed up and mouldering box of ammunition near the corpse

There are 21 bullets in the box, but disturbing it will rouse the corpse's angry spirit. The skeleton pounces towards any character reaching for the bullets, releasing a terrible scream before collapsing into mouldering bones. The Fated can attempt TN 10 Centering + Tenacity Duels; any that fail are unnerved and leave the area (and bullets) behind.

📖: Enchanted Fungus

The trail leads through a stretch of sewer that is heavily overgrown with dark green mold and small, white mushrooms. The first three Living characters that pass through the fungal passage each heal 2 damage as the mushrooms turn progressively darker, until they eventually shrivel away into dust.

🐊: Gator Ambush

Suddenly, a muck-crusted gator lunges out of the murky water and tries to bite the nearest character!

SEWER GATOR
Minion (6), Living, Beast

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

Skills: Melee 2, Notice 2, Toughness 1, Wilderness 2

Grab On: This character gains + to attack flips against characters it has successfully attacked earlier this turn.

(1) Fearsome Jaws (Pugilism)
AV: 5 (11) ===== Rg: ♣ 2 ===== Resist: Df
Target suffers 2/3/4 damage.



IRON ZOMBIE

Minion (5), Undead, Construct, Horror, Academic

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

Skills: Artefacting 1, Evade 1, Melee 2, Notice 1, Stitching 1, Toughness 2

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

Hard to Wound +1: Damage flips against this character receive ☐.

(1) Dissectors (Melee + Might)

AV: 5 (10) ===== Rg: 1 ===== Resist: Df
Target suffers 2/3/5 damage.

📖 *Mutilate:* After damaging, the target gains Slow.



UNDERGRADUATE

Peon (4), Undead, Construct, Horror, Academic

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

Skills: Melee 2

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

Hard to Wound +1: Damage flips against this character receive ☐.

(1) New Dissectors (Melee + Might)

AV: 5 (10) ===== Rg: 1 ===== Resist: Df
Target suffers 1/3/4 damage.



TRAVIS DALEY

Minion (5), Living

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

Skills: Bureaucracy 2, History 2, Literacy 2, Notice 2, Mathematics 3, Pistol 1, Scrutiny 1

Better Part of Value: Travis cannot declare Charge Actions. Instead, his Walk has been increased by +2.

(1) B&D Pocket Revolver (Pistol + Grace)

AV: 4 (9) ===== Rg: ⚔6 ===== Resist: Df
Target suffers 2/3/3 damage. Capacity 4, Reload 2



BRENNUS MCRAE

Minion (5), Living, Guardsman

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

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

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

(1) Collier Navy (Pistol + Grace)

AV: 4 (9) ===== Rg: ⚔12 ===== Resist: Df
Target suffers 2/3/5 damage. Capacity 6, Reload 2


OLIVIA "LIVVY" MADISON

Fated, Living, Gunslinger

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




Skills: Bewitch 1, Convince 2, Evade 3, Literacy 3, Mathematics 1, Notice 1, Shotgun 3, Teach 1, Toughness 2, Track 1

Finger on the Trigger (Gunslinger): When Olivia fails a Ranged Combat attack (such as with her Chesterfield Model 1887/01) during Combat, she may draw a card from her Twist Deck.


Honest: Everyone can tell that Olivia has an honest nature. She gains  to all Convince duels with characters who are not actively trying to harm her.

Languages: English, French, German

(1) Chesterfield 1887/01 (Shotgun + Grace)

AV: +5 ===== Rg:  12 ===== Resist: **Df**
Target suffers 2/3/5 damage. This weapon gains a  to the damage flip. Capacity 5, Reload 3.
 *Aim Low:* After damaging, the target becomes **Slow**.

(1) Shotgun Stock (Melee + Might)

AV: -3 ===== Rg:  1 ===== Resist: **Df**
Target suffers 1/2/3 damage. Olivia may not Cheat Fate on this attack duel.

OLIVIA "LIVVY" MADISON

Olivia "Livy" Madison was born to a wealthy New England family with a prestigious bloodline. Her father was a professor at Yale University, and her mother was a socialite of the highest order. Unfortunately, none of that seemed to rub off on Olivia, who would much rather have been playing cowboy with the boys. She put up with her family's demands for much of her life, but after Jacob Miller (the stuffy son of one of her father's stuffy friends) proposed to her, she snatched her father's pocket book and some of her mother's jewelry and ran away.

The first few weeks were exciting for Olivia, and she resolved to become a gunslinger just like the stories she had heard growing up. Unfortunately, she wasn't that great of a shot with a pistol, but once she switched to a shotgun she started to have better luck with things. She managed to pull in some minor bounties and eventually saved up enough money to come to Malifaux, "where the real action is."

Olivia's been in Malifaux about a week now, and it hasn't been as easy as she had hoped. Right now, she's on the trail of the Delfias Brothers, Tommy and Geno, who are wanted by the Guild for acts of petty larceny, sedition, and improper relations with farm animals. She's learned that Tommy's going to be on the train that's arriving tonight, and if she can bring him in alive, Olivia will be well on her way to living the life she always wanted. Plus, she'll finally be able to afford some food (the ticket to Malifaux cost most of her savings).

Gear: Chesterfield Model 1887/01, 30 bullets, Wanted Posters (Tommy and Geno Delfias)

Destiny: "When your death rattles at the door you will refuse to open the tome, for the hunter shall lay down to sleep upon the lilies. The end will find him in the garden and the motion stutters and shudders."

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

NOEL CHARRON

Noel Charron grew up in New Orleans, an apprentice to his family's funeral business. He spent his formative years at the side of his father, watching as he prepared the bodies of the dead for burial. As a teenager, Noel started seeing Flavie St. Paul, a strange but alluring young woman whose family stretched back to the city's first days. She and Noel spent many days in her family's rotting mansion, exploring rooms that had been abandoned for decades. It was there that he found the tome, and from it the two of them learned the first few hints of dark magic.

But something went wrong and Flavie...changed. When she attacked Noel, raving about tearing out his soul to fuel her own power, he was forced to fight back and kill her. The experience left him soured and bitter, and he came to Malifaux in an attempt to leave the swamps of Louisiana behind him. He had barely crossed through the Breach when his marginal magical powers flared up to a dozen times their previous strength, which put the Guild's Witch Hunters on his trail. He's been hiding out for the past three weeks, surviving off of rats and avoiding the patrols however he can.

Fortunately, things have recently started to look up for Noel. He's been contacted by the Arcanist organization and offered a place in their ranks - safety, security, and people to help him better control his magical talents - but he's only got one chance to make a good impression upon their recruiter. She's arriving on the train tonight for their meeting, and he's willing to risk the Guild patrols for this one chance at a real life. He's tired of being hunted and just wants someplace to fit in.

Gear: Thick Tome (Noel's Grimoire), Locket (Flavie's picture inside), Black and white photo of his contact.

Destiny: "If you refuse the hero's call, he will shade your tired eyes, and wet your thirsty lips as the living wither from your grasp. Only in death with the pilgrim be free, and with a whisper you will sunder the walls."

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

NOEL CHARRON

Fated, Living, Dabbler

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

Skills: Alchemy 1, Bureaucracy 1, Centering 3, Convince 1, Deceive 2, Evade 1, Intimidate 1, Literacy 1, Necromancy 1, Notice 2, Scrutiny 1, Sorcery 3, Stitching 1

Epiphany (Dabbler): When Noel fails a Magic duel (such as with his Seize Undead or Spirit Blast spells) during Combat, he may draw a card from his Twist deck.

Great Fate: Fate smiles upon Noel, allowing him to manipulate it more easily. He draws an additional card into his Twist Hand at the start of the game.

(1) Spirit Blast (Sorcery + Intellect)

AV: +4 == TN: 7 == Rg: 5 == Resist: Df

Target suffers 1/2/3 damage. This damage ignores Armor and Hard to Wound.

Immuto (Increase Range): Before flipping, you may increase the TN by +2 to increase the range by +5.

Immuto (Increase Damage): Before flipping, you may increase the TN by +2 to increase the damage to 2/3/4, or by +4 to increase the damage to 3/4/5.

(1) Seize Undead (Necromancy + Tenacity)

AV: +3 == TN: 10 == Rg: 5 == Resist: Wp

Target Undead takes a (1) AP Action of your choice. This Action may not force the target to sacrifice itself, but you could force it to attack its allies (as if it were a Fated, though it cannot Cheat Fate) or walk into a dangerous area.

Immuto (Increase Range): Before flipping, you may increase the TN by +2 to increase the range by +5.

KATA JENSEN

Fated, Living, Drudge

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

Skills: Acrobatics 1, Athletics 3, Evade 3, Labor 2, Navigation 1, Notice 1, Pneumatics 2, Pugilism 3, Toughness 1



Hard Day's Night (Drudge): When Kata fails a Training duel (such as Acrobatics, Athletics, Notice, or Toughness), she may draw a card from her Twist deck.

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

Pneumatic Might: Once per Combat, before flipping for a duel, Kata may increase her Might by +5 for the duration of that duel.


Languages: English

(1) Pneumatic Fist (Pugilism + Might)

AV: +6 ===== Rg:  1 ===== Resist: **Df**
Target suffers 2/3/4 damage. This weapon gains a  to the damage flip.

 *Rabbit Punch:* After succeeding, you may make another Pneumatic Fist attack against the same target, without spending any AP. This second attack may not declare Triggers.

(1) Thrown Rock (Thrown Weapons + Grace)

AV: -1 ===== Rg:  6 ===== Resist: **Df**
Target suffers 1/1/2 damage. Kata may not cheat this attack flip.

KATA JENSEN

Kata's father left when she was young, leaving her to be raised entirely by her mother. The bills were paid by her mother's stage performances, which left Kata plenty of time to get into trouble. She grew up as a bit of a wild child, always getting into fights and exasperating her mother, who just wanted her to grow up and be "a proper young woman." When she finally died in a stage accident, Kata hit the road, never looking back.

It's been years since that day, and Kata's mostly survived by taking up odd jobs and participating in street fights for cash. It hasn't been an easy life, but it's one that Kata is comfortable with...at least, until she started working as an enforcer for the mob. It went bad and she ended up getting arrested and sentenced to fifteen years in prison. The state sold her prison term to the Guild and she was brought to Malifaux to work in the mines as a convict laborer. Barely a week into the job, Kata lost her right arm to a pneumatic mining machine. She couldn't work any longer and the Guild didn't want to bother with feeding her, so they tossed her out onto the streets, effectively commuting her sentence because she wasn't worth the cost of a bullet.

The past month has been rough, but Kata finally had a stroke of good luck in Mr. Mullagon. When she was on the verge of death, he picked her up, gave her a place to live, and even arranged for her to receive a pneumatic arm to replace the one she had lost to the Guild. In exchange, she runs errands for Mr. Mullagon...like the one tonight. There's a man arriving on the train tonight who goes by the name of Yang, and Mr. Mullagon wants the package he's carrying. Yang's unlikely to part with it easily, but Kata's never been the sort of woman to ask nicely for things.

Gear: Pneumatic Right Arm (it's not coming off!), business card (Mr. Mullagon), Flask of Booze.

Destiny: "As your hands of flesh touch feet of steel, the mud flows like a river into the sky as you remember the mirror and shatter the stream. The halo slips around your throat like a noose and the leaf will sink as the stone floats."

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

DR. FAREED NEJEM

Dr. Fareed Nejem is Egyptian, though he is not especially proud of that fact. His youth was spent learning science and artifice from his mother, who had been contracted by the Egyptian government to construct a weather machine. Her work ended up being confiscated by the Guild, who raided their home, arrested his mother, and shipped Fareed off to boarding school. To this day he does not know what happened to her.

Fortunately, the Guild saw the promise in Fareed's keen mind and pushed him to enter medical school. He fell in love with one of his nurses, Haniyya, and eventually they were married and had a daughter, Fatma. Nejem set up a private practice in Cairo and was doing well for himself...until the Guild yanked his leash and forced him to move to Malifaux to serve as a physician for their guards. Refusal wasn't an option. The Guild supplied him with a firearm (standard issue), but he's never had cause to use it.

Fareed has been in Malifaux about two months so far, and it's been one setback after the next. The worst by far came when a rat bit his daughter's arm. The wound got infected and he was forced to amputate, and Fatma has been depressed and listless ever since. Fareed is determined to give her a normal life, however, and took out a substantial loan to purchase a pneumatic limb that was sized for a child. It's coming in on the train tonight, and he hopes it will bring the smile back to her face.

Gear: Scalpel, Doctor's Bag, Collier Navy, 30 bullets, Black and white photo of his wife and daughter.

Destiny: "When you accept your fates on the river, you will not heed the mentor, and upon wings of fear you will approach the tower. The shards you pass through leave a bloody trail, and it is the Emperor who will bring the gift."

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


DR. FAREED NEJEM

Fated, Living, Academic

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


Skills: Artefacting 4, Doctor 3, Engineering 2, Evade 1, Literacy 1, Melee 1, Notice 2, Pistol 1, Scrutiny 1, Toughness 1

Avid Student (Academic): When Fareed fails an Academic duel (such as Engineering, History, or Literacy), he may draw a card from his Twist deck.


Cynic: If it sounds too good to be true, Fareed is likely to call someone a liar. He gains  on any duel made to resist deception.

Languages: English, Arabic

(1) Scalpel (Melee + Might)

AV: -1 ===== Rg:  1 ===== Resist: Df
Target suffers 1/2/3 damage. This attack ignores Hard to Wound.

(1) Collier Navy Pistol (Pistol + Grace)

AV: +4 ===== Rg:  12 ===== Resist: Df
Target suffers 2/3/5 damage. Capacity 6, Reload 2

(1) Stitch Up (Doctor + Intellect)

AV: +5 ===== TN: 5 ===== Range: 1 yard
You perform First Aid on a Living character within range that has not received First Aid in the past hour. On a success, the target heals 1 damage, plus 1 damage for every five points by which you exceed this Action's TN.

 **Wrapped in Gauze:** On a success, the target does not count as having received First Aid.

ROLAN PETROV

Fated, Living, Pioneer

<i>Might</i> 2	<i>Grace</i> -1	<i>Speed</i> 0	<i>Resilience</i> 1
<i>Charm</i> -1	<i>Intellect</i> -1	<i>Cunning</i> 0	<i>Tenacity</i> 0
<i>Defense</i> 4	<i>Walk</i> 4	<i>Height</i> 2	<i>Initiative</i> +1
<i>Willpower</i> 2	<i>Charge</i> 4	<i>Wounds</i> 8	

Skills: Athletics 1, Barter 1, Carouse 1, Evade 2, Farming 1, Homesteading 1, Husbandry 1, Labor 1, Melee 3, Notice 1, Shotgun 1, Toughness 3, Track 2

Rugged Individual (Pioneer): When Rolan fails a Training duel (such as Husbandry, Scrutiny, or Track), he may draw a card from his Twist Deck.

Gruff: When Rolan speaks, it is done so directly and with so little inflection that he is difficult to read. Social duels made against him suffer a \square .

Languages: English, Russian

(1) Hand Axe (Melee + Might)

AV: +5 ===== Rg: /// 1 ===== Resist: Df

Target suffers 1/3/4 damage.

✖ *Bloody Mess:* After killing the target, draw a Twist Card and then discard a Twist Card.

(1) Solberg Inertia Shotgun (Shotgun + Grace)

AV: +0 ===== Rg: r 12 ===== Resist: Df

Target suffers 2/3/4 damage. If this attack deals Moderate or Severe damage, all characters within 2 yards of the target suffer the same amount of damage. Capacity 5, Reload 3.

ROLAN PETROV

Rolan Petrov grew up in Saint Petersburg, where he worked alongside his parents and hundreds of others to keep the Winter Palace clean and in good repair. This was easier said than done, as the Undying Tsar was the target of multiple assassination attempts, and eventually, a poisoned gas bomb claimed the life of Rolan's parents. He turned his back on his home country, traveling north to the Grand Duchy of Finland, then to Sweden, and eventually across the ocean to America.

Along the way, he worked at various farms and ranches, never staying more than a few months before drifting onwards. He soon came to enjoy working the land and seeing the product of his labors rising up from the ground, and he resolved to find a patch of land to call his own. Unfortunately, land cost money, and he just wasn't able to save up enough cash to have any real hope of making his dream come true.

Then, he saw a poster offering free travel and a plot of land to anyone willing to travel to Malifaux and spend seven years working the land. Even though he had heard that Malifaux was dangerous, it seemed like the perfect answer to his prayers.

It wasn't. The Guild gave him a blasted and cracked square of his own personal wasteland out in the middle of nowhere, so dry that even the few sparse thunderstorms that came through barely seemed to do much more than wash the topsoil away. Rolan eventually ended up getting a good deal on an irrigation machine that might very well be his last chance to turn things around...all he has to do is unload it off the train and then somehow get it back to his homestead along with a few other items he purchased earlier today.

Gear: Hand Axe, Solberg Inertia Shotgun, 30 bullets, Farming Books Packets of Seeds.

Destiny: "When the gears turn upon the story best forgotten, an empty grave will fill with melody as you begin, so shall you end. Only in death will the pilgrim be free, and it cackles from the locket."

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

WILD BILL

Wild Bill isn't a terrible person. In fact, it's not a person at all; it's a machine that was built to assist its master with questionable activities such as cattle rustling, forgery, and banditry. Unfortunately, Wild Bill's master was bitten by a rattlesnake and slowly died while Wild Bill fretted about and tried to make him comfortable. After he passed, Wild Bill buried him in a shallow grave, taking only his fancy hat as a means of remembering its creature.

The past few months since then have been difficult for Wild Bill. It tried its hand at banditry and earned a tidy amount of scrip, but found that without any need to eat or drink, it really didn't have much use for the cash. Furthermore, it didn't like threatening humans very much, or when they fired their bullets back at it. But when it tried to approach them peacefully, they either treated it like a mindless construct or became very uncomfortable when they realized that it had just as much free will as they did.

Wild Bill eventually took to wearing a long coat and hoping that nobody would look too closely at its metallic body. It drifted through the slums of the city, watching the humans from a distance and debating with itself whether it should approach them or leave them be. As it turned it, it was a human who approached Wild Bill. She said that she was a member of a group calling itself the Arcanists, and that there was a place for it among their ranks.

Well, she didn't have to ask twice for Wild Bill to leap at the offer. It's been instructed to wait at the train station for an Arcanist engineer who will set it up with someplace to stay and help it integrate with the rest of the organization, and that's just where Wild Bill has been for the past hour. It'll be good to finally be able to talk with humans who don't seem upset by its artificial nature.

Gear: Alpine Machine Gun (built into arm), 90 bullets, Lockpicking kit, Awesome Hat.

Destiny: "Under the bright colors of the Grand Dance, the curse of the land will be your savior, and you will dance among the flowers. It whispers with the voice of a demon, and the blood that spills shall cleanse you."

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

WILD BILL

Fated, Construct, Criminal

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

Skills: Deceive 3, Forgery 2, Lockpicking 2, Long Arms 2, Notice 3, Scrutiny 2, Stealth 1, Toughness 1, Track 2

Opportunist (Criminal): When Wild Bill fails an Expertise duel (such as Forgery, Lockpicking, Scrutiny, or Track), it may draw a card from its Twist Deck.

Armor +1: When Wild Bill takes damage, it reduces that damage by 1 point (to a minimum of 1).

Construct: Wild Bill is immune to any Condition that references a living anatomy (such as suffocation). It may not be healed with Dr. Fareed's **Stitch Up** Action.

Languages: English

(1) Alpine Machine Gun (Long Arms + Grace)

AV: +5 ===== Rg: 12 ===== Resist: Df
Target suffers 2/3/5 damage. Capacity 18, Reload 4.
☞ *Full Auto:* After damaging, immediately make another attack with this weapon against a different target. This extra attack may not declare Triggers.

(1) Steel Fist (Pugilism + Might)

AV: +0 ===== Rg: 1 ===== Resist: Df
Target suffers 0/1/2 damage. Wild Bill may not Cheat Fate on this attack duel.

FACE OFF AGAINST THE IRON ZOMBIES!

Professor Albus Von Schtook is looking for new students to enroll in his University of Transmortis. In the dark of the night, his students – twisted abominations of mechanical engineering and the darkest necromancy – crawl up from the sewers, seeking unsuspecting victims to drag back to their subterranean classrooms. Those who are killed in the struggle are the lucky ones.



Recruitment Drive is a one shot adventure for the Through the Breach roleplaying game. This adventure contains six pregenerated characters and an adventure focusing on the twisted alumni of the University of Transmortis.



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