

Penny Dreadful

IN DEFENSE OF
INNOCENCE

Wyrd



THROUGH THE BREACH



IN DEFENSE OF INNOCENCE

A PENNY DREADFUL

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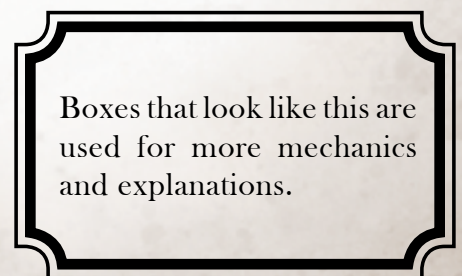
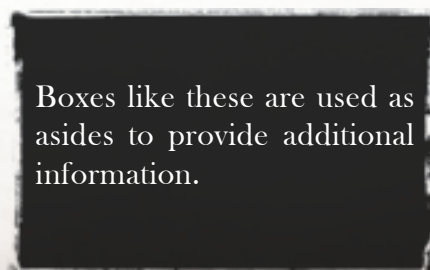
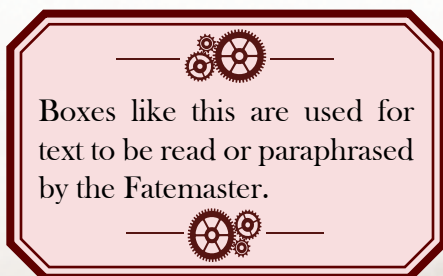
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GUIDE TO RESOURCES

Below are the three types of call out boxes that are used in this adventure. Each has a different purpose and is designed to help the Fatemaster more easily find the information they need.





CHAPTER I: THE FOUNDING

You hold in your hands the first of the “Penny Dreadful” sourcebooks that expand upon the adventures your Fated can find in the world of Malifaux and in the *Through the Breach* roleplaying game. This particular book describes a contract town in the Badlands known as Innocence—a small settlement that is in serious danger of being utterly destroyed. Of course, the Fated may have something to say about that!

The residents of Innocence are not simply sitting idly by while their doom approaches. Different citizens are attempting to protect the town in their own ways. However, not everything in the town is as it seems, and the Fated may encounter more challenges from the populous than the Neverborn.

The Fated must navigate the web of alliances, ambitions, and treasons to save the citizens of Innocence. Failure holds dire consequences for the residents and the town.

The book culminates in a grand adventure in the style of films such as the *Seven Samurai* or *The Magnificent Seven*, where a small band of heroes defends a town against an imminent threat. There are many reasons why the Fated may decide to help Innocence. Many different factions in Malifaux have a growing interest in the town, but the players may find other reasons they wish to protect the town of Innocence as they interact with its people and learn its history.

Innocence has a veritable bounty of issues. The conflict between different factions struggling for control spills into the upcoming mayoral election, and the economic possibilities in the town have created plenty of bad blood and new alliances. Ultimately, each Fated's choices will decide what happens to Innocence in the aftermath of the Neverborn's final attack.

OVERVIEW

This book presents the town of Innocence as a setting for adventures in *Through the Breach*. Innocence is a vibrant, interesting town with plenty of story hooks to keep the Fated occupied. Not only is the town's setting highly useful for the adventure bundled within this book, but Innocence will continue to grow and expand in future adventures... should the town survive.

Chapters 1 and 2 are mostly public knowledge, and can be provided to the players. That said, it is better to allow them to discover most of the information organically if possible.

CHAPTER 1: THE FOUNDING

This chapter is written by a reporter and resident of Innocence named Allison Dade. Ms. Dade describes the history of Innocence and some of the not-so-secret secrets of the town. This information is essentially public knowledge, as it could be discovered by reading the various rag sheets Ms. Dade has released in her time in Innocence.

CHAPTER 2: THE TOWN

This chapter, also written by Allison Dade, serves as a guide to the four sections that make up the town of Innocence. The various locations, businesses, and politics of the town are all described within. The information found within is public knowledge, it may also be revealed via the Herald.

CHAPTER 3: THE DEFENSE

The main adventure of this Penny Dreadful is found in this chapter: the threat facing Innocence is exposed and the Fatemaster is presented with a number of ways for the Fated to fight against it. Defending the town is not a matter of one simple fight—there is much to be done in order to ensure that Innocence has a future.

CHAPTER 4: PERSONALITIES

This chapter provides the Fatemaster with insights and profiles for the most important and influential residents of the town. If you are playing *In Defense of Innocence*, this section is reserved for the Fatemaster.

This chapter also includes some other profiles that may come in handy during the adventure.

CHAPTER 5: COMPLICATIONS

This chapter presents a number of additional adventure hooks that a Fatemaster can use to give the Fated more challenges in Innocence. It also provides a number of hooks you can use to draw your players to Innocence for the first time.



Allison Dade

INNOCENCE UNMASKED

My name is Allison Dade, and I live in the town called Innocence. This town has a hidden history that is anything but innocent, however, and I'm here to uncover its secrets. Someone has to show the people of Malifaux what serpents are in this place before they clasp it to their breast. Someone like me.

Innocence is what most would call a typical Badlands Contract Town. Nearly six hundred souls called it home at its peak, although recent events have driven that number down to nearly half. It lies more than two weeks travel by foot or cart away from the gates of Malifaux or ten days by hard riding.

To a newcomer, Innocence looks like you'd expect—dusty streets, wooden boardwalks, a carriage station, and the hard-eyed looks of residents who do not care much for strangers. A closer look reveals that most of the town's buildings are constructed from the Badlands' native knotwood trees, with a notable exception being a region at the center of town known as the Central District. The buildings there are made of gray, gritty stone, with strangely thick, heavy doors and walls carved with strange symbols. A well is enshrined within a stucco pavilion adorned with cherubs and saints, and the mayor's mansion looms over the center of town. The Central District shows that Innocence is a deception: what you see on the outside is vastly different than what lies within. There are four sections to the town and each has its individual part to play in the masquerade that we call Innocence.

Before I pull back the mask, however, I have to begin at the beginning. If I do not, I risk succumbing to the quiet disguise of this sleepy town—and I've worked too hard, come too far, to stop now. If the tale of Innocence is to be told, let it be told right. And thus, I must first speak of the town's founding.

THE LOST CARAVAN

Many who come to Malifaux do so not of their own free will but are brought by the Guild as convict laborers to serve out their sentences working the mines and

carving out Soulstones for the rich and powerful. Some transports of convicts are sent on the rail to Ridley or Edgeport Station and beyond. Four years ago, one such transport was dispatched to work a mine in another Badlands settlement. The Guild guards and overseers gathered together the convicts, chained them together in a long coffle and led them out into the wasteland.

Their destination remains unknown today—any hint of its name or residents vanished into the dust, just one more casualty of the Badlands. During the journey, the caravan nearly met the same fate. Neverborn raids after dusk nearly every day and the harsh conditions of the wastelands took their toll upon the caravan. The number of Guild guards and overseers began to dwindle almost immediately, but the convicts locked up in the center of the caravan were spared the worst of it.

Eventually, the guards had lost enough of their number that convicts managed to overpower their captors and escape. The leader of this daring act was a man named Terrence Nelson, a former rail-line worker Earthside that was rumored to have been framed. Nelson was, by all accounts, a capable and charismatic man. He rallied the survivors and led them out into the Badlands seeking a place to shelter from the elements and avoid the threatening creatures of the wastes.

Some say that Nelson's original goal was to locate Latigo, the town founded by the famous Ortega clan. Latigo was the closest major town geographically, and it could have provided some much-needed protection for the town. I don't know if this theory is true—but a lot of trouble would have been spared had he gone there.

HUNGER LEADS TO HOME

The Badlands are unforgiving to those who are unprepared to face its challenges, and Nelson's men faced a shortage of both food and water. Fighting broke out amongst the convicts and Nelson was left with one solution, born of desperation. He enlisted one of the more imposing convicts to help him establish order. He chose none other than Hannibal Crowe, a former factory owner Earthside often called 'Old Blackfeather'.

Crowe's brutal methods kept the other convicts in line and crushed any hint of a coup against Nelson. However, keeping everyone in line did little to alleviate

their supply shortages. Many men were suffering from hunger pangs, dizzy-spells, and weakness, whilst several others simply collapsed into the sands to be forgotten. It was a gaunt and starving band of survivors who eventually stumbled upon a set of ancient stone buildings. Nelson declared that the band had reached the promised shelter, and their famine was at an end.

Terrence Nelson was not wrong. The buildings they found contained not only a place to rest and recover, but also stores of preserved food, abandoned gardens, and even some animals grazing nearby. The most miraculous discovery of all involved a deep shaft in the earth, around which all of the ancient buildings seemed to be built. Descending into the shaft, Nelson and his men found a source of fresh water, enough to slake the town's thirst and water any crops.

Nelson declared that the crimes he and the other men had been accused of were absolved. From that moment forward, he proclaimed that any who chose to stay would do so as innocent men, and thus the settlement had its name. Under Nelson's leadership, a town charter was drawn up that provided absolution for those that came to town and provided for the town to have an elected mayor. The charter also proclaimed that anyone arriving in Innocence would be considered a free man, and that Innocence itself was free. The survivors toiled in the heat over the next several weeks to make Innocence a functional town. Unsurprisingly, few wanted to return as prisoners to Malifaux—the vast majority of the men who made the journey with Nelson chose to remain in Innocence as free men.

With a fresh supply of water, a motivated citizenry, and the excellent organizational skills of both Nelson and Crowe, Innocence began to grow. Although the town continued to struggle, things went reasonably well for the next seven months. The convicts settled into their new lives as homesteaders. The old stone buildings were restored and turned into homes and businesses. The area was explored and made safe against the common threats of the Badlands. Unfortunately, it was not long before things changed forever in Innocence.

INNOCENCE'S PAST

On a rainy morning early in the town's founding a sinkhole opened up on the western side of the settlement. The first curious citizen to explore the sinkhole found that the ground had opened up, revealing a rich vein of Soulstone running beneath the town itself. Further exploration revealed a network of ancient tunnels below the surface—some natural, some carved.

It is widely believed that whoever built the stone buildings the town grew up around had also been excavating the Soulstone as well, and from those ancient tunnels it would not be difficult to establish a much more elaborate mining operation.

The news that Soulstone had been found beneath Innocence spread like wildfire through the town. It was the topic on everyone's lips, and overnight, nearly every citizen took a shovel and began digging in their basements and backyards in hopes of finding Soulstone. Normal life in Innocence ground to a halt, and the mayoral elections were postponed. Some people simply abandoned their jobs and livelihoods to search for Soulstone, while others—perhaps more prescient than their fellows—stocked up on weapons and fortified their homes. Madness seemed to have the entire town in its grip for weeks. Terrence Nelson did his best to keep things under control, but even he struggled to effectively govern a town of treasure-seekers.

Word of the find spread quickly, making its way back to Edgeport Station, and there were rumors that some whispers had even reached the outskirts of Malifaux itself. Soon, strangers and newcomers were a common sight, and new buildings began to rise all around Innocence. The town was undergoing a boom, but at the same time, the chaos and large influx of new residents meant that things were rapidly headed towards a boiling point.

One of the defining moments of Innocence's boom involved the Black Pony, a popular saloon in the south of town. One night in late autumn, the tavern burned to the ground during a drunken orgy of violence and greed. Some say that the problem started with a wealthy newcomer buying drinks for all the women inside the tavern—whether they were already attached or not. Others say that there was a backroom deal going on at the time involving a large amount of Soulstones and the principals turned on one another.

I arrived in town the next morning, and I have no doubt it affected my opinion of Innocence. I was greeted by twisted, smoldering timbers and the scent of burned flesh. It seemed like the town had been stunned by the fire; people shambled around with a shocked look in their eyes as if finally realizing the danger in discovering a rich seam of Soulstone. The fire claimed twelve lives and left a half-dozen families homeless. The town founder also went missing at this time, and a search was organized the next day to look for him.

Alas, Terrence Nelson was nowhere to be found. Rumors flew from door to door, carried by spinsters and teamsters and barbers, whispering that Nelson had left town with a suitcase full of Soulstones. Others say that Nelson ran afoul of his former partners over the town's booming wealth, and his body was disposed of down the main mine shaft. As for myself, I suspect that the man who took control after Nelson had him removed—I came to learn that this is the way he deals with all obstacles to his own ambitions.

THE NEW ERA

In the wake of the fire, Hannibal Crowe stepped forward and took control. He lamented the disappearance of Nelson, of course, but he also told the people of Innocence that this was an opportunity for the town, a dawning of a new day. Crowe's future for Innocence, he declared, lay with organization.

Old Blackfeather meant the Miners and Steamfitters Union. He struck a deal with the Union to exploit Innocence's riches. Bringing in the Union gave Crowe all the power in town—he got himself easily elected mayor, established a group of former convicts and Union men that he called the constabulary to “keep order,” and passed a bunch of common-sense laws (which did not apply to him) and (completely unreasonable) punishments for unruliness. Many in town were grateful for Crowe's dictatorial acts as mayor, proclaiming that Innocence would've torn itself apart without the strength and swift decisions of Old Blackfeather. Myself, I say that Crowe used and betrayed Nelson, setting him up as a figurehead only to turn on him when Innocence was ripe for his greedy, grasping hands.

The town quickly settled down under the iron grasp of Hannibal Crowe and the constabulary. Businesses and workers allied with Crowe and the Union flourished while any who spoke out against the leadership found

themselves shunned or worse. There were no further outbreaks of random violence. The mines began to function more efficiently, and slowly the town continued to prosper, drawing more and more settlers until Innocence had more than quadrupled in size. Innocence had spread out to all directions of the compass, from the mines to the mayor's mansion, from the saloons and flophouses of the Entertainment District to the markets and storefronts of the Marketplace.

Attracted by the wealth and opportunities offered in Innocence despite its remote location, a steady trickle of newcomers arrived over the years. Many of these settlers brought with them news of events in Malifaux, from the great quake to the Piper's Plague. However, the town's growth was not enough to satisfy Hannibal Crowe. He had discovered that Malifaux's water table had been contaminated and the great city would need to import fresh water. Old Blackfeather, in an attempt to line his own pockets, made a fateful decision. He gave the order to rush the completion of a railway to Malifaux so some of Innocence's surplus water could be sold to the city, increasing the town's wealth.

Only a few days later, an ear-splitting sound ripped through the town. It was so loud it shattered windows and permanently deafened some of the residents. It is commonly referred to now as the Scream. No one seems to know what it was, but it was the herald of the town's doom.

In the six months since the Scream, Innocence has been under siege. It started slowly at first... missing livestock, overturned wagons... but each month it has gotten worse. It has gotten to the point that every night, creatures of the Neverborn come howling out of the Badlands and launch themselves against the edges of town. All of the attackers are Nephilim—horned beings with bat-like wings and ridged tails, their blood a black ichor staining the ground wherever it falls. The constant attacks of the Neverborn have killed dozens of Innocence's citizens and have wounded many more.

Recently, a few people have tried to slip away and return to Malifaux, but all of our evidence points to one terrible fact: the Neverborn don't attack those coming to town... only those trying to leave it. I'm not sure how many make it out alive. Old Blackfeather claims that the attacks are under control and the constabulary has the town well-defended, but nearly everyone in town knows the awful truth: the attacks are getting worse every day, and it's only a matter of time until we're wiped out.

INNOCENCE TODAY

As it currently stands, the town of Innocence is living on borrowed time. It is run by a corrupt mayor and his band of convicts. The citizens, many drawn here by wealth or freedom, are forced to endure the poor conditions and the Neverborn threat or try their luck at escaping the Badlands. Although some are willing to risk the wastes, many are not able to make the journey without assistance—assistance which is never coming.

Innocence has great wealth and resources of interest to the Guild, from the all-important Soulstone reserves buried beneath the ground to the abundant supply of clean, fresh water from the town's well. In addition, Innocence is strategically placed in the Badlands, a settlement far enough out to aid in exploration and control of the region. Should Innocence mirror Latigo as a Guild-run Contract Town, another small part of the Badlands would then fall into the Guild's hands, extending that organization's influence even further and providing protection to the people here.

THE GUILD

The Guild may be watching the future of Innocence, but as of yet they have almost no presence here. It is my belief that they believed the original convicts perished in the Badlands, and by the time they realized the truth Innocence was too established. Sending in any significant force would have been difficult. Anything from Malifaux would have looked a bit too much like an army for anyone's comfort.

That said, just after the Neverborn's first few attacks on the town a dusty wanderer walked in through the front gates. He gave his name as simply "Gustavo," but it did not take long for folk to realize he was, in fact, one of the Ortegas, a family famed for their skill in dispatching Neverborn. His near constant drinking and standoffish attitude leads me to believe that Gustavo may be here seeking the freedom of Innocence like many others.

Other than Gustavo, who clearly is not a Guild representative, there is no Guild presence in the town. This might be some of the cause of the town's woes, as it means we also lack the Guild's protection and balancing influence against the Miners and Steamfitters Union.

THE MINERS AND STEAMFITTERS UNION

The Miners and Steamfitters Union has a stake in the town thanks mainly to Hannibal Crowe in his seat in the mayor's office. For the most part, the Union seems content to let Crowe run the town as he has for the last few years. Thanks to the profits Crowe has wrung out of the mines and the strength of the Union's representation in Innocence, many have not questioned his leadership. The Union presence in Innocence is tied directly to Crowe, who even put a man with strong Union ties, Marcus Lowry, in place as the chief of the constabulary.

I firmly believe that Crowe's repressive actions as mayor of Innocence are like those of the worst oligarchs in Malifaux. It is true that the workers in the mines earn a decent wage and possess many privileges, but they do so at a steep cost. Crowe uses the threat of the constabulary's muscle to keep Innocence under his thumb. I'm certain that if Doctor Ramos knew what was going on in this town he would not approve of the twisting of his ideals in this fashion.

It should be no surprise that Doctor Ramos has not looked into operations here: Old Blackfeather is quite cautious in his intrigues, and any reports dispatched to Hollow Marsh are carefully worded to ensure that the head of the Miners and Steamfitters Union is more than satisfied to keep Crowe in charge of operations here and not questioning Innocence's output of Soulstones.

THE RESURRECTIONISTS

Although the Resurrectionists are a major problem for the city of Malifaux, Innocence has been spared the ravages of these misguided dabblers in the necromantic arts. It is a town free of this particular type of corruption, which is a small blessing for this besieged place.

THE NEVERBORN

As has already been made clear, Innocence is under assault by these hateful creatures. However, I have reason to believe that one of the townspeople may be assisting the creatures, though why I cannot even guess.

In a recent attack on the town, the Neverborn launched their assault at the precise moment that the constabulary was changing the guard on the walls, at the precise gate where one of our defenders had gotten sick earlier that same day. To my mind, this is far more than coincidence.

Only someone living amongst us inside Innocence could have known that much about our vulnerabilities, and only by somehow passing on that information to the Neverborn could they have taken such ruthless advantage of it. Constable Lowry believes it was simply bad luck, but I know better—there is a spy living in Innocence, and I will root him out.

A SECRET WORTH KILLING FOR

When I first came to Innocence, I ended up securing a job with Mr. Christopher Tannenbaum, who operates as a cartographer and a part-time printer. Mr. Tannenbaum's intention was to have me write stories for a bi-monthly rag sheet he was publishing for Innocence's citizens, a way to spread local news as well as important events from around Malifaux.

My first assignment was to cover the tragic fire and destruction of the Black Pony saloon since it was still fresh in everyone's minds when I had arrived in Innocence. During the course of my research, I found myself visiting the ruins of the burned-out saloon at sunset. Perhaps it was just fate that I discovered something interesting beneath a charred beam. What I found was a few remaining scraps that had once been a journal belonging to none other than Terrence Nelson.

The journal was illuminating, although much of it was completely illegible, destroyed, or simply missing. From what remains, however, a very disturbing narrative emerged. According to the journal, Nelson had intended to reveal to the town a secret, but had chosen to wait until Innocence had secured its future with the Soulstone mines. Nelson had wanted to ensure the town's very survival.

THE ELECTION

There is one wrinkle to being mayor of Innocence: according to the town charter, the mayor must stand for public election every three years. As the incumbent, Crowe has many advantages, among them his great influence over the Miners and Steamfitters Union members in town and his great personal wealth. However, Crowe is facing some problems as well—the ongoing attacks by the Neverborn have shaken public faith in his ability to maintain the town's welfare. Most of the people of Innocence have begun (many for the first time since they arrived) to question his worth in the position of mayor.

If Crowe is re-elected as mayor, his plan is to maintain the status quo—he has little desire to change anything about the town, least of all the operations that have so thoroughly lined his pockets over the years. The constabulary would remain the bludgeon to suppress anyone speaking out against Old Blackfeather. Soulstones and water would be sent to Malifaux, but the lion's share of the riches would benefit Crowe and his cronies in the Union.

Crowe has not spared any expense in campaigning for re-election. Posters of his ugly face have been plastered all across town in all four areas. He has used bribes, favors, and threats in equal measure to try and secure votes, and for the most part, he has reason to expect that the election will go his way.

This is not to say that Old Blackfeather is unchallenged—there are two other contenders for the position in town, although neither is likely to succeed without some kind of assistance. The town barber, Martin Callahan, is running on a platform of stability and defense. Callahan points out (quite rightly, in my opinion) that Crowe and the constabulary haven't done well at protecting the town from the Neverborn, and there's no way that Innocence can thrive in the midst of constant attacks. His plan is to petition the Guild to make Innocence a protectorate in return for a tariff of the Soulstones from the mine and fresh water from the well. I judge that while it is unlikely Callahan will be elected, his goals may have the town's best interests at heart. Should he somehow end up as mayor, Innocence is likely to succeed in becoming much like Latigo; a Guild stronghold in the Badlands and prosperous for its people.

The other challenger for Innocence's mayor is none other than the Widow Ferris. This mysterious woman has campaigned very quietly behind the scenes on a platform of independence for the town. Because she owns the Nightveil saloon and casino, the Widow is one of the few in town who has enough resources to give Crowe a run for his money. The Widow has connections to Doctor Dufresne and is quite popular amongst many of the more affluent citizens. However, most people question just how independence for Innocence will work, especially given all the dangers of the Badlands. The ongoing attacks by the Neverborn only serve to emphasize this fact. The Widow's greatest difficulty facing her in the election appears to be effectively communicating her plan for achieving her goal. After speaking with the Widow, I'm convinced that she has the best intentions for Innocence—but intentions may not be enough to save this place.

THE ATTACK

The time of the election is coming very soon—a fact that makes the town's survival much more uncertain. I have consulted with Gustavo Ortega about the Neverborn attacks and what I learned from Gustavo is cause for alarm: according to him, the attacks are escalating towards a horrible conclusion. The Neverborn are going to gather in great numbers soon—a horde that will wipe out Innocence once and for all.

I'm sure that time is now growing short. I can only see one way out for the people of Innocence: we desperately need help. I intend to try to send a missive to Malifaux, a plea for aid that promises a great reward for those adventurous enough—or crazy enough—to help my town in its darkest hour.





CHAPTER 2: THE TOWN

Innocence is divided into four sections that represent different aspects of the township. Each area has its own character, its own distinct feel. Understanding Innocence can be difficult, for it is a town that sprang up quickly and is under constant threat. This has given it its unique shape and singular citizens.

of the government buildings can be found here. The citizens who live and work here are more affluent and prosperous compared to the rest of Innocence. Prior to the town's Soulstone boom, Innocence was not much larger than the Central District, so the oldest and most well-established businesses and homes are found in this region as well.

THE CENTRAL DISTRICT

The central section of Innocence is known as the Central District. This part of town represents its original state when it was founded by Terrence Nelson, and most of the buildings in this area are constructed of stone rather than the more common knotwood. The stone buildings of this area are carved with strange symbols, and some of the proportions—particularly the doorways—of these buildings are slightly too large for normal human habitation. As the center of town, most

THE WELL

One of the most distinctive features of the District is the well. Most town wells are little more than waist-high stone walls with an attached bucket and a winch to lower it. In contrast, Innocence's well is a large, baroque structure not unlike a gazebo, with an arched roof and stone columns carved with cherubs, vines and leaves. There is a thick stone cover over the center of the well with iron handles, and it requires four strong men to shift. Some say that the shaft of the well goes down well over a hundred feet into a natural cavern, but only a few know for sure. Maintenance of the well is restricted to

the most trusted agents of the mayor. These men are a close-mouthed and suspicious bunch.

TOWN HALL

The largest building in the District is also the seat of the town's government. From here, the mayor and a small array of bureaucrats and clerks run Innocence. Town Hall is responsible for protecting the town and arbitrating any disagreements between citizens and the Union, but people are becoming increasingly upset as they realize that little is being done.

To be honest, some citizens do manage to get their grievances addressed through Town Hall, though I have my suspicions that Crowe allows just enough of these triumphs to give the people false confidence in his administration.

One major thing of note about Town Hall is that it has an aethervox, a sort of magical radio, and there are times (sometimes during a holiday or other special occasion, for example) that anyone who wishes to come in and listen to aethercasts may do so.

MAYOR'S MANSION

Not far from Town Hall lies the home of the town's mayor. This mansion is the most recognizable of all the stone buildings in the Central District. Lit by gas-powered lanterns (imported from Malifaux), the mansion is luxuriously appointed and has numerous separate rooms for the mayor and his guests.

I have personally never set foot inside, but many who have tell me that Crowe has decorated the place with black-paneled bookcases and stuffed heads of Badlands creatures. Some have even whispered about secret passages built into the mansion that lead out beyond the town or into the caverns beneath the town. If these passages really exist, they could pose a severe threat to Innocence's security—just imagine what could happen if the Neverborn discover them!

The current mayor, Hannibal Crowe, lives in the mansion and often hosts a number of parties for people of influence in Innocence. Crowe has already started planning a party to celebrate his reelection as mayor.

CONSTABULARY HQ

At the south end of the Central District lies the constabulary headquarters. From here, Marcus Lowry sends out patrols to keep order in the streets. Lately, these patrols have been far more focused on keeping alert for Neverborn attacks than in stopping any crimes—a fact that has led to an increase in petty thefts, muggings, and other such skullduggery. The upper level of the headquarters consists of an armory, a clerking station, and several other administrative areas. The town jail takes up most of the lower levels. My sources tell me that deep below the headquarters is a warren of bare rock cells that serves as Innocence's asylum for the deranged. Constables that serve in that portion of the structure only do so as punishment duty, for the inmates rave and howl, their antics growing particularly passionate just prior to the assaults by the Neverborn.

Constable Lowry has an office inside the headquarters on the topmost floor. The office reflects Lowry's sensibilities—it is understated and plainly decorated. The walls are hung with numerous trophies of Lowry's career, including a custom-built elephant hunting rifle.

The constabulary is also home to the town's armory, such as it is. Innocence is still a small community compared to larger settlements like Latigo, so the armory is mostly a collection of rifles and pistols of varying sizes and conditions. There is a special locker that is kept chained up by the order of the mayor, although what lies inside is still a mystery. When I asked Constable Lowry about this secret locker, he threatened to lock me up. As the Neverborn attacks continue to escalate, I imagine it will only be a matter of time before Lowry is forced to open the locker and use its contents to keep the town from drowning in Nephilim.

DOCTOR'S OFFICE

One of the smaller buildings on the eastern edge of the Central District has been converted into a doctor's office. Make no mistake, this is not a hospital like you might find in Malifaux or Earthside; instead, it is a crowded, dimly-lit construction with barely enough room for one operating table. Luckily, Innocence has a small enough population that the office is rarely overwhelmed, though injuries are becoming more and more common as the Neverborn attacks continue.

The rumors around town say that the proprietor, Dr. Antoinette Dufresne, rarely asks unnecessary questions of her patients. This particular practice has made her very popular among the lower class citizens. According to placards posted inside the office, she does not provide replacements for lost limbs, but for those seeking prosthetics (particularly clockwork or steam-powered limbs), she will occasionally recommend that they seek out a Union representative. On a few rare occasions, she has directed the most desperate or unusual requests to Professor Wickers' unusual shop in the Industrial Zone.

Dr. Dufresne has a strong working relationship with Jacob Byers. The undertaker and his sinister wagon have made numerous stops at her office. Byers takes away the corpses of those unfortunates who do not survive her treatments.



Antoinette Dufresne

GORMAN'S BANK

Innocence's bank is another prominent building in the District, standing opposite Town Hall on the other side of the well. The bank boasts gleaming brass lampposts and a fancy glass door, and employs several local citizens as clerks, tellers, bank guards, and other sundry positions. The institution is named Gorman's Bank and Trust, after its owner, Barnabas Gorman.

Mr. Gorman's most recent plan involves an ongoing attempt to set up a consortium of investors from Malifaux. The purpose of the investments would be to make Innocence a true hub of trade routes connecting Latigo and other points south of Malifaux. If successful, the consortium would send out caravans dealing in Soulstone, fresh water, and other trade goods—a prospect that has the attention of several wealthy folk in Malifaux.

That said, the situation with the Neverborn attacks has scuttled Gorman's plans for the moment, and the banker is currently working to try and find a solution to ensure the town's survival. Lucky for Innocence, Gorman's economic interests and the good of the town are currently hand-in-hand.

CARTOGRAPHER

Of course, the building that I know best in the Central District is the place where I am employed—the Cartographer, a printer shop owned and operated by Christopher "Inkfingers" Tannenbaum. The front of the store is dedicated to Christopher's first love: maps. There are maps of all kinds, from scrolls to gridded sheets tacked down at the corners. Only a small section deals with maps of Earthside; by far the majority of his maps are of Malifaux and its surroundings. New maps

are always coming in from various explorers who are still trying to catalogue the extent of the Bayou, the Badlands, and other geographies. Mr. Tannenbaum's collection ranges from the common to the very rare. I have seen several furtive folk that visit the shop on occasion looking for truly esoteric maps, such as guides that will lead them to places only spoken of in stories.

In the back, Inkfingers has set up his print shop and the source of his nickname. This is where I work, putting together rag sheets for various clients and one for Innocence in general. The name of the town's paper seems to change as often as the weather—most recently, Mr. Tannenbaum's preference is "The Innocence Herald," though that particular name is not likely to last much longer.

The Cartographer stays afloat because of the printing business, which handles many jobs for the town and produces the Herald, but Inkfingers will never give up the front of the store; it will always be dedicated to his maps.

CATIE'S FLOPHOUSE

If you need a place to stay in Innocence, one of your options (although not the one I would recommend) is Catie's Flophouse, located across from Gorman's Bank and Trust. The prices are high and the breakfast is, well, simply awful. If you like greasy bacon, runny eggs, and burned potatoes, then you've come to the right place. Otherwise, there are other cafes in the area to frequent instead. The building only has one really decent suite, with the rest of the place divided into smaller, very basic rooms. I recommend a thorough inspection for vermin before bedding down for the night. I stayed here when I first came to Innocence, but I wouldn't recommend it as a long-term solution.

Word around town is that Catie used to be a performer in a show where she excelled at trick shots. No one really knows why or how she ended up in Innocence, but some say she's confided all her secrets—and those of her tenants—to the Widow Ferris.

BREWERY

In the evenings, there is no question that one of the most popular places to be in the District is Artemis Callen's Brewery. The smell of hops and barley always lingers around this building, and there are friendly lanterns lit at

night to guide thirsty folk to the right door. Callen always has a special tasting night when he cooks up a new flavor or special batch of his particular brew, and during these events members of the Miners and Steamfitters Union drink for free. Callen is a prime supporter of Hannibal Crowe, but there are many who say that he is interested in finding some new avenues for his business outside of Crowe's connections.

UNDERTAKER

The Undertaker's office is marked out by the row of coffins on display in front of the building, each varying in size and overall quality. A small stable is attached to the building, home to a ragged coach and a broken-down nag to pull it—most often used to carry both the Undertaker's wares and his customers to the nearby graveyard.

The current proprietor is a man named Jacob Byers. He is nearly universally despised in Innocence for his rank body odor and the general shabby, unclean state of his clothing. Thin, gangly, and possessing a truly awe-inspiring handful of rotten teeth, Byers has few friends, and his spiteful attitude keeps others at more than arm's length (and certainly upwind as often as possible).

SANTORINO CAFÉ

Tucked in a small street off the main circle of the Central District is the most popular place to get a bite to eat in this region. The Santorino café serves baked goods, soups, and light sandwiches all day. Many of the important people who live and work in the District make time to stop by the café at least once a week, and it has started to become known as the "place to be seen" in Innocence. I myself have often sat in the back of the café simply to watch the ebb and flow of the town's politics; who sits with whom, which secrets are openly discussed, and which are relegated to whispers and indirect euphemism.

Carla Santorino is the head cook, while her husband Rodrigo handles the customers. It's been whispered that the Santorinos have ties to the Guild, but I have so far been unable to discover any truth to this rumor. It seems unlikely, for there are also rumors that they run a black market event regularly in the back room.

MARKETPLACE

The main center of business in Innocence is the section known as the Marketplace. The town's markets and shops are mostly found here, and the people that live in this area represent most of Innocence's "middle class," as compared to the more wealthy and privileged folk of the Central District. While most of the Marketplace consists of pleasant shops and businesses, a large chunk of the area leading towards the eastern edge of town is much less attractive. This area is called "the Smolder," and it encompasses several ruined and vacant homes—some that are little more than empty shells, and others that have collapsed into reeking piles of ash.

The existence of the Smolder dates back to the beginning of the Neverborn attacks six months ago. Every night, the Smolder may become a battleground as the monsters race in from the Badlands and set fire to the buildings here. People are rightly hesitant to move back into this area while the attacks are still going on, as it is not worth the risk of being in the house the Neverborn attack next. My own house happens to be on the edge of the Smolder, and every morning I wake up to the smell of smoke. Every day, I see empty homes and ruins, and I know that this is the future of Innocence if something doesn't change soon.

ALLEN'S SILVERWORKS

This small shop offers jewelry and fine metalworks, as well as watch and clock repairs. The owner, Dawson Allen, is a burly man with surprisingly deft fingers. Many say that he was one of the original convicts that originally founded Innocence, but that is only one of the juicy rumors I have collected about him. I have also heard from a reliable source that Dawson has some contacts Earthside with a group of very dubious characters. Another whisper that I do not credit quite as highly suggests that Mr. Allen has hidden a secret stash of pneumatic weapons and silver bullets in a false basement beneath his place of business.

Either way, his business doesn't seem to get enough customers to support it, but somehow Mr. Allen has found a way to make it work.

WHEELSPOKE SWAP MEET AND FLEA MARKET

People of all kinds come to buy, sell, and swap goods in this large open-air marketplace. The Wheelspoke takes up quite a bit of space in the Marketplace, sprawling across the open spaces at the center of the area. The inner square of the flea market allows up to around twenty vendors to set up shop with tables, awnings, and various other separators to make their stalls unique from others nearby.

The town's problems involving the Neverborn have cut off some of the inflow of new goods, meaning that the swap meet is a shadow of its former self. Most of the vendors are part-time professional dealers, offering handmade crafts, knickknacks, furniture, antiques, old clothes, household items, and artwork. Sometimes, more rare items including weapons, armor, and clockwork devices show up for sale at the Wheelspoke.

Every vendor and regular buyer has a story involving finding something quite valuable at the swap meet, either having sold it for less than it was worth or having bought it for a surprisingly cheap price. These more unusual items are often salvaged (or outright stolen), and many make their way to Innocence from Malifaux where the item (or its former owner) may be more well-known.

The Wheelspoke is a great place to find an amazing deal, but the one rule followed here is simple: buyer beware. All items are sold as is, and numerous signs all over the Wheelspoke include the phrase "all sales are final!" Refunds are officially forbidden, but a particularly charismatic individual may be able to talk his way into a refund now and then, as long as word doesn't get around.

DEXTER'S FEED & HARVEST

Not far from the Smolder there is a group of warehouses that have thus far managed to avoid the attention of the Neverborn. These belong to Arthur Dexter, and they serve as storage for his feed and harvest business. Dexter provides feed and grain for most of the animals in town, and he also keeps on hand a significant portion of the town's food supplies when they are delivered from caravans. In addition, he has some rudimentary skills as

a veterinarian so any sick animals are often brought to his attention. An older man with weak eyes, Arthur has a soft spot for animals and has so far never refused to treat an injured beast.

TONLER'S COBBLER & REPAIR

Jonas Tonler's business is a hidden treasure in the Marketplace. His cobbler shop is tucked in between two other shops (an industrial supply vendor and a leather goods store) and there is only a weather-beaten sign hung on an iron pole outside to announce its presence. Several pairs of shoes are on display behind the shop's dusty windows, but the shop survives mainly on a small clientele of diehard customers rather than catering to passersby.

The cobbler's shop usually has about a half-dozen pairs of shoes under repair at any given time. The owner has a meticulous approach to his work, and he normally requires from one day to a week to get a damaged pair of shoes or boots back into working order.

THE FEAST GRILL

The Feast Grill is one of the more interesting restaurants in the area. The food is decent and the menu offers a wide variety of items, but more and more dishes are being removed from the menu due to the ongoing Neverborn attacks. The restaurant can seat around forty people at capacity. It is quite famous for keeping a brindle hound of uncertain parentage named Tobey as a "kitchen dog." Owned by Charles and Martha Greer, the Grill has served residents of Innocence since the town's founding.

As the menu shrinks, the owners have become more interested in locating alternative sources of supplies. I've heard that there's a significant reward being offered for anyone who can bring them some truly exceptional or unusual ingredients and dishes that they can then serve to their discerning clientele. It is possible that the Feast Grill is looking to make a name for itself with unique offerings.

THE OUTFITTER

The best place in town to buy hunting, fishing, camping, and wilderness survival gear, the Outfitter is often the first stop for folk who expect to have to deal with the world outside of town. The Outfitter is a general store that carries all kinds of goods, but it specializes in providing equipment for survivalists, hunters, and trackers. Prices are reasonable and the selection is unmatched in Innocence: cook stoves, a bewildering array of knives, lanterns, rucksacks, waterproof bags, climbing gear, traps, and assorted tools are just the tip of the iceberg. Unfortunately, the staff are well aware that the Outfitter is pretty much the only place you can go to find these items in town, and they reflect that by being surly and rude. Even the owner, Tom Carroll, is best described as "lacking in social graces."

BADLANDS EXPEDITIONS

Billy and Junior Mitchell, a father-son team, operate this guided hunting service right on the edge of the Smolder. Both are fearless trackers and are well-versed in surviving in the Badlands. Despite their evident skill and experience, both men possess nasty scars (Billy is missing three fingers from one hand) and have a healthy respect for the indigenous creatures of the area. Billy is more cautious and methodical, while his son is more willing to cut corners and take risks.

I've heard around town that many would-be hunters coming to Innocence hire out Junior to guide them to their goal, but only a few ever make it back in one piece. How Junior always seems to make it back when his charges don't is unknown to me.

WHISTLER CLEANERS

A quaint little shop in the northern end of the Marketplace, the cleaners handles washing and pressing of all kinds of clothing. The couple that run the shop—Jason and Alena Whistler—are quiet and industrious folk for whom no one seems to have an unkind word. While Jason works the counter up front, his wife operates a small schoolhouse out back (more of a shed, really). Misbehaving children are put to work in the attached garden.

CALLAHAN'S BARBERSHOP

A popular spot for social gatherings (of men, at any rate) in Innocence happens to be Callahan's Barbershop. The barbershop does a brisk business in altering hairlines and grooming men's facial hair, but over the last six months it has also become a place for men in Innocence to get together and discuss politics. The barbershop has become the focus of a concerted push to get its proprietor, Martin Callahan, into the mayor's seat.

Callahan's wife, Lacey, has recently begun her own attempt to raise funds for her husband's campaign; she has a selection of high fashion dresses that she imports from Malifaux for sale in a corner of the shop. However, so far, her efforts have only made things more awkward inside the shop. The feminine customers shopping for dresses are treated as interlopers by the male customers who consider the barbershop a place for men to talk freely.

THE SMOLDER

A large portion of the Marketplace has been nearly leveled by the constant Neverborn attacks. This region has been transformed into a wasteland of burned-out ruins, empty shells that used to be homes, and streets where the only movement to be seen are the crows perched high among the rooftops looking for carrion to feed upon. This place is known as the Smolder, and it has become like this in the last six months.

The Neverborn constantly attack the town, and the Smolder bears the brunt of every assault. For some reason, the Neverborn consider this part of Innocence the most direct route towards the center of town. The constabulary does their best to keep folk out of the Smolder and have set up a rudimentary wall to serve as a redoubt. However, this wall is largely ineffective, as some people refuse to leave their homes no matter how many demons are outside, and the larger Neverborn have wings capable of carrying them over even the tallest of walls.

Part of the reason why things are so bad in the Smolder is that Hannibal Crowe has largely ignored the problem. He's too focused campaigning for the title of mayor. I may be the only person so far who has pointed out

that there are several supply warehouses not far from the Smolder, and should the Neverborn break through, there's a good chance that a lot of people will starve once those warehouses are destroyed.

As for me, I think there's a lot of wasted potential in the Smolder. First, it contains a large amount of raw materials that can be used to build some kind of lasting defenses. Also, it is a perfect place to set up some cunning traps or an ambush against the Neverborn—we certainly don't have any doubts that they'll eventually show up! I only hope something can be done with the Smolder before all of Innocence is a reflection of this blighted region—nothing more than a set of smoking ruins.

ENTERTAINMENT DISTRICT

The most vibrant part of Innocence is an area known as the Entertainment District. Here can be found many diversions and entertainments, from gambling to fine food and liquors to a good show. If you wish to take a chance on winning a hand of poker, or are seeking other delights (such as those found in a brothel), the Entertainment District is the place to go. Here, the rich and the poor mingle without rancor—the gambling dens have transformed one into the other often enough. There is an open, free sense to this District that allows for a relaxation of any preconceptions of class or privilege, which makes this area very popular with artists and creative types as well. Whenever I visit the Entertainment District, I can almost feel the pulse of money changing hands through the air itself, which is simply a reflection of just how much is going on in any given night.

I believe the Entertainment District is probably unique among boomtowns. The lack of Guild oversight here has created a sort of 'resort' feel, and as a result people used to travel here from Malifaux to deal in illicit goods or spend stolen money. Many of these illicit goods were the Soulstones produced by Innocence's mines; with little oversight from the Union or Guild, it wasn't difficult for outsiders to purchase Soulstones on the sly. As a result, the people of Innocence have much more wealth than is typical for those living on the frontier, and a rudimentary entertainment industry has sprung up within the town to help them spend their money.

The Entertainment District has a fair few homes, much like the Marketplace and Central District. The homes here, though, differ in that they tend to either be opulent single room (a bit strange, if you ask me) or are set up more like a barracks with bunk beds that anyone can crash in. I think this odd arrangement works well for the miners, as it keeps their expenses low so they can enjoy the District's pleasures.

In fact, the corner is sleepy and quiet during the day. Only a few dedicated shopkeepers, clerks, and laborers are active around this time, and the area could seem, at first glance, nearly deserted. However, once the sun begins to go down things liven up considerably. After twilight, lanterns are lit across this section of town, and the brilliant glow of the gaslights at the Nightveil Saloon make this area easy to navigate even on a moonless night.

Like most of Innocence, the last six months of unceasing attacks by the Neverborn have wrought a change in the District. The most noticeable difference is a certain sense of desperation that has fallen over the people here. Celebrations have become wilder, gamblers more uninhibited, and there is a general slackening of social restraints that has caused quite a bit of concern across the town. Several revelers have been injured or jailed over the last few months, and there have even been a handful of deaths (all ruled accidental).

I have heard some speculate that this change in behavior is due to the influence of the Neverborn. Personally, I believe that this is simply the natural reaction of humanity when facing almost certain doom. In desperate circumstances such as those currently facing Innocence, the normal rules by which we live our lives become less meaningful and important.

Traditionally, the constables that patrol here have always been the most easily influenced by favors or outright bribes. However, more patrols have been required of late to curtail the gradual increase in unbridled behavior.

It is still generally true that any constabulary attention in this

region is lenient if the subject happens to have either money or influence he can trade upon.

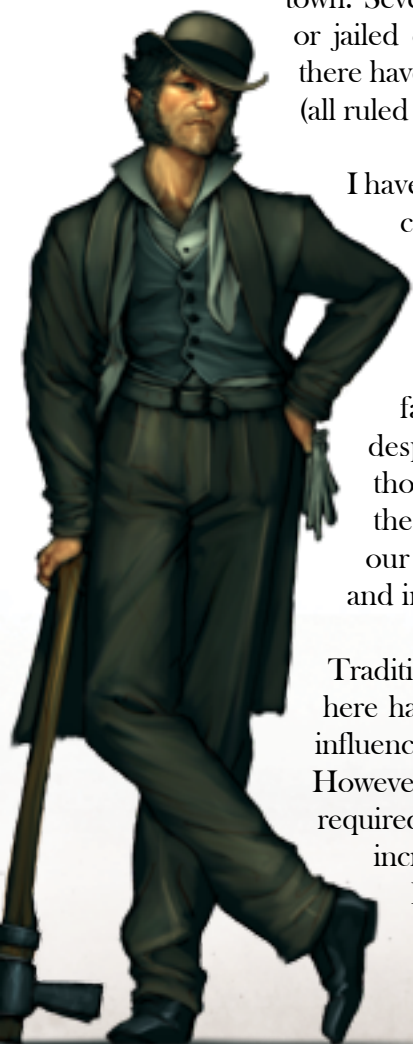
NIGHTVEIL SALOON

The undeniable centerpiece of the District is a large and luxurious building that rivals the mayor's mansion in both size and décor. This magnificent edifice is a very popular casino and saloon known as the Nightveil. Expensive gaslights are posted out front with plenty of room for carriages to drop off patrons, and the interior contains painted portraits of several notable figures of both Innocence and Malifaux. There is a skilled cook who prepares meals in the saloon's kitchen, and the waitstaff are all professional and courteous. Overseeing all the activities of the Nightveil is its owner, a quiet and dignified woman who has lived in Innocence almost since its founding—the Widow Jane Ferris.

A respected individual in town, the Widow Ferris is also a mayoral candidate for the upcoming election. Her concerns are focused around establishing independence for Innocence from the Guild and the Miners and Steamfitters Union alike. The Widow believes that the people of Innocence will prosper most if they can chart their own course, free from any agendas of control or greed. My impression is that there is a large undercurrent of quiet support for the Widow's position in town, but so far trying to make our own way hasn't worked out for us. I think it is unlikely she'll win the election if things remain as they are. Hannibal Crowe simply has too much influence as the incumbent to be easily unseated!

The Widow and her only boarder—Dr. Antoinette Dufresne—live on the topmost level of the Nightveil. The second floor is composed of sumptuous apartments that are available for temporary rentals and some private rooms for high-stakes gambling. The first floor contains gambling of all kinds—faro tables, blackjack, roulette, baccarat, and even some more obscure games from the Three Kingdoms and elsewhere. There is a cashier area behind a set of steel bars where money is exchanged for chips. The cashier also has a safe to hold specialty items owned by customers or, more commonly, items used as wagers such as gold watches, jewelry, and papers of ownership such as deeds.

Although many of the tables sit empty (especially now with the attacks), some of the wealthier people of Innocence gamble enough to keep the establishment afloat, and the Widow seems to continue on regardless...





Jane Ferris

as if somehow having a high-class business will force the dusty town into a better economic situation.

One reason why the Widow is well-liked is that she does not hesitate to put her wealth to work on improving Innocence and the lives of the townsfolk. Many citizens who have suffered during the Neverborn attacks have quietly received low-interest loans from the Widow to help rebuild or repair their homes, and she has offered to use her funds to help defend the town if need be.

M&SU GUILDHALL

The Union has its putative headquarters in this building, but I know better—all the real decisions for the Union are made by Hannibal Crowe and his cronies in Town Hall. This is not to say that the guildhall is pointless. It does serve the needs of the rank and file Union members of Innocence well enough, and I've heard only

a few complaints about the clerks and officers who work there. Visiting Union officials use this guildhall far more than Old Blackfeather ever has, I can promise you that.

THE PIT

Although the sign outside claims that this establishment's official name is "Arlinn Derrick's World of Fisticuffs," everyone in Innocence knows it by a different moniker—ask anyone in town, and they'll simply call it "The Pit." This building is home to an organized bare-knuckle fighting arena that is quite popular with the mine workers and the politicians alike. The sign out front makes it clear what the Pit is all about with two large, crudely-hewn wooden statues of boxers placed on either side of the entrance.

Inside, the Pit is split up into three areas. First, there is the arena—a sunken circle some forty feet across and the source of the establishment's nickname. Surrounding the pit itself are wooden benches where spectators can observe the fights. Unlike the playhouse, there are no special seats for the Pit—every ticket simply gets you in the door, and you have to get there early if you want to sit somewhere in front. Second, the building also contains a small gymnasium where the fighters can train in-between bouts. Lastly, there is a set of small apartments for the most favored fighters and the owner's office, where Arlinn Derrick spends most of his time planning and organizing each upcoming bout.

There aren't a lot of fighters in the Pit. Arlinn brought a few with him when he arrived and a few others have taken to the life, but overall it tends to be bouts between the same people over and over again. This is still entertaining, but it means that Arlinn is always looking for new talent so he can host more regular matches, as the night of a bout attracts a lot of people to his business.

MADAME STOVYL'S

From tragedy comes opportunity, or at least that is the belief of Madame Viola Stovyl. She chose to build her playhouse directly on the same spot where the Black Pony saloon burned to the ground. The playhouse is marked out with an especially colorful awning and features large glass windows that are often painted with scenes from the latest production. Although Malifaux

has many larger and more luxurious theaters, Madame Stovyl's establishment has few equals when it comes to the passion of its actors and producers.

The playhouse generally puts on a show every week, adding extra nights at the owner's discretion. Some shows have turned out to be so popular that the playhouse puts on encore performances, although that is rare. The playhouse has several dedicated patrons, including the mayor, the Widow Ferris (she has paid for her own, secluded box seats), and Professor Wickers. Tickets vary in price depending on one's choice of seats—these range from the cheap seats in the far back (roughly 1 Guild scrip per ticket) to the excellent, well-padded rows just in front of the stage (ranging from around 2 to 4 Guild scrip per ticket). Private boxes in the balconies can be had for 6 Guild scrip, but these must often be reserved in advance.

The actors themselves are a decently talented bunch, but there is one standout; a beautiful and surprisingly excellent soprano singer named Lucille Vallestra. This diva has so far been entirely focused upon her work, but there are many rumors that she is being actively courted by Hannibal Crowe. The mayor's infatuation is not a rumor without merit, either, as it is obvious to anyone who sees the way that Crowe looks at Lucille when she is on the stage.

Complicating matters is the fact that Madame Stovyl is deeply indebted to the mayor. Crowe has been quietly

covering the flamboyant owner's gambling losses for some time, and there is a very real chance that she may end up losing the playhouse forever. So far, Crowe has kept the issue of Madame Stovyl's debts as an ace in the hole, but if Lucille continues to spurn his advances, it is likely that he may simply take over the playhouse in order to get what he wants.

FLAY'S RARE BOOKS

It is an unfortunate fact that the only place in town to browse and purchase books is this dingy little shop in the Entertainment District, but I suppose even that is an oddity this far from anywhere. The establishment is dimly lit, grimy, and not particularly well-organized, but I have to admit it does have a nice selection of rare tomes. Possibly the greatest reason for the shop's lack of appeal is its proprietor, a Mr. Tatterson Flay. The best way I can describe him is to use the word "creepy." He stares at people (especially women) entering his shop, and his gaze has made me feel uncomfortable once or twice.

Nor does he confine himself only to his shop. I've even noticed him following me around from time to time during my research on Innocence. I have no doubt he has some sort of sick infatuation with me, but so far, he's kept his distance. If I ever catch him doing anything untoward, however, I assure you I won't hesitate to report him immediately to the constables.



INDUSTRIAL ZONE

The Industrial Zone is focused around the main Soulstone mineshaft that has taken Innocence from a small settlement to the boomtown it has now become. This part of town is also where a number of industries have set up shop, such as the tannery. Because of the noise and other assaults on the senses, few people actually live in this region. Most folk come to the Zone only to work during their shift in the mine or in one of the other establishments.

The Soulstone mine employs the most people out of all the businesses in this region, and conditions in the mine are not quite ideal. Although the presence of the Union keeps the miners generally happy with the way the mine is run, it's still a dangerous profession. Most miners can easily be identified by the marks of rock-cutting upon their flesh, the dark stains of soot and oil on their clothes, and the distinctive smell of soulstone dust that never quite seems to leave them.

The Zone also happens to be the best place in town to locate items, services, and people who happen to be on the opposite side of the law, whether that law comes from the Guild or the town's own ordinances. Constable Lowry and his men patrol this region more heavily than others, but they largely ignore any activities that don't result in violence or destruction of property. Of course, since the beginning of the Neverborn attacks six months ago, things have only gotten worse, and there is a palpable tension in the air between constables and mine workers whenever they pass each other on the street.

UNCOMMON WONDERS

One of my favorite places to visit in the Industrial Zone is this most interesting and unusual shop. The "Shop of Uncommon Wonders" lives up to its name, for the shelves display a bewildering variety of items from finely-crafted pneumatic limbs and clockwork birds to ancient Three Kingdoms painted vases and Earthside curiosities.

I really enjoy stopping in to this shop and seeing all the new items that are offered for sale. The owner of the shop, Professor Wickers, often has new stock arriving from Malifaux. The good Professor is quite cagey about his sources, but whoever they are, they provide him and his store with plenty of interesting and unique objects.

It is somewhat of an open secret in town that the shop's owner is an unlicensed spell-worker, one of the dangerous Arcanists. Although I think this makes many uncomfortable, his expertise has proven quite invaluable to the town (especially during the Neverborn attacks). In addition, many of the mine workers who would have otherwise suffered crippling injuries now possess cunningly-wrought pneumatic limbs that he provided at only a nominal fee. I am not unashamed to admit that I myself quite like the wily Professor and his warm, friendly manner.

However, I do believe that the Professor is hiding something from us, something very profound: he is dying. I have seen the way he tries to hide his illness, but there can be no doubt from his waxy complexion, the



Professor Wickers

bloody handkerchiefs in his pocket, and his wet, hacking coughs. He has the disease known as consumption, and it looks to be very advanced. Of late, he has taken to spending long hours in the back of his shop, and I have only caught occasionally glimpses of him as he attends the theatre or goes for a brief social gathering at the brewery.

THE TANNERY

A rank stench assails the senses as you travel further west into the Zone, growing worse and worse as you near the tannery. Once owned by Adam Smothers, the tannery was closed soon after he died of the bloody flux about a year ago. Even though it has been closed for quite some time, there is an undeniable noxious smell surrounding the building that has simply refused to go away.

The smell and isolation of this location means that very few ever even come close to the tannery, but once Innocence is growing again I'm sure this property won't remain vacant.

ORTEGA'S CORRAL

Originally built during the town's founding, this corral has changed hands no less than three times over the last few years. There simply isn't enough traffic in horses or other animals for a corral to turn much of a profit. However, there is just enough business if one is willing to settle for relative poverty, and it is this path that Gustavo Ortega has chosen to follow since becoming the corral's newest owner.

Since most of the corral is only used on very infrequent occasions, many parts of the structure have been turned into a makeshift training yard. The Ortega (when he's sober) has been known to practice his shooting and fighting skills against targets made from bottles, cans, and spare sacks of grain adorned with various Nephilim horns and claws recovered from the field after a Neverborn attack. However, most of the time, Gustavo isn't particularly sober, and the corral has begun to suffer from neglect.

The Ortega clan's reputation as top-notch Neverborn hunters has been kind to Gustavo, even if he seems like an outcast from the rest of his family. People have travelled to Innocence just to meet Gustavo and hopefully learn a trick or two from the old man. Most supplicants are

turned away by Gustavo's drunken behavior, and the few who are stubborn enough to try again are usually tricked into buying him another drink or two before giving up in disgust. What I've learned about Gustavo, however, is that he is much more than he seems, and his particular experience and training in fighting against the Neverborn could be a great asset to Innocence as the threat from the demons grows ever more dangerous.

OFF WE GO A-HUNTING

Between spreading news that Gustavo Ortega might teach you a thing or two and the Badlands Expeditions' success, Innocence is gaining a reputation as a place for hunting. Unlike the Bayou or the Knotwoods, the Badlands offers a different challenge for hunters, and this has attracted a fair few who want to gain some fame and notoriety.

COHAGEN WEAPONSMITHS

One thing that characterizes the Zone more than any other is the sound of industry—the clamor of the Soulstone mine, the clatter of wagon wheels moving goods around, and the hammer-on-anvil sounds of an active blacksmithy. The last of these sounds emanates from a weaponsmith establishment owned and operated by twin brothers: Bart and Bradley Cohagen.

The shop is divided roughly in half, with one side focused on general blacksmithing and melee weapons and the other featuring primarily firearms and gunsmithing services. Bart is the gunsmith of the pair, and the friendliest. He enjoys talking shop with the customers and any firearms enthusiasts will find him a garrulous collector of facts and trivia regarding those weapons. In contrast, his twin brother Bradley is quiet and standoffish. Both brothers are experienced with the weapons that they peddle, and both volunteer from time to time to fight against the ongoing Neverborn threat.

THE SOULSTONE MINE

The center of the Industrial Zone revolves around the Soulstone mines, which themselves center on the sinkhole. Cartloads of spoil are carried out from the tunnels by helmeted men covered in rock dust. Meanwhile, others carry shovels, picks, and the occasional pneumatic drill back inside to continue the never-ending, backbreaking work of extracting Soulstone from the ground. Steam-powered pumps churn day and night to keep the air in the mines fresh and to power the handful of pneumatic tools that are in use.

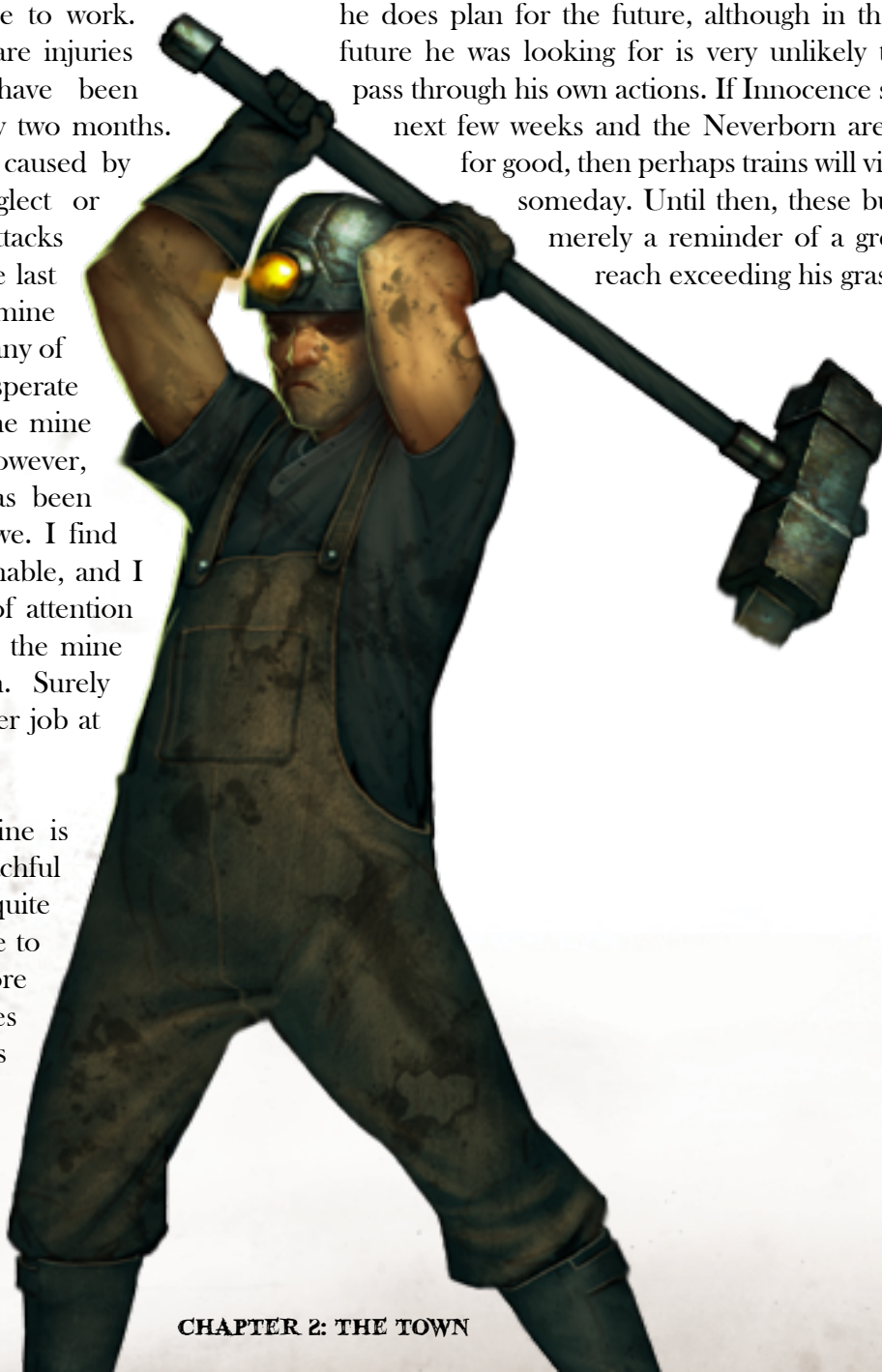
Despite the best efforts of the Miners and Steamfitters Union, the Soulstone mine in Innocence is still a very dangerous place to work. Seemingly every week there are injuries on the job, and deaths have been known to occur roughly every two months. Most of these problems are caused by carelessness rather than neglect or abuse. As the Neverborn attacks have worn on and on over the last six months, conditions in the mine have worsened further still. Many of the foremen are growing desperate to find a way to shut down the mine until the attacks cease. However, so far every such attempt has been overridden by Hannibal Crowe. I find this state of affairs unconscionable, and I intend to bring a great deal of attention to these ongoing problems in the mine during the mayoral election. Surely someone else could do a better job at keeping people safe?

The lead foreman of the mine is Mike O'Connol. Under his watchful eye, the miners are kept quite busy, and rarely have any time to converse or congregate before they lay their exhausted bodies down to sleep, which makes gathering and organizing their support quite difficult.

RAILWAY STATION

One of the most forlorn areas of the Zone is home to one of Hannibal Crowe's more optimistic boondoggles, a fully equipped railway depot. The building was constructed seven months ago, just before the beginning of the Neverborn onslaught. So far, it hasn't seen any use—primarily because (as yet) no railway tracks currently connect Innocence to any other place.

The station has been secured and boarded up against future need, but it has a particularly depressing and hollow appearance that never ceases to fill my heart with despair every time I see it. This building represents the one thing I can respect about Old Blackfeather—he does plan for the future, although in this case, the future he was looking for is very unlikely to come to pass through his own actions. If Innocence survives the next few weeks and the Neverborn are fought off for good, then perhaps trains will visit the town someday. Until then, these buildings are merely a reminder of a greedy man's reach exceeding his grasp.





CHAPTER 3: THE DEFENSE

Innocence has been suffering near nightly attacks for months. The Neverborn push and probe against the town's defenses, seeking a way to reach the stone egg within the well at the center of town (see page 79). These attacks have slowly been increasing in potency, escalating towards a massive, final, all-out invasion. The timing of this final attack is variable, and when the adventure begins, that date should not be too far in the future.

The story of this final attack is the core of this adventure. The Fated are Innocence's last hope to survive the attack and thrive once more in the Badlands. This chapter discusses the Fated's arrival in Innocence, their involvement in the town's election for mayor, and presents several options for changes that the Fated can make in town that will help the town withstand the Neverborn's onslaught. Lastly, the final attack itself is detailed, including the aftermath—and what happens to the town in the end is based entirely upon the actions of the Fated. Through the Breach players have a unique chance with this adventure to

chart the course of Innocence's future based on their own choices.

The adventure starts out with the Fated becoming interested in the town. There are a few ways this can be handled, which are presented below.



FATEMASTER'S REVIEW

Each Act is intended to take place over a single gaming session, and thus the Fated will advance four times and resolve four destiny steps through this adventure.

If the Fated are meeting the challenge of any Act too quickly (or ignoring it all together, if for some reason they are not interested), Chapter 5: Complications starting on page 68 provides some ready-for-table challenges to throw at the adventurers sorted by Act. This is often a better solution than beginning another Act in the same session.

Innocence provides many potential challenges for players. There can be a lot of combat, but much of it can be summarized or overlooked through successful social and intellectual challenges. If the Fated prefer combat, each Act can easily end with the players fighting another Neverborn attack.

If the Fated prefer social challenges, they may try to work with the constables and other locals to sway favor, the elections, and town morale. In this case, the assaults of the Neverborn can simply provide a backdrop to their efforts, with very little actual fighting required on the part of the Fated.

Ultimately, the future of Innocence lies with these Fated, and even if the town is saved from Neverborn it may succumb to other threats.

PLOT SUMMARY

Below is a quick run-through of each Act that makes up In Defense of Innocence.

ACT I: ARRIVAL IN INNOCENCE

The Fated make it to town and need to learn about Innocence. The central conflict is the kidnapping of Allison Dade, and if the Fated get involved they will also recover Allison's journal, which will clue them in to a lot about the town.

ACT II: THE ELECTION

The Fated recognize that the issue of the town's leadership must first be addressed before any concrete plans for its defense can be put into motion. The election occurs in only two more days, so time is running short for the Fated to make a difference in the vote. The three candidates that are in the running are the incumbent Hannibal Crowe, the idealistic Martin Callahan, and the mysterious Widow Ferris.

ACT III: PREPARING FOR THE ONSLAUGHT

Once the mayor of Innocence has been confirmed, the Fated can focus on taking actions throughout the town to prepare for the coming assault. The Fated are given free rein in this section of the adventure to go where they wish, but ultimately, it is what they do here that has the largest impact on the outcome at the end.

ACT IV: FINAL STAND

This part of the adventure focuses around the battle against the final Neverborn assault. Everything the Fated have done so far in the adventure comes down to this moment—the Neverborn and the Fated clash on the streets of Innocence for the last time. The outcome of the adventure and the aftermath both center on the town's future.

TAROT TIE-INS

Tarot Tie-ins are a way to quickly link up the adventure with Destiny Steps your Fated might have. They are just potential options, and the Fatemaster should adjust to their players.

The first two letters will always stand for the Tarot used. In this case, the CR stands for Cross Roads Tarot. The next two letters will indicate the card's position. NC is Northern Card, St is Station, etc. Finally, the last two are the card flipped.

ACT I:

ARRIVAL IN INNOCENCE

Estimated Time to Play: 2 - 3 hours

Remember to take advantage of Chapter 5 on page 68 for additional plot hooks if necessary.

TAROT OPTIONS

CRSC 11☷: "Once you cross the bloody threshold" ties in to rescuing Dade in the abandoned house. A player who embraces this fate might enter the battle triumphantly, while a player who rejects it may shy away from the battle.

CREC 9✕: "she will sicken to the blessed touch" ties in to the Widow Ferris. A player who embraces this fate might more easily recognize her true nature, while a player who rejects it may reject or ignore that truth once discovered.

CRSC 3☷: "If you refuse the hero's call" ties in to how quickly Dade's plight is responded to. If using this fate for a player, make sure to review their remaining Destiny Steps to understand its implications.

Travel time to Innocence from Malifaux takes roughly ten days by horse. When the Fated arrive in Innocence, they'll quickly learn the gossip in town is that Allison Dade was kidnapped. Naturally, the Fated can choose to do other tasks when they arrive in town instead of trying to address the kidnapping, but the kidnapping is the core of the first act. If they choose not to get involved at all, jump to Chapter 5 to find other ways to challenge them this session. Once the Fated enter the town, the Fatemaster should paraphrase or read aloud the following:



Innocence looks, for the most part, like a typical Badlands Contract Town, right down to the wooden boardwalks and suspicious eyes of the people passing by. Steady clouds of smoke rise from the east and the west; in the west the smoke of industry and the east the smoke of smoldering ruins. The southern section of town is mostly deserted, but you see the telltale signs of the town's nightlife. In the center of Innocence is a large well, surrounded by stone buildings, a rather unusual sight in the Badlands.

There is clearly something happening today, as people are moving more furtively than you'd expect, and people are talking in loud whispers. As you pass one group of people, you can't help but make out the words "kidnapped" and "Dade." It isn't long before it's apparent that Allison Dade, the local reporter, has been kidnapped.



What the Fated do from here is their decision. If they choose not to get involved, keep in mind that much of the town will be on edge with the news and it might color the response of the citizens to these newcomers.

LOCATING ALLISON DADE

The Fated have a number of methods at their disposal to attempt finding out what happened to Allison Dade (page 60) and where she has been taken.

The Constabulary: Making a regular inquiry at the constabulary headquarters (or by tracking down a constable such as Marcus Lowry—see page 61) is fruitless. It is apparent that the constables in general have no great affection for Allison Dade, and most of them will reply with some variation of this phrase: "I haven't heard anything and no one has reported her missing, so there's not much I can do."

However, not all of the constables are indifferent to Dade's fate. If the Fated succeeds at a TN 12 test of any appropriate Social skill, they make contact with a concerned member of the constabulary, someone willing to talk to them more frankly. This source,

Donald Reimar (page 64), provides the information found under “Dade’s location,” below.

Asking Around: If the Fated decide to canvas the quarter to try and find out more about Allison Dade’s disappearance, they find that people in this region generally know very little. If the Fated succeed at a TN 14 test of any appropriate Social skill, they find one or more townsfolk who may have glimpsed Dade being taken away by some men earlier that day. This source provides the information found under “Dade’s Situation,” below.

The Cartographist: The most effective method to find out what happened to Allison Dade is to track down her place of employment, the Cartographist. Inside, the Fated encounter Mr. Christopher “Inkfingers” Tannenbaum (see page 14 for more information on the Cartographist and page 58 for more on Mr. Tannenbaum). “Inkfingers” is quite distraught when the Fated meet him—he is disheveled, sweating, and cursing as he frantically goes through maps looking for one in particular. If the Fated succeed at a TN 16 test of any appropriate Social skill, Tannenbaum calms down and is willing to talk to them. The Fated receive a +2 bonus if they start out by saying they are responding to Dade’s appeal or if they explain they intend to help her.

Once he has a chance to explain, Tannenbaum gives the Fated all the information under both “Dade’s Location,” and “Dade’s Situation,” below. In addition, he provides them with a map of the Smolder (before it burnt down) that will help guide the Fated to their destination, granting the Fated a +2 bonus to any appropriate Skill tests (typically Stealth) to approach the building unseen (see “The Abandoned Building,” below).

If All Else Fails: After six hours, the Fatemaster may want to have someone get a message to the Fated about Allison’s fate. They might have seen the Fated looking about, or heard that they came to Innocence at Allison’s request, and want to help her by helping them. They’ll send a message to the Fated detailing all the information under both “Dade’s Location” and “Dade’s Situation,” below.

DADE’S LOCATION

Paraphrase or read aloud the following:



I caught a glimpse of her out in the Marketplace. Some folks in black dusters were quickly walking with her out towards the Smolder. That wasn’t long ago, so I imagine she’s still there.



DADE’S SITUATION

Paraphrase or read aloud the following:



Allison Dade? I think she ran into some trouble with a few boys from the Miners and Steamfitters Union. There were about a half-dozen of ‘em, wearing black dusters and hats. She got on the wrong side of a bunch of people, and things are pretty tense around here... I’d stay out of it if I were you.



THE ABANDONED HOUSE

Once the Fated have the information that they need—namely that Allison Dade was taken to an abandoned building in the Smolder (page 18)—they can go find the house. It won’t be too hard to find once they know it’s in the Smolder, most of the buildings here are rubble and the only people are the guards and Allison. It should be noted that if the players delayed in getting involved, they will arrive and Dade will be dead.

Assuming the players made it here swiftly, the situation is actually quite simple: there are six men, the building has only two rooms, and only half the guards are actually alert when the Fated arrive. The others are paying more attention to Dade. For the guards, the Fatemaster should use the profile for the Desperate Mercenary on page 65.

The abandoned house has windows on all four walls. The rescue is intended to be relatively short and not complex—the Fated merely need to defeat the guards in any way they can. The guards will not shoot Allison with enemies here, and while they are being paid well, they are not fanatics. If the battle goes poorly, one or two might be willing to surrender given an opportunity. Each of the guards is relatively new to town, and they were relatively down on their luck before this.

The Fatemaster is encouraged to make this opening encounter exciting, with plenty of gunplay and maybe some shouted threats back and forth between both groups. Regardless, the battle should go in favor of the Fated—if the battle is not going well for the players, the Fatemaster should have Allison Dade make her move to wrestle down one or two of the defenders to help even the odds.

DADE IS DEAD

It is entirely conceivable that the Fated didn't move fast enough to save Dade. This doesn't change the overall shape of the story. It is clear to anyone who closely inspects the body that she was bound (presumably for some time, given the injuries to her wrists and ankles) and then shot.

First, Dade's journal will be in the room, which will reveal enough about the election to hopefully pique players' interests. It might make sense to have the Fated make a TN 12 Notice challenge to notice that a fire was recently lit and discover the remains of the journal in the Fireplace, still mostly legible.

Second, Dade will not be around to provide some of the information, but this could easily be provided by others. The first choice might be Inkfingers, distraught over the death of his employee and friend. Much of the information can be found in the journal, though. Using Inkfingers as a stand-in for Dade allows the plot to continue; just handle the next Acts with references to Dade as Inkfingers instead.

Once the battle is over and the Fated enter the house, paraphrase or read aloud the following:



Allison Dade is a tall, willowy woman with a light tan and straight, shoulder-length black hair. Her eyes are a soulful shade of brown, but they seem to snap with energy and passion. "I'm very grateful for the rescue," she begins, rubbing her wrists where she had been restrained. "But we're just getting started. We need your help here in Innocence very badly. The town is under regular attack by the Neverborn, and I fear that the attacks are escalating and we don't have much time left! You absolutely must help us!"

Dade takes a moment to collect herself. "There are many problems we face, one of which is the current mayor, who just tried to have me killed. He is an evil man, and all he cares about is himself. He has done nothing to protect this town from the Neverborn – if we're to save this town, we need to deal with him and prepare the town's defenses."



If any of the guards survived the shootout, Allison will let the Fated know that the constabulary is a friend of the mayor, who probably had her kidnapped. Allison informs them that Marcus Lowry, the chief constable (see page 61), is no particular friend of Crowe, but he's not insubordinate, either. Allison suggests that they meet right away in her office at the Cartographist to make plans for the election.

The guards are unlikely to have any information. They were paid thugs, but they are unable to say who paid them as their orders were delivered by writing. They will volunteer that they weren't supposed to kill Dade, they were just supposed to hold her here. This information would come as a surprise to Dade, who assumed they were going to kill her on the mayor's orders.

Allison is very forthcoming about the information contained in Chapters 1 and 2, and will also pressure the players about the upcoming election. This makes a good ending for this Act, and reminds players about the election in the Prologue for Act II.

DADE'S JOURNAL

I believe that the source of water underground is not naturally occurring. Rumor has it that Nelson found something else down there, but no one speaks of it openly. This may have something to do with the 'Scream,' which everyone in town heard, and which heralded the attacks by the Neverborn.

Shortly after Crowe made the announcement of the sale of water, the town experienced the event referred to as the Scream. This is the main reason why I feel that there is more happening down that well than was shared with the town.

I have discovered that there is a Resurrectionist living among us here in Innocence. Thankfully this particular madwoman is not what one would consider a major threat. Her name is Doctor Antoinete Dufresne. She operates a doctor's office in the Central District, and she appears to be relatively well-liked by her patients.

I only discovered her secret because I had foolishly attempted to get a closer look at the Neverborn during an attack, and I had misjudged just how fast and how vicious these creatures truly are. One of their razor-sharp claws raked across my arm, separating flesh from bone. I could hardly believe the amount of blood I left behind upon the street as I staggered towards safety. I remember seeing the Doctor's door open and hearing her smooth voice as she guided me inside. When I next awoke my arm was stitched together, heavily wrapped in gauze, and reeking of antiseptic salve. The Doctor refused payment for my treatment, only cautioning me to be careful with the bandages for the next few weeks.

Her skill for a small town doctor intrigued me, and I dug a little deeper. I discovered that Dr. Dufresne quietly purchased the abandoned tannery in the Industrial Zone... and in that dilapidated, reeking structure, she has conducted research into reanimating the dead.

Could she truly be a threat to Innocence, especially given the clear and present danger of the Neverborn? At that moment I resolved that I would not be the one who revealed her secret. She had saved my life. Let Hannibal Crowe and his men worry about Resurrectionist; my concern is for the town itself.

...Nelson's journal goes on to state that Crowe opposed this plan, and Nelson had arranged one last meeting to try and change his mind. I suspect that the presence of the journal at the Black Pony pinpoints that saloon as the place for the meeting Nelson had arranged. It seems likely that what transpired there was no accident. Until I have further proof, though, I dare not publish these thoughts.

As of late, it seems that the Grill is receiving fewer and fewer shipments, but they are still able to put on a healthy business. I've asked around, but no one seems to have any idea that anything is wrong.

ACT II: THE ELECTION

Estimated Time to Play: 2 - 3 hours

TAROT OPTIONS

CRSt 2☷: "and it will herald the sinister revolution" ties in to the election. This can work regardless of who the Fated support, and can have ominous overtones for the game.

CRSC 12♣: "As the bell tolls for judgment" ties in to the election as well. A Fated may reject this fate by not getting involved in the election.

CRWC 3☷: "Pale faced the innocent will drown in bile" ties in to the way the town is turning on itself in its fear. Rejecting this fate will be based on using positive methods to affect the vote.

CREC 11✕: "your chime of warning will be drowned in voices" ties in to information the Fated may try to spread about certain town inhabitants.

After the Fated rescue Allison Dade in Act I, there should only be a day or two until the election itself. Election night has three main stages: the vote, the announcement of the winner, and the post-announcement celebration.

This Act of the adventure gives the Fated a wide latitude of freedom as to how things progress. There are three viable candidates for mayor of Innocence, and the Fated can get involved to ensure that their chosen candidate is the winner. What is important for the Fatemaster to keep in mind is that the selection of mayor is not just for flavor—whoever is in the mayor's seat has an impact on how well the town withstands the final assault of the Neverborn and what happens to Innocence after the battle is over (see page 45). Listed in this section is information about the three candidates:

If the Fated discuss the election with Allison, paraphrase or read aloud the following:



"This town needs a real leader before anything else can get done." Allison paces inside her tiny office, skirts swirling, her eyes still flashing with intensity. "Hannibal Crowe is the incumbent, but if he stays in the mayor's office nothing is going to change." The reporter turns to you, crossing her arms. "I'm notorious in this town, and anything I could do to affect the outcome has already been done." An idea seems to occur to her, and she smiles, though it is not a gentle expression. "Someone like yourselves, however, outsiders with no connection to the candidates...why, you're as impartial as they come, aren't you? You're our only chance to get this town back into the right hands. There are two others running for mayor in tomorrow night's election: Michael Callahan and the Widow Ferris. You should talk to both of them. And technically it's an open ballot, so anyone could win it as a write-in vote. Only with a new mayor do we get to have some real change happen in Innocence.



HANNIBAL CROWE

The current mayor of Innocence is heavily favored to win the election. For more about Hannibal Crowe, see page 48.

Crowe's policies as mayor focus on:

Old Blackfeather wants to preserve the status quo. If he gets another term as mayor, he will fight to keep Innocence from changing in any significant way.

Crowe believes in the power of the Miners and Steamfitters Union, and he intends to expand their control and influence over the town.

The subject of defense is important to Crowe, but not as important as power. If he manages to hold on to the mayor's seat, he intends to invest in hiring more constables and providing them with better weapons. Of course, they'll still be his cronies, but at least the town will be safer. He'll probably draw them from the Pit fighters.

The most important factor about Crowe's candidacy for

the election is that he already has an incredible amount of support (most of it bought and paid for). If the Fated do not intervene, he will decisively win the election.

MICHAEL CALLAHAN

This idealistic young man owns the town barbershop and is greatly concerned about securing the town's future. For more about Michael Callahan, see page 52.

The main issues that Callahan wants to address as mayor are the following:

Mr. Callahan is deeply concerned that Innocence has no real future without a powerful faction providing support. If he becomes mayor, he plans to approach the Guild about Innocence becoming a protectorate with similar status to Latigo.

Regarding the town's future, Callahan envisions Innocence as a business and trade hub connected to Malifaux and Latigo, mostly moving and storing Guild goods. This view would do well for the town economically, but the Guild's restrictions would force many folk who already live in town to adjust to some very harsh realities.

When it comes to protecting the town, Callahan is a bit naive. He wants to form volunteer militias and put the town's overall defense plans under the direct control of the mayor. These plans sound attractive to many residents, but they are hardly practical when viewed by anyone with combat experience. He wants to arm the general populous, and that's not always the best idea...

THE WIDOW FERRIS

An enigmatic woman who owns the Nightveil Saloon and Casino in the Entertainment District, the Widow also has a very dark secret she keeps hidden from her fellow townsfolk. For more about the Widow and her secret, see page 50.

The main issues that the Widow wishes to address as mayor are the following:

The Widow wants Innocence to remain independent from all of the major factions in Malifaux. She sees the town as a unique place where anyone can come to find

a new life, regardless of their background.

For the future of the town, the Widow wants to revitalize the town's economy by opening up a railway between Innocence and Malifaux. This railway would be, according to her, owned by Innocence, and thus keep the town independent.

When it comes to defense, the Widow acknowledges she has a lack of experience in this matter. She would like to allocate a large amount of town funds to be used to hire, train, and equip a volunteer militia as defenders, and she intends to place those with experience in charge: Gustavo Ortega, the Badlands Expeditions duo, or the Fated. Unlike Callahan, the Widow is talking about active training (and possibly pay) for the residents who participate in the town's defense.

AFFECTING THE VOTE

There are a number of ways that the Fated can influence the outcome of the mayoral election. Some tried-and-true methods range from marching up and down the streets carrying signs to quietly currying favor behind the scenes. Each method should provide a number of Votes for a specific candidate, and takes half that number from their rivals.

Below, you will find a set of built-in opportunities for the Fated to get involved with, but feel free to give out Votes to any particularly compelling methods the Fated may try.

THE FUGITIVE JASON SCHADOW

The owner and operator of Whistler Dry Cleaners in the Marketplace is not what he appears to be. He is actually a fugitive from justice named Jason Schadow (see page 62 for more). Being newcomers to the town, the Fated might notice him acting strangely toward them, and a successful Notice duel (TN 12) can help the Fated remember seeing his face on a wanted poster. If the Fated can discover Schadow's secret,

he is more than willing to make a deal to preserve his life in Innocence. The Fated can enlist him as a spokesman to drum up grassroots support for any candidate they wish. People in Innocence generally like and trust “Mr. Whistler,” and his words carry some weight because of that.

Votes: 16

GORMAN'S BANK

Barnabas Gorman (see page 62) is one of the richest men in town, second only to Hannibal Crowe himself. Gorman owns a bank in the Central District, and he has been known to be an adventurous investor, putting his money to work on schemes that are practical and risky. If the Fated can present a reasonable argument to him that their chosen candidate will make the town thrive and grow, Gorman will put his considerable wealth behind that person in the polls.

Votes: 20

MADAME STOVYL

The playhouse in the Entertainment District is owned by Madame Viola Stovyl (see page 64). She and her players put on performances to keep the spirits up for her fellow townsfolk, a task made even more important as the Neverborn attacks drive more and more people to despair. She is deeply in debt to Hannibal Crowe (to the tune of 1500 Guild scrip), and that debt is forcing her to support his bid for Mayor. If the Fated can find a way to settle her debt with Crowe, Madame Stovyl and her playhouse will be very pleased to celebrate the Fated's choice of candidate instead.

If the Fated don't have the money to settle up directly, their best options are to either bet big at the Nightveil or get Gorman to “invest” in Stovyl's place. Either way, it's not going to be an easy solution, which is why the Fated can get so many votes for pulling it off.

Votes: 36

FINDING SUPPORT

Of course, the Fated can use their own connections and skills to change hearts and minds in Innocence. The Fatemaster should consider allowing any reasonable effort to succeed at least in some small degree. A typical TN for any appropriate Social skill test for gaining votes is 14. The TN goes down to 12 if the Fated are linking up with groups or organizations that they have ties to (i.e., the Resurrectionists, the Arcanists, the Malifaux Exploration Society, etc.).

Votes: 6 per Fated

TAKING TO THE STREETS

Sometimes, it's not about who you support... it's about who you can undermine. The Fated can hold a rally, make a speech, stand outside with signs, etc. There are a lot of options for how the Fated take it, but the important thing is that by taking to the streets, the Fated are badmouthing a candidate. Each Fated participating can take votes off, but they can each only target one candidate.

Votes: -6 per Fated

(the other candidates will each receive +3)

MAKING PEOPLE FEEL SAFE

It's a frightening time to live in Innocence, and sometimes looking strong is important. Old Blackfeather has that pretty well in hand, but the Fated have a few options for people that, if they could get them to support a candidate, would throw a lot of weight in. Getting these individuals to be political isn't easy, but can pay off big.

Votes: 26 for Gustavo Ortega (page 55), 20 for Arlinn Derrick and his pit fighters (page 64), 16 for the Mitchells (page 63)

ELECTION NIGHT

After the Fated rescue Allison Dade in Act I, there is roughly a day or two until the election itself. Election night has three main stages: the vote, the announcement of the winner, and the post-announcement celebration.

THE VOTE

Due to the relatively small size of Innocence, counting votes does not take a long time. The process of casting and counting votes is under the supervision of Marcus Lowry (see page 61). All in all, the voting and tallying takes only around six hours from noon (when voting begins).

The voting is done in the Central District at a series of tables set up outside the Santorino Café (see page 15). Volunteers staff the tables.

If the Fated want to observe the voting (or interfere in some way), here are some guidelines for the Fatemaster:

Around halfway through the voting count, word reaches Lowry that a Neverborn attack has occurred on the outskirts of town, near the Smolder. Lowry dispatches some constables to shore up the town's defenses in that region, but the attack is considered small and the town itself is in no real danger. However, this situation definitely distracts him from his normally eagle-eyed supervision of the vote count. If the Fatemaster wishes, Hannibal Crowe may have some of his cronies attempt to either stuff the ballot box or perform some kind of switch during this time.

Attempting to distract Lowry at any other time requires some very creative thinking or a successful TN 20 test of any appropriate Social skill.

If the Fated want to do something with the ballot boxes or the voting tally sheets, the Fatemaster should apply a TN 18 for any appropriate skill test—most likely for Lockpicking or Pick Pocket attempts.

If the Fated manage to tamper with the vote (or Crowe tries his hand at it), it will add 50 Votes to that candidate's total (but not alter any other candidate's total).

OUTCOME OF THE VOTE

Depending where the Fated put their support may change the outcome of the election. Add the Vote totals to the numbers below to determine how each candidate did. Remember to subtract votes from the other candidates as well, based on vote additions. If the players put up a different candidate (including a fellow Fated), they start with 0 Votes and have an uphill climb to mayor.

Hannibal Crowe: 230 Votes

Michael Callahan: 143 Votes

The Widow Ferris: 107 Votes

THE ANNOUNCEMENT

Once the votes have been tallied, Marcus Lowry makes the announcement of the winner at a podium set up in the town square in front of Town Hall. The square is quite crowded, as many of the town's residents have shown up to attend the announcement.

Allison Dade (if still alive) leaves disgusted if Hannibal Crowe is elected for another term. The crowd responds with polite applause to the announcement, but there is palpable tension in the air.

If Martin Callahan wins, there is wild applause and cheering, with several hats thrown into the air by the crowd.

If the Widow Ferris wins, there is some scattered applause.

The crowd's reaction to any other candidate is up to the Fatemaster's discretion. Keep in mind that, should a Fated win, they are relatively unknown in Innocence and it might not go over very well.

THE CELEBRATION

After the announcement, the Mayor Elect should make a short statement. Following that, there is a celebration being held at the mayor's mansion.

The preparations and invitations for the victory celebration have already been put into place by Hannibal Crowe, so even if he does not win the election, he's cunning enough to use the party as an opportunity to find out more about whoever succeeds him as mayor of Innocence.

If the Fated choose to attend the celebration (and someone will be sure to invite them), the Fatemaster should use this as an opportunity for social encounters with many of the movers and shakers in town. In fact, many of the opportunities to change the town in Act III can begin right here at the party.

The mayor's mansion is an opulent place, clearly the benefit of the many years of wealth Old Blackfeather has accumulated at the head of the table. There is always a servant in sight, and there is more food than a town in the Badlands has any right to have.

Hannibal Crowe is careful to approach the Fated during this celebration to either thank them for their efforts (if they supported him) or to subtly threaten revenge, making it clear to the Fated that they are interlopers in "his" town.

If Crowe is mayor and they supported him, he offers to work with them to help defend the town and is willing to listen to their plans towards that goal.

If anyone else is mayor, they will approach the party to discuss defense of the town and be happy to implement any suggestions. Of course, their ability to do so may be limited by their own skills.

As the night wears on, the Fated may Notice (TN 10) a haggard and slightly bloody constable arrive and make his way to Crowe. If the Fated manage to listen in, they hear the constable making a report about tonight's assault.

How Crowe reacts should depend on the circumstances, but either way it should be clear that he still commands power in this town. It is important to note

that Crowe should at least appear somewhat shaken by the news. A TN 8 Scrutiny challenge should reveal that Crowe is off-balance and looks afraid. The Fated should make a TN 16 Centering challenge to keep it together or realize something bad is happening (it is actually better for the Fated to fail this, as you want them to be shaken up at this point). If Crowe is not the mayor, he'll send the constable to inform the new mayor, sticking it on their plate.

Some of the notables in attendance at the party can include:

Dawson Allen (see Allan's Silverworks on page 16)

Arthur Dexter (see Dexter's Feed and Harvest on page 146)

Billy Mitchell (see Badlands Expeditions on page 17)

Professor Wickers (see page 53)

Bradley Cohagen (see the Cohagen Brothers Weaponsmiths on page 23)

Arlinn Derrick (see The Pit on page 20)

As the celebration winds down (or when the Fated choose to leave, whichever comes first), Allison Dade approaches them. Paraphrase or read aloud the following:



The reporter gives you all a nod as she steps in close, her voice just loud enough to be heard over the murmur of the party. "Now that we've got someone in charge, the next thing we need to do is prepare the town for what's coming. I have a few ideas, but it's going to be up to you to get us ready." She shivers. "I don't think anyone in Innocence truly understands what is coming, but I fear there's not much time left. The attacks continue to get worse, and we are barely fighting them off as it stands."



ACT III: PREPARE FOR THE ONSLAUGHT

Estimated Time to Play: 2 - 3 hours

TAROT OPTIONS

CRSC 9♣: "As the hunter watches you swallow the maggots" could be a few things. It might involve Flay watching the Fated work on defenses, or it may be owners of the Feast Grill after offering some food to the Fated.

CREC 7♠: "you will find the answer you cannot speak" refers to many things in town. The town is full of secrets for the Fated to exploit to help defend the town.

CRWC 1♣: "Denying the battle will win the war" ties in to the ambush in the Smolder. If the Fated is aware of this option, it will provide a powerful insight into their fate.

CRNC 3♠: "but fear the shadow cast by no man" ties in to Flay. Flay is not, in fact, a man, and the Fated should fear the shadow he casts upon the town.

CRWC 11♠: "The grave did not hold her" relates to Doctor Dufresne or the Widow. The Fated can take advantage of either's situation to bring more assistance to the town.

This section of the adventure is essentially a sandbox: the Fated are entirely in charge of how much or how little they wish to do to prepare the town before the final assault. The rest of the book offers more than a dozen different ways of improving the town's chances to survive the Neverborn's invasion. The Fatemaster should allow the Fated to chart their own course and decide how they wish to approach their task.

Make sure the Fated don't have infinite time to complete preparations, though. They should be hurrying to get things done before it's too late. If they are moving too slowly, destroy some of their earlier works with nighttime raids or make them lose some support. And, of course, the final attack could come at any time and may catch the Fated unprepared!

Read or paraphrase the following:



After the party, word got around town that the attack last night was brutal, and a few constables died. It was the biggest assault yet, and everyone fears that the worst is yet to come. The town is barely keeping it together. Some people can be seen boarding up their windows, and many shops in the town are closed today. The sense of fear is almost palpable, and you are not immune to the omnipresent dread that falls over the town.



DEFENSE POINTS

This adventure uses a resource called "Defense Points" to track how much impact each opportunity has on the town. These Defense Points are going to be totaled up during Act IV to determine how well the town survives the attack. This means that the Fated should be looking for as many opportunities as possible to increase their total of Defense Points if they want Innocence to weather the oncoming Neverborn storm.

PRESENTING CHOICES

The Fated can encounter many opportunities to help the town's defense organically just by interacting with townsfolk or by their travels through Innocence. The Fatemaster can also harness other resources to guide the Fated towards opportunities that they may have otherwise missed. Some of these resources include:

Allison Dade and Christopher Tannenbaum: Both the reporter and her employer at the Cartographist are well aware of what is at stake in Innocence. Both are also passionate about finding a way to defend the town and can advise the Fated about a number of ways that they can make improvements to the town's defenses. However, Allison (see page 60) and Christopher (see page 58) have their own prejudices as well, and they are not aware of some of the darker secrets in town (such as the Feast Grill Cannibals or the true nature of Tatterson Flay).

THE WIDOW

Another person that is deeply concerned about the future of Innocence is the reclusive Widow Ferris (see page 50). She has a keen insight into many issues at stake in town, and she can guide the Fated towards some of more sinister elements at work in Innocence. However, she has some blind spots of her own. She steers the Fated away from Dr. Dufresne (see page 59) and the Pit Fighters (see page 20), just to name a few.

MARCUS LOWRY

If the Fated have a good relationship with Lowry (or made a good impression during the election), they can also speak to this grizzled veteran about the town's defenses. Lowry (see page 61) is a very practical man, and he can give the Fated suggestions that relate to the town's ability to defend itself—the Ambush in the Smolder and Dawson Allen's Hidden Cache (see below for details). Lowry doesn't want to push the Fated towards anything outside the law, however, so he doesn't mention anything related to the Playhouse or the Constabulary Locker.

OTHER CONNECTIONS

The Fated may have connections to other organizations (such as the Resurrectionists or the Arcanists) or even to other people that they have encountered in town. If desired, the Fatemaster can allow the Fated to use these connections to help them discover more opportunities to help the town.

DEFENSE OPPORTUNITIES

The following are the built-in opportunities to save Innocence. Some of these options have an entry for the Fatemaster to follow up during the main attack. Doing this gives the players a real sense that their actions and choices matter, so the Fatemaster is encouraged to consider using these follow-up moments during the final scenes of the adventure.

The Fated will likely also have their own unique solutions to the town's defenses. Feel free to reward reasonable and creative ideas with Defense Points.

SOBER UP GUSTAVO ORTEGA

Gustavo Ortega is the town drunk. He is also a talented Nephilim hunter with years of experience. If the Fated can find a way to help salve his guilt or reignite his pride, this old fighter will join in the defense to slaughter Neverborn like no other.

Page Reference: 55

Defense Points: 20

Follow-up: During the final attack, Ortega goes one-on-one with a massive Nephilim. The battle can last as long as the Fatemaster desires, but Ortega should triumph easily over his opponent. For extra drama, the large Nephilim should crush several defenses and let out an earthshaking roar before Ortega cuts it down.

USING THE SMOLDER

The Smolder offers quite a few opportunities for the Fated. First, the region is explicit “white space” in the town of Innocence, meaning that anything that the players want to build or contribute here is open to whatever they wish. Because of this and the Smolder being located near the bustling activity of the Marketplace, it is a great place for the Fated to set up a base if they wish.

Second, the Smolder possesses enough raw materials to design and build some actual defenses for the Marketplace. There's plenty of wood, for example, to build a wall with a sally port and a ledge for defenders to fire over the wall at any attackers. Fated who wish to build defenses for this region gain a +4 bonus to the flip for using the Smolder to build defenses. The Fatemaster should also consider awarding a +2 to +6 bonus (based on his own judgment) to the flip below if the Fated set traps in the Smolder. The amount of bonus should be based on how skilled the Fated are in whatever skill the Fatemaster thinks is most appropriate to the test. The Fatemaster is encouraged to carefully consider any cunning plans that the players may come up with for building defenses—this is one of the core fun things to do in this adventure, after all!

Innocence has no real walls or barricades, save for a crude wall built at the edge of the Smolder by the constabulary. The Fated, however, can change that. This listing also encompasses any similar construction activity in the town, from walling up vulnerable doors and windows to digging a moat or a ramp. The Smolder in the Marketplace has plenty of raw materials for any construction projects that the Fated wish to undertake.

Page Reference: 18

Defense Points: The Fated should make a flip on their Artefacting, Blacksmithing, or Homesteading value, adding any of the bonuses mentioned above, as well as +2 for each Fated assisting. The final value should be the Defense Points added.

DOCTOR DUFRESNE'S UNDEAD

The town doctor is also one of the feared Resurrectionists, a dabbler in the Necromantic arts. She has secretly performed experiments in constructing unliving servants in the Industrial Zone's tannery. If the Fated can convince or blackmail Doctor Dufresne into unleashing her creations during the final battle, the undead could provide a much-needed distraction for the Neverborn and allow the town's defenders a moment to catch their breath.

Page Reference: 59

Defense Points: 10

Follow-up: The Fatemaster should highlight this choice during the final assault. When it looks like a group of defenders are about to be overrun by Terror Tots, they are saved by the timely intervention of Dufresne's undead shambling into the battlefield. The undead are too few in number to be more than a distraction, but they help the defenders regroup in time to fight back. If Hannibal Crowe won the election for mayor, he orders his men to run Dufresne out of town shortly after the battle, as he is now aware of her status as a Resurrectionist.

AMBUSH IN THE SMOLDER

The Neverborn have often used the Smolder as a pathway to attack the town during the previous attacks. During the final assault, the Fated could use this tendency to set up an ambush and destroy the spearhead of the Nephilim force. The Smolder offers plenty of places to stage such an ambush, and the Fated can take advantage of this chance to set a truly effective trap for their enemies.

Because the Neverborn always attempt to send forces through the Smolder, it makes a good place for an ambush. A clever ambush has a very good chance of succeeding. Keep in mind that the Neverborn spy may just reveal any ambush and ruin its chances of success!

Page Reference: 18

Defense Points: 20

Follow-up: The Fatemaster, if he wishes, could play out the ambush as a battle scene during the final assault. In this case, the Fated will be faced with 6-8 Terror Tots, 2-4 Young Nephilim, and 1 Mature Nephilim (see pages 66 and 67 for stats on these creatures). If the Fated have planned well, the ambush should result in total surprise for the Neverborn, allowing the Fated to strike first without fear.

PROFESSOR WICKERS AND HIS AMAZING CLOCKWORK BODY

There is a genial but slightly mad Arcanist living in Innocence. His name is Professor Wickers, but he is dying of consumption. In a bid to extend his life, Professor Wickers has built a clockwork body to house his brain, but he has yet to complete the transfer. If the Fated can assist him with the operation, the Professor's new body can smash through the Neverborn assault and greatly assist with winning the final battle.

Page Reference: 53

Defense Points: 30

Follow-up: During the attack, the Fatemaster should wait for a particularly dramatic moment. One suggestion is just before the final confrontation at the well. When the chosen moment arrives, the Nephilim arrive with a large mass of reinforcements, only to be confronted by Professor Wickers in his new body. The pneumatic fists of the Professor's massive metal form smash these reinforcements into the ground, holding them off long enough for the Fated to deal with the final defense of the well.

DAWSON ALLEN'S HIDDEN CACHE

The town silversmith, Dawson Allen, is rumored to have a cache of weapons hidden in his basement. If the Fated can discover this rumor and follow up on it, they can get Mr. Allen to hand over his hoarded weapons to help the town's defenders.

Page Reference: 63

Defense Points: 10

THE CONSTABULARY LOCKER

Sealed in a locker at constabulary headquarters is something special that can help protect the town. The item itself is up to the Fatemaster's discretion—it could be a powerful soulstone, a clockwork rifle of some kind, or even a cannon. Regardless of the item's true nature, Hannibal Crowe is keeping the item locked up tight rather than risk losing it to one of his rivals. If the Fated can liberate this item to use in the town's defense during the final battle, it could help turn the tide.

Page Reference: 13

Defense Points: 10

Follow-up: The Fatemaster should show the defenders of the town (most likely constables under the direction of Marcus Lowry) utilizing the item to help fight off the Neverborn.

THE FEAST GRILL CANNIBALS

The owners of the Feast Grill have put an unusual item into the food that they serve: human flesh. Driven to this extreme by the Neverborn attacks, this grisly fact has yet to be discovered and revealed. If the Fated become aware that this is going on, they can either ignore the issue or find a way to stop it without word getting out. If the whole sordid story is uncovered, the rest of the town will actually suffer from the horror and revulsion of this knowledge. After all, many of the townsfolk have dined at the Feast Grill over the last few weeks.

Page Reference: 63

Defense Points: -10

Follow-up: It is important to note that the Defense Points for this opportunity are only if the Fated reveal the cannibalism to the town at large. If the situation is handled quietly (or even if it is ignored!) the Defense Points are ignored.

THE PLAYHOUSE

Madame Stovyl and her players at the town theater put on productions that can uplift the spirit. If the Fated can find a way to release Madame Stovyl from her debt to Mayor Crowe, the playhouse could become a tool to raise the morale of the defenders, with all the actors and actresses providing support and cheering on the town's defenders.

Page Reference: 64

Defense Points: 10

THE PIT FIGHTERS

There is a bare-knuckle fighting arena in the Industrial Zone. This place is known as “the Pit,” and it is home to some of the hardest and most experienced fighters living in Innocence. If the Fated can get the fighters' respect, they can add some veteran warriors to the defenders of the town.

Page Reference: 20

Defense Points: 20

Follow-up: During the final attack, the initial surge of the Neverborn hits serious resistance: a block of defenders led by the disciplined and fierce warriors of the Pit.

THE INFILTRATOR

There is a cancer at the heart of Innocence, and its name is Tatterson Flay. Although he may resemble a simple bookstore owner, Flay is actually a Neverborn wearing a disguise. If he is not discovered and dealt with, Flay's residence in town spells disaster for the town's chances of survival. If Flay is not removed, he provides the below penalty.

Page Reference: 51

Defense Points: -30

Follow-up: Flay's presence in town complicates the final battle in three ways. First, the Fated are informed

that some reinforcements they were counting on have burned to death in a mysterious building fire. Second, the Fatemaster should have a small force of Neverborn bypass some of the Fated's defenses through a path known only to the defenders. Lastly, Flay himself will show up at the final confrontation at the well to attack the Fated as well. If the outcome (see page 45) results in any major personalities dying, it is likely that Flay is directly responsible.



ACT IV: FINAL STAND

TAROT OPTIONS

CRSC 7♣: "After the reaper has come for innocence" is tied directly into the outcome of the town.

CRSt 6♣: "and with a whisper you will sunder the walls" ties in to the defenses of the town and how supportive the Fated has been of its defense.

CRSt 2♣: "and the end will come to all" applies if the Fated have not done enough to support the town. Of course, if they reject the fate it may save the town...

CRSt 7♠: "and the arches will crumble" is another tie in to the fate of the town.

Estimated Time to Play: 3 - 5 hours

For months, the Neverborn have launched constant attacks against Innocence. These assaults have been slowly growing in intensity, building towards this night. The time has come, and the Neverborn gather in force to begin their final onslaught onto the town streets.

Week after week, townsfolk have been killed. The once-booming town is feeling emptier and emptier with every passing month. Only the Fated can stand between Innocence and the certain doom that awaits the town.

The final assault begins with an attack on the town's outer defenses, which leads into Part 1: Skirmish on the Streets. The next section—Part 2: Holding the Line— begins where Part 1 left off as the Neverborn move deeper into the town and the battle's momentum appears to shift in their favor. Lastly, the Fated face off with the most powerful commanders of the Neverborn force at the well in the Central District for Part 3: Showdown at the Well.

WHAT ARE THE NEPHILIM?

Nephilim are native inhabitants of Malifaux. They are monstrous creatures with almost acidic blood and a taste for flesh. They have the ability to quickly grow up after consuming the flesh of the fallen. Nephilim attack with speed and savagery, relying on hit and runs to win out over better equipped foes. See page 66.

Terror Tot: Small, child-like creatures with purple skin, tiny horns, and leering, demonic visages. They sprint across the battlefield like toddlers on a sugar rush, but never stray too far from their larger brethren.

Young Nephilim: Lanky, purple-skinned monsters that stand about as tall as a human adult. Carried aloft on wings that almost seem too small to support their weight, they skulk about the edges of the battle, hunting for easy prey.

Mature Nephilim: Like something out of the hells of an ancient religion, this hulking creature is the very definition of the word "demon." Standing nearly twice the height of even the largest human, it bellows a challenge that carries across the battlefield before flexing its sword-like claws and taking to the sky on billowing wings.

Shaman: While clearly a member of the same demonic race as the other Nephilim, this creature is clad in what can only be described as ceremonial robes. Its visage is obscured behind a skull-mask that has been carved with obscure magical runes, and it clutches a twisted stone dagger in its clawed hands.

Before you begin, you need to total up the number of Defense Points earned so that you can make each section reflect where the town's final outcome will be. You are determining what happens to Innocence after the battle is over. The outcome is based on the Fated's choices and decisions that they have made throughout Acts I, II, and III. First, the Fatemaster should total up the Defense Points earned by the Fated. This amount gains a bonus based on whomever became Innocence's mayor in act II, as outlined below:

If Hannibal Crowe became mayor with the Fated's support: add 20 Defense Points.

If Hannibal Crowe became mayor without the Fated's support: subtract 10 Defense Points.

If Michael Callahan became mayor: add 10 Defense Points.

If the Widow Ferris became mayor: add 30 Defense Points.

If someone else became mayor, the Fatemaster should determine an appropriate amount of Defense Points to be awarded.

There are 5 possible outcomes: 50 or fewer points, 50+, 100+, 150+, and 200+. You can skip ahead to The Final Outcome on page 45 to see how each of these will turn out. Use that information to properly adjust the ending of each segment, having the town burn or townsfolk die, as appropriate.

PART I:

SKIRMISH ON THE STREETS

When the sun goes down on that last day, everyone in town seems to sense the tension. Whether the Fated have explained the situation or not, nearly every man, woman, and child in Innocence are milling around on the streets, many carrying lanterns and torches. Even the most average shopkeeper or clerk can sense something coming, like a storm on the horizon.

The final stand of Innocence begins when the Neverborn force pushes through the Smolder

onto the streets of the Marketplace (see page 16). Paraphrase or read aloud the following:



Darkness surrounds the streets of Innocence, and the shadows seem to press against the lights held by the defenders as if hungry to snuff out those defiant gleams. You can hear the Neverborn approach before you see them—the leathery flap of scaled wings, unearthly snarls and cries echoing through the air, and the distant snap of fangs and claws clashing in anticipation. Then, in an instant, the Neverborn fall upon the defenders in a frenzy of rage and hate, a crashing wave that tears through those in its path. Fires blaze and blood flows, and the defenders fight back fiercely as the final battle for Innocence erupts all around you.



The Fatemaster can use any of the following ideas for encounters in Part 1:

The Smolder: If the Fated have set up defenses in the Smolder or planned an ambush, you should have Part 1 take place in this area. The Smolder should have 6-8 Terror Tots and 2-3 Young Nephilim (see pages 66 and 67 for these creatures' profiles) attacking the area. If the Fated built defenses, then the Neverborn should be forced to come at the players one at a time. If they set an ambush, assuming that Tatterson Flay has been apprehended, the Fated should have a full round to act before the Neverborn join the fight.

The Burning Building: The attack of the Neverborn is so swift and brutal that several fires are burning out of control on the streets of Innocence. One of these blazes has ignited a family home, but debris from the battle is blocking their only exit. The Fated can see the family inside, children screaming for help from second story windows. The Fated have a chance to try and rescue the townsfolk from the building if they can shift the rubble, break down the door, or find some other way to enter the building. In order to shift the rubble or break the door, the Fated must

succeed at a TN 15 Athletics skill test. Treating the burns requires a successful TN 12 Doctor skill test.

Townsfolk in Peril: Panic has seized the townsfolk of Innocence. Almost none of them have ever even seen so many Neverborn before, much less faced one in combat. While many are simply fleeing, others are frozen or have attempted to hide in very impractical places on the battlefield. The Fated can try to convince the townsfolk to calm down, regain their bearings, and get to safety. If they do not, the townsfolk will quick rout, abandoning their defenses and allowing the Neverborn to surround them. Doing this requires a successful TN 15 test for any appropriate Social skill.

Neverborn Rampage: A small group of 4-6 Terror Tots and 1-2 Young Nephilim have the owners of the Feast Grill surrounded and are about to make a meal of them. If no one intervenes, the townsfolk are destined to become a fresh meal for the Neverborn attackers. The Fated have to launch an attack quickly in order to save the people from being devoured. The Fatemaster should adjust these numbers to best fit the needs of the story and the size of his group. The Neverborn retreat if they lose half or more of their number.

PART 2: HOLDING THE LINE

The Neverborn push through the outer defenses of the town and quickly surround the Central District (see page 12). The defenders are putting up a fierce fight, but the sheer numbers of the Neverborn are simply too much to be held back for long. Part 2 begins when the Fated and the other defenders are forced to fall back to the Central District. Without anywhere else to run, the situation looks grim for the defenders of Innocence.

Paraphrase or read aloud the following:



Otherworldly shrieks of savage glee ring out as Nephilim soar overhead, diving down here and there to grab a struggling defender in their claws to rend and tear. The defenders huddle behind makeshift walls and barricades formed from tipped-over wagons and other debris. Yet more Nephilim hammer upon these barricades in a frenzy, threatening to smash down any obstacle in their rush to destroy all the humans they can find. Everywhere you look, the situation seems dire—the final battle for Innocence is taking a dark turn, and it is not hard to tell that heroic action is the only way to keep the situation from deteriorating fast.



The Fatemaster can use any of the following ideas for encounters in Part 2:

No Retreat, No Surrender: The pressure of the Neverborn assault is wearing down the defenders. As one Terror Tot falls, it seems that two more take its place, and the fury of these inhuman attackers is taking its toll on the morale of those who struggle against them. At the southern side of the Central District, a group of defenders is wavering as the Nephilim press forward, and several of their number have been cut down already. In moments, it is likely that the despairing defenders will break and run. If the Fated step in, they must succeed at a TN 16 test of any appropriate Social skill to help the defenders stand fast in the face of this horror.

Nephilim Strike: A group of 4-6 Young Nephilim and 1-2 Mature Nephilim (see page 66 and 67 for these creatures' profiles) take to the air and launch a surprise attack against the defenders from above. The creatures' intent is to swoop down and drag off a handful of defenders from the weakest point in order to help their brethren punch through the defenses and pour into the Central District unimpeded. If the Fated move fast to intervene, they can catch this group of Neverborn off guard and scuttle their plan. The Fatemaster should adjust these numbers to best fit the needs of the story and the size of his group. The Neverborn fight to the death.

Crumbling Defenses: The defenders are relying upon barricades to keep the Neverborn's numbers to a manageable level. Constable Marcus Lowry (see page 61) and his men are keeping order and discipline, but the barricades are starting to sag and buckle under the assault. Just at that moment, several wounded defenders are struggling to make it to shelter in the mayor's mansion. If the Fated step in and succeed at a TN 16 Athletics test, they can support the barricade and shore up the defenses long enough for the wounded defenders to retreat from the front lines.

Paraphrase or read aloud the following once the scene is nearing completion:



The Neverborn cries of joy and human cries of pain are merging together in a thunderous din that assaults you from all sides. Looking around the town, it is clear that the defenders can't hold on much longer. Although many Neverborn have been slain, the onslaught continues. The cacophony reaches new heights, and like a physical force, you feel your own sense of panic pushing you back toward the center of town.



The Fated should make a TN 16 Centering duel or be forced to fall back with the other NPCs. If they pass and choose to stay, they will likely be overrun.

PART 3: SHOWDOWN AT THE WELL

The assault on Innocence reaches fever pitch as the hour of midnight draws closer. The weary defenders are given no chance to rest as constant waves of shrieking Neverborn throw themselves at the walls. Just as it seems the defenders may have a chance to withstand the full force of the onslaught, a group of Neverborn soar overhead to land directly next to the well.

This is the climax of the final battle for Innocence, and the Fated should be prepared for a hard fight. While this battle is certain to test the combat prowess of most groups, Fatemasters with particularly powerful Fated may need to add some complications in order to make it a proper challenge. In the end,

the Fatemaster should use his discretion to make this conflict entertaining and memorable.

Paraphrase or read aloud the following:



A group of nightmarish creatures emerge from the darkness overhead, soaring on leathery wings to land with thunderous booms near the well at the center of town. They are Mature Nephilim—huge, heavily muscled creatures armed with fangs, claws, and spiral horns. In their midst is a stranger figure—masked and cowed, smaller yet possessing a strange power and authority over his larger cousins. From behind the mask comes a hissing, sibilant voice. “Your time is over, humans. This town has exploited a gift that did not belong to them, and tonight, we take back what is ours and drive you from this land.”

The figure extends a hand, and flickers of dark sorcery reach out to the Mature Nephilim, causing a torrent of their blood to cover some nearby townsfolk, burning them severely. The Nephilim burst into sudden motion, attacking the town's remaining defenders, driving them back from the well and into the other Neverborn fighting in toward the center of town.

Even through the sounds of the attack, you can hear the cowed figure chanting in an otherworldly language and an eerie crackling light begins to surround him. The air becomes thick with energy as the battle rages on.



The Neverborn group includes 2-4 Mature Nephilim and is led by a Black Blood Shaman (see page 66 and 67). The Fatemaster can and should adjust the numbers of these foes, possibly adding lesser opponents like Terror Tots or Young Nephilim, if desired. This final duel is to the death, and the Neverborn have no intention of retreating or taking prisoners.

The Black Blood Shaman will not join in the fight and will do its best to ignore the defenders and complete the ritual. If attacked, it will strike back, but quickly try to return to the task at hand. After each turn that the Shaman is allowed to continue undisturbed, the feeling of magic in the air should increase. After 5 turns of this, the Shaman will complete the ritual and join in the fight.

WHAT DOES THE RITUAL DO

For the purposes of In Defense of Innocence, the ritual is generally assumed to not be completed. If, however, the players are unable to stop it, within a few days' time the stone egg will crack and the town of Innocence will be destroyed by the creature in the egg.

Once the Nephilim at the well are defeated, the other Neverborn slowly trickle away, screaming in wretched anguish or excited victory (as appropriate). Over the next hour, the town is emptied of combatants, leaving behind only the wounded, the dying, and the dead. The defense of Innocence is over, but the survival of the town is still in doubt.

THE FINAL OUTCOME

Paraphrase or read aloud the following:



It is only when the sun rises the next morning that the full impact of the Neverborn's final attack can be seen on Innocence. The streets are strewn with corpses, both human and Neverborn alike, and many of the town's buildings have been destroyed, either gutted by flames or torn down by enraged Nephilim. The remaining survivors are in a state of shock, and it takes several hours for anyone to be able to even consider putting things back together.



There are five possible outcomes, depending on the total number of Defense Points earned by the Fated. These outcomes all have different ratings ranging from the best to the worst, with three degrees in between. These measurements include details for how much of the town is destroyed during the final assault, how many of the town's important personalities are killed, whether or not the Neverborn are able to regroup, and the overall future of the town's prosperity.

Best Ending

200+ pts

- **Condition of Innocence:** Innocence survives; although parts of the town suffer damage, everything can eventually be rebuilt.
- **Important Deaths:** All the important personalities survive.
- **The Neverborn:** The Neverborn have suffered a major blow and are rarely ever seen again in the region.
- **Prosperity of Innocence:** The town thrives in the aftermath and becomes a hub of trade in the region.

Good Ending

150+ pts

- **Condition of Innocence:** Innocence survives; although parts of the town suffer damage, everything can eventually be rebuilt.
- **Important Deaths:** One of the important personalities dies during the assault. For maximum drama, this should be one of the personalities that the Fated interacted with the most in town.
- **The Neverborn:** The Neverborn are soundly defeated, and pose only a minor threat to the occasional caravan near Innocence.
- **Prosperity of Innocence:** The town thrives in the aftermath, gaining more trade with nearby towns.

Neutral Ending

100+ pts

- **Condition of Innocence:** Innocence survives; one of its four areas is completely destroyed and cannot be rebuilt.
- **Important Deaths:** Three of the important personalities die in the assault.
- **The Neverborn:** The Neverborn are defeated, but they remain a threat in the region and have sworn revenge against the town.
- **Prosperity of Innocence:** The town stagnates in the aftermath, suffering from the same problems that plagued it in the past with regards to economy and growth.

Worst Ending

50 or less

- **Condition of Innocence:** Innocence is completely destroyed in the final battle. The few survivors of the massacre scatter to the wind.
- **Important Deaths:** At most, only one of the important personalities survives the final attack.
- **The Neverborn:** The Neverborn are victorious. A new and more powerful Neverborn emerges from the stone egg, ruling over this part of the Badlands for years to come.
- **Prosperity of Innocence:** The town is erased from the map, unable to be rebuilt.

Bad Ending

50+ pts

- **Condition of Innocence:** Innocence survives; two of its areas are completely destroyed and cannot be rebuilt.
- **Important Deaths:** Five of the important personalities die in the assault.
- **The Neverborn:** The Neverborn retreat from the battle, but they are regrouping out in the Badlands; it will not be long before they launch a second attack against the town.
- **Prosperity of Innocence:** The town begins to crumble in the aftermath. When the Neverborn attacks resume, people abandon Innocence in droves, and in time it becomes just another ghost town in the Badlands.







CHAPTER 4: PERSONALITIES

Innocence has several colorful characters inhabiting it. This section describes some of the more notable people that the Fated can interact with in town. The Fatemaster will also find statistics for each of these characters and guidance on how best to use them during the adventure.

Many of the attitudes and allegiances of the characters are left up to the Fatemaster. Innocence is a growing and thriving town, and it will work best if the Fatemaster tailors the different characters some to fit the group of players.

THE MAYOR: HANNIBAL “OLD BLACKFEATHER” CROWE

He's the current mayor of Innocence, the richest man in town, and the not-so-secret head of the local Miners and Steamfitters Union guildhall. His nickname, “Old Blackfeather,” has to do with his preferred mode of dress.

According to Allison Dade's journal, Crowe was one of the convicts in the original caravan that helped found Innocence under the leadership of Terrence Nelson. Some say that his crime Earthside had to do with fraud, but Crowe has spent a great deal of his personal fortune to alter or eliminate most of his Guild-maintained records. During the town's early days, Crowe quickly became Nelson's trusted right hand man. However, he betrayed and murdered Nelson once it was discovered that Innocence sat above a rich vein of Soulstone. As Innocence began to truly prosper, Crowe made a deal with Doctor Ramos and swiftly brought in the Miners and Steamfitters Union. Crowe used the Union to cement his own personal control of the settlement.

Those who meet Hannibal Crowe describe him as a grasping, tenacious man who hides many of his worst qualities behind the thinnest veneer of civilization. He brooks no interference with his plans, and is determined to lock in his victory for the upcoming mayoral election. His advantages are many: as

MAYOR CROWE

Minion, Living

<i>Might</i> -1	<i>Grace</i> 0	<i>Speed</i> 0	<i>Resilience</i> 11
<i>Charm</i> 1	<i>Intellect</i> 4	<i>Cunning</i> 3	<i>Tenacity</i> 3
<i>Defense</i> 2 (7)	<i>Walk</i> 4	<i>Height</i> 2	<i>Initiative</i> 1 (6)
<i>Willpower</i> 4 (9)	<i>Charge</i> 4	<i>Wounds</i> 4	

Skills: Bureaucracy (3🐞), Convince (3📖), Deceive (4), History (2), Leadership (3), Literacy (2), Mathematics (2), Melee (2), Notice (3), Pistol (2), Scrutiny (4📖)

Talents: None

(1) Collier Single Action Army (Pistol)

AV: 1 (6) ===== Rg: ⚡ 12 == Resist: Df
Target suffers 2/3/4 damage.

(1) Silver-handled Cane (Melee)

AV: 4 (11) ===== Rg: 🗡 1 === Resist: Df
Target suffers 1/2/3 damage.



Hannibal Crowe

incumbent, he promises stability and a maintenance of the status quo, and as head of the Union, he controls the votes of most of the mine workers. Lastly, his personal fortunes are prodigious, and he has spared no expense to bribe and cajole his way into what would seem to be a foregone conclusion.

There is no one who doubts that Crowe's one overriding goal is to cling to power like a drowning man clings to a hunk of wood, but this may not be the problem that it initially seems. The town has prospered under his leadership, and has so far managed to stay out of Guild or M&SU control. That is no small feat. Crowe isn't interested in the day to day lives of his electorate, but sometimes being ignored is not such a bad thing...

ANOTHER SIDE OF CROWE

Most of the information gained about Crowe comes from Allison Dade. It is possible she's wrong. The

Fatemaster is encouraged to consider making Crowe be a decent man who is going about things in all the wrong way. It's possible, for example, that Tatterson Flay snuck into the original criminal band and has been acting behind the scenes all along—including such crimes as killing Nelson.

In many cases, the Fatemaster should at least make it clear that the information about Crowe is mostly speculation. Even if he is the conniving villain many make him out to be, the Fated should not know that as a fact.



THE WIDOW:

JANE FERRIS

This mysterious woman is the owner of the Nightveil Saloon and Casino and one of the leading candidates for mayor. She also has a dark secret: she hides her true nature as one of the undead. She is never seen without her widow's veil and voluminous black dress, concealing any hint that she is undead. A wide black ribbon is tied around her throat to hide her death wound, and she dabs on strong perfumes to hide the smell of rot.

Originally, she was Jane Ferris, a homemaker who came to Malifaux. Her husband discovered a knack for necromancy, and it was not long before the deathly energies that he was so fascinated with brought tragedy. Jane had been pregnant with their child, but the babe was born dead, affected by her husband's activities. Mad with grief, Jane hung herself. Her husband bent all his efforts to return her to life, sacrificing his own in the process.

Jane became the Widow Ferris and left Malifaux behind. She ended up in Innocence, and in this town she found a new life awaiting her. The Widow recognized Dr. Antoinette Dufresne as another Resurrectionist, but it's clear that the Doctor was more skilled and had more restraint than the Widow's husband, and the two struck up a friendship. Over the years, the Widow has come to embrace Innocence and its people, and she has entered the race for mayor hoping to bring independence to the townsfolk. Many people in Innocence recognize that the Widow truly seems to care about what happens to them, and she has a strong groundswell of support. This is encouraging, but not enough to topple Crowe without help.

If the Fated interact with the Widow, the Fatemaster may wish to allow them a chance to notice something strange

THE WIDOW FERRIS

Minion, Undead, Belle

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

Skills: Bewitch (3✕), Bureaucracy (3♣), Convince (3📖), Deceive (2), Leadership (3), Necromancy (3♣), Pugilism (2), Notice (3), Scrutiny (2), Toughness (1)

Talents: Hard to Wound

(1) Teeth and Nails (Pugilism)

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

✕ *Embrace:* After this Attack succeeds, the target gains the following Condition until the start of this character's next turn: "*Embrace:* This character cannot declare Walk Actions while engaged."

(1) Lure (Necromancy)

AV: 8✕ (13) ===== Rg: 18 ===== Resist: **Wp**
Move target character its Walk. The target must end the move as close to this character as possible.
✕✕ *She doesn't look that dead to me...:* After this Attack succeeds, the target must discard a card if able.

Jane Ferris

about the sensible precautions she normally takes (such as disguising her scent with perfume and concealing her scars with her veil). It is suggested that this would normally take the form of a TN 18 Notice test. It is recommended that succeeding at this test only gives hints rather than full disclosure that the Widow is unliving; however, if the flip is a card of the Tomes suit, the Fatemaster should consider allowing the character to catch a glimpse of a very nasty scar across her throat.

TATTERSON FLAY

Enforcer, Living, Mimic, Woe

<i>Might</i> 3	<i>Grace</i> 2	<i>Speed</i> 3	<i>Resilience</i> 3
<i>Charm</i> 2	<i>Intellect</i> 2	<i>Cunning</i> 3	<i>Tenacity</i> 1
<i>Defense</i> 5 (12)	<i>Walk</i> 6	<i>Height</i> 2	<i>Initiative</i> 6 (13)
<i>Willpower</i> 5 (12)	<i>Charge</i> 7	<i>Wounds</i> 9	

Skills: Bewitch (3), Centering (3), Convince (3), Deceive (4), Enchanting (3), Evade (3), Literacy (1), Melee (2), Navigation (1), Notice (3), Printing (1), Stealth (3), Toughness (1)

Manipulative 12: When an enemy character targets this character with a harmful action, the enemy character must pass a TN 12 Willpower Challenge or the action immediately fails.

(1) Oversized Skinning Knife (Melee)

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

(0) Blend In (Deceive)

AV: 8 ♥ (15) ===== TN: 15 ♥ ===== Resist: -
Gain one of the following conditions until the end of the turn of Dramatic Time:
Chameleon: Shooting actions taken against this character receive □ .
A Familiar Face: Close combat actions taken against this character receive □ .



Tatterson Flay

Although his appearance is that of a gaunt, lanky man with an unnerving smile and eyes that are two shades too bright, the truth is much darker. Mr. Tatterson Flay is not human at all—he is one of the Neverborn wearing a disguise sewn from the skins of unfortunate men and women. He is also the sole proprietor of Flay's Rare Books, the town's only source for novels, tomes, and other such items.

Flay attempts to blend in with the townsfolk of Innocence, but he simply can't hide that there's

something slightly "off" about him. As "Flay," he has no real friends, only acquaintances, and many people cross the street to avoid him or pull children out of his path. Flay tends to wander the town at odd hours, spying upon the town's defenses and assessing its weaknesses. During the attacks, he attempts to pass on the information he's gathered so that the next attack is more successful.





Martin Callahan

A polished and well-spoken man, Martin Callahan is the owner and operator of the town's barber shop in the Marketplace. He and his wife have lived in Innocence for the last three and half years, and he considers the town to be his home and his children's home. However, the attacks of the Neverborn over the last several months have turned this confident and pleasant business owner into a frightened and stubborn politician.

Mr. Callahan is an idealist, and somewhat naive. His fear has driven him to become a candidate for mayor in the upcoming election race, and he has gathered quite a bit of support by appealing to the need for security and safety. Callahan has sworn to seek out the Guild for protection, and his goal is to turn Innocence into another Guild-run township where people should never have to worry about Neverborn attacks ever again.

The Guild, for their part, are aware of Mr. Callahan and

MARTIN CALLAHAN

Minion, Living

Might 1	Grace 0	Speed 0	Resilience 0
Charm 2	Intellect 1	Cunning -1	Tenacity 1
Defense 2 (7)	Walk 4	Height 2	Initiative 1 (6)
Willpower 3 (8)	Charge 4	Wounds 4	

Skills: Appraise (1), Barter (1), Bureaucracy (1), Labor (3), Melee (1), Notice (1), Scrutiny (1)

Talents: None

(1) Straight Razor (Melee)
AV: 5 (7✕) ===== Rg: 1 ===== Resist: Df
Target suffers 1/2/3 damage.
✕ *Hobble*: After succeeding, the target gains the Hobbled Critical Condition.

have thrown some support behind him, but not enough to make any real difference.

Callahan's message of security and stability is a powerful one, and he is a gifted speaker. It is not surprising that he has swayed a portion of townsfolk to his views. Not only has he gained respect for his stubborn refusal to back down from Hannibal Crowe's heavy-handed attempts to make him quit, he has also earned grudging approval even from his opponents.

Aside from his political aspirations, Callahan is a courageous man who is more than willing to fight to protect his family and his township. He has begun working with like-minded locals to form a small, not-particularly-well-trained militia that does its best to help fight off the Neverborn attacks. As the onslaught ramps up towards the final attack (see page 41, Callahan and his men intend to throw themselves into the fray wherever the fighting is thickest.



PROFESSOR WICKERS

Minion, Living

<i>Might</i> -1	<i>Grace</i> 2	<i>Speed</i> 2	<i>Resilience</i> 1
<i>Charm</i> 1	<i>Intellect</i> 4	<i>Cunning</i> 2	<i>Tenacity</i> 1
<i>Defense</i> 4 (11)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 4 (9)
<i>Willpower</i> 7 (14)	<i>Charge</i> 6	<i>Wounds</i> 6	

Skills: Artefacting (5), Barter (3), Centering (5), Convince (3), Enchanting (3), Sorcery (3)

Talents: Counterspell

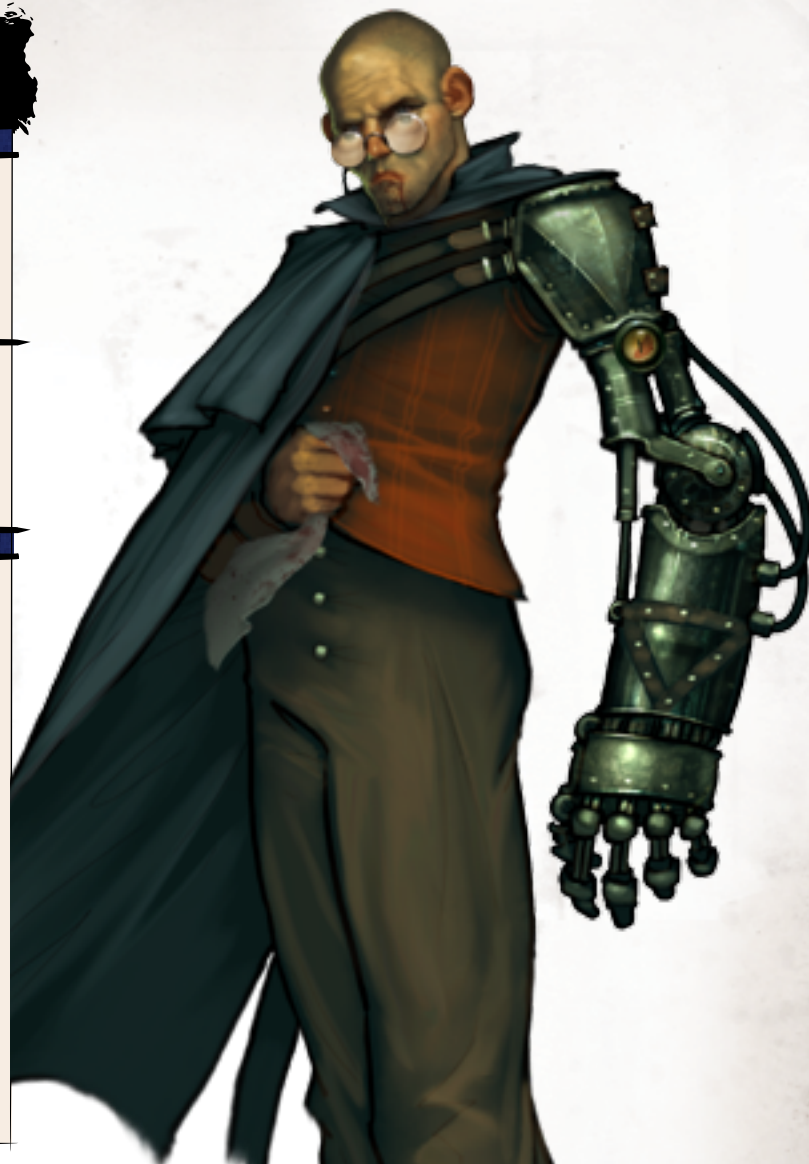
(1) Ancient Words (Sorcery)

AV: 6 (13) === Rg: 12 === Resist: Df
Target suffers 2/4/5 damage.

Resonance: This attack deals 2/3/4 damage instead.

(1) Healing Energy (Sorcery)

Target friendly character within 6 yards of this character heals 1/2/3 damage.



Professor Wickers

This good-natured, friendly man owns and operates the Shop of Uncommon Wonders in the Industrial Zone. Many people in Innocence know that Professor Wickers is, in fact, an unlicensed practitioner of the supernatural—one of the Arcanists so often railed against by the Guild. However, he is also dying by inches from consumption, and not a day goes by that he does not end up coughing blood into his handkerchief.

The good Professor is not going quietly into his grave. Instead, he has chosen to marshal the full array of his learning and arcane gifts to construct a clockwork body to house his brain. Progress has been slow because he has chosen to build this new pneumatic body in secret. In addition, he's a bit timid about the actual surgery required to transplant his brain into the clockwork torso. He's wary of Dr. Dufresne, but he believes she has the required skills to perform the operation successfully.

While the Professor is often quite genial and well-mannered, he has become slightly unhinged from his dilemma. He's become much more reclusive and fearful that others may discover what he plans to do. He also agonizes over how the townsfolk may see him after he gains his new body—he's terrified of being labelled a freak. Professor Wickers has a recurring nightmare that in saving his own life, he may find himself exiled from his home, cast out and friendless forever after.

Like everyone else in town, the Professor has been affected by the constant Neverborn attacks. He has altered the design of his new body somewhat to incorporate armor and weapons that have turned his clockwork form into a juggernaut. If turned against the Neverborn, this body could inflict serious damage and significantly improve the town's ability to survive.

If the Fated discover the Professor’s plans, they can potentially convince him to speed up his timetable and use the power of his new, mechanical body to help defend the town against the Neverborn’s final attack (see page 39). The first step is to convince Dr. Dufresne to help Professor Wickers in what admittedly sounds like a very desperate and insane undertaking—transplanting a living brain into the

apparatus that Wickers has prepared to link his mind with its new home. The Fated can choose to talk Dr. Dufresne into helping out (with a successful TN 15 test of any appropriate Social skill) or blackmail her by threatening to reveal her secret (that she is a Resurrectionist). If one of the Fated wishes to perform the operation, he must succeed on a TN 16 Doctor test.



WICKERS V2.0
Minion, Construct

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

Skills: Artefacting (5), Barter (3), Centering (5), Convince (3), Enchanting (3), Pugilism (2), Sorcery (3)

Talents: Armor 3, Hard to Kill

(1) Smashing Fists (Pneumatic)
AV: 6 (13) == Rg: 3 ===== Resist: Df
Target suffers 3/5/7 damage.
Pneumatic Actuator: Damage from this Attack Action may not be reduced.
Pneumatic Crush: This attack’s damage flip gains 4.



GUSTAVO ORTEGA

Enforcer, Living

<i>Might</i> 3	<i>Grace</i> -2	<i>Speed</i> 0	<i>Resilience</i> 3
<i>Charm</i> -3	<i>Intellect</i> 2	<i>Cunning</i> 0	<i>Tenacity</i> 3
<i>Defense</i> 4 (10)	<i>Walk</i> 3	<i>Height</i> 2	<i>Initiative</i> 1 (8)
<i>Willpower</i> 5 (10)	<i>Charge</i> 5	<i>Wounds</i> 14	

Skills: Evade (2), Intimidate (4), Leadership (3), Melee (2), Notice (2), Pistol (3), Teach (4), Toughness (4), Track (2), Wilderness (2)

Talents: Armor 1, Unimpeded, All Nephilim Hunter Talents (see page 56)

(1) Clockwork Pistol (Pistol)

AV: 5 (9) ===== Rg: 12 ===== Resist: Df

Target suffers 1/2/5 damage.

✎ *Reposition:* After succeeding, this character may move 3 yards.

☞ *Critical Strike:* When damaging, deal 1 additional damage for each ☞ in the final Duel Total.

(1) Hunting Knife (Melee)

AV: 6 (11) ===== Rg: 1 ===== Resist: Df

Target suffers 1/3/4 damage.

✎ *Duck and Weave:* After succeeding, this character gains the following condition until the beginning of his next turn during the Dramatic Time. “Weaving: This character gains +2 defense.”

☞ *Critical Strike:* When damaging, deal 1 additional damage for each ☞ in the final Duel Total.



Gustavo Ortega

This worn-down man appears like many other gunfighters at first glance, with hard eyes, quick hands, and plenty of scars on his flesh. However, Gustavo Ortega is more than just a gunfighter—he is one of the famous Ortega clan of Neverborn slayers, and he has many years of experience at fighting some of the most horrific creatures in the Badlands. Unlike the well-known family he comes from, Gustavo has left Latigo (and the Guild) far behind. He lives in Innocence as an exile and an outcast.

Gustavo is the current owner of the corral in the Industrial Zone. He’s a drunkard, and it’s rare for him to be seen without a bottle in his hand. Despite his addiction, the old Ortega is still quite formidable. Most folk prefer to leave him alone rather than confront him over anything, even when his drunken behavior ends up causing chaos. The majority of his fellow townspeople pity Gustavo rather than respect him.

NEPHILIM HUNTER

Gustavo is truly an expert on the Nephilim forces of the Neverborn, and he has developed a unique approach to Nephilim-slaying over the years. Unfortunately, one of his students was killed due to Gustavo's pride and carelessness during a battle with the Neverborn, and the Ortigas considered his lapse in judgment unforgivable. His family turned their back on Gustavo and cast him out with little more than the clothes on his back and the guns on his hips. With nowhere else to go, Gustavo made his way to Innocence and crawled inside a bottle, where he has stayed ever since.

This outcast Nephilim hunter has much he can offer to the town if he can somehow be convinced to sober up. First, Gustavo himself is no slouch at fighting Neverborn—he has all his family's training and legendary toughness in the face of Nephilim attackers. If he were to fight the Neverborn alongside the defenders of Innocence, it would be a significant improvement to the chances of the town's survival. Second, he has a lifetime's worth of experience that he can pass on with his own unique method of combating the Neverborn. This takes the form of a special Monster Hunter Advanced Pursuit available to Fated who train with him.

Sobering up Gustavo is more difficult than it sounds. The old man has hidden stashes of liquor all over the corral, and he is rather unwilling to change his ways for someone he's just met. It requires a TN 22 test of any appropriate Social skill test to make him agree to stop drinking even for one night. Fated who know more about the Ortigas or who succeed at a TN 14 History test can learn several salient details about Gustavo's past:

Gustavo was cast out of his family for failing to kill a Neverborn during a hunt—he froze, and one of his siblings was badly injured.

Gustavo's pride was his downfall, but it is said the deepest wound of his soul is that he cannot return home to Latigo.

If the Fated use any of these elements of Gustavo's past to try and help motivate him, Social skill checks against him receive a +6 bonus for the remainder of the session.

For most people, the series of tasks one must take to become adopted into the famed 'Monster Hunter' Family begins with a long and arduous journey through the untamed wilds of the Badlands to the Latigo Ranch. These lands are hosts to the ever present Nephilim menace: demonic-looking Neverborn with acidic blood and volatile tempers. Most of those who set out to hunt the Nephilim never make it through the first night. Those who fall in battle against the Nephilim are devoured, as the twisted beasts require human blood in order to mature into larger and more dangerous forms. Those skilled few that do prove themselves in combat are often invited to Latigo Ranch for additional training alongside the legendary Ortega family.

Nephilim are some of the better organized natives of Malifaux, choosing to remain savage and spiteful rather than reside in the shadows and plot like some of their distant cousins. Most everyone that spends any significant time in Malifaux has their lives touched by the Nephilim in some way, usually in the form of a murdered family member or a destroyed home. Worse yet, the Nephilim tend to travel in packs and are just as intelligent as humans, a detail that most would-be hunters tend to forget about until it's too late.

The Ortega family have made the destruction of the Nephilim their primary business in Malifaux, and business has been good for them. Such is the prowess of their family when facing off against their sworn enemies that the name "Ortega" has become synonymous with the concept of Nephilim hunters, a reputation which the family actively encourages and supports. It's a dangerous profession, though, so the Ortigas are always recruiting. They actively listen for stories of heroes that stepped up to protect their fellow humans against the predations of the Nephilim and take steps to investigate them whenever possible.

When the hero is finally tracked down, they are typically approached by either an Ortega or, more commonly, one of their Pistolero scouts. They offer the hero a chance to hone their skills against the Nephilim with further training, and are quite upfront



about just how dangerous that training can be. Those that accept have taken the first step to becoming a Nephilim Hunter and are welcomed by the family as allies, while those that refuse are thereafter treated as cowards by any Ortega that know of their refusal.

Those who take up the offer are plunged into a regime of intense sink-or-swim training. The lessons are brutally efficient and focus upon mitigating the advantages of the Nephilim, such as by grounding those that can fly with a series of wing-clipping shots. Over time, the hunters even develop a resistance to the acidic black blood possessed by all Nephilim. Some people claim that watching a Nephilim Hunter fight back their sworn enemies fills them with a powerful sense of rage and pride, and these feelings are often just the push that an adventurous soul needs to start their own journey down the road that leads towards Latigo.

REQUIREMENTS

The most common way for a character to join the "Monster Hunter Task Force" is to draw the attention of an Ortega and be invited to train as a Nephilim Hunter. This typically requires a selfless act of heroism during a battle against the Nephilim (or the Neverborn in general). Although an Ortega may not be present during the battle, word travels quickly in the wake of such heroics, and it usually isn't long before an Ortega or one of their Pistolero scouts manages to track the character down to confirm the rumors.

Fatemasters are encouraged to create a memorable opportunity for such a selfless act, should one of the Fated desire to take this Advanced Pursuit. The Fated should be aware that death is a very possible outcome and be given the chance to back down should they have a change of heart.

STEP	TALENT
1	Black Blood Resistance
2	Nephilim Slayer
3	Big Game Hunting
4	They Will Know Fear
5	To Be Among the Brood

BLACK BLOOD RESISTANCE

Multiple exposures to the Nephilim's black blood has allowed the character to develop a resistance to the pain it once caused. The character reduces damage from the Black Blood Ability by 1 (to a minimum of 0).

NEPHILIM SLAYER

Rigorous studies of the enemy have allowed this character to identify their weakness. The character gains the following bonus to Attack Duels against Nephilim, as determined by the base Wounds Aspect of the target.

WOUNDS ASPECT	BONUS
2 or more	You gain a  .
5 or more	You can ignore cover.
9 or more	You may add any suit to your total.

BIG GAME HUNTING

This character lives to bring home the largest trophy kills. Nephilim with 9 or more base Wounds reduce their chance to prevent falling unconscious by 5.

The character gains the following trigger to melee and shooting attacks.

✕ Wingclip: The target loses Flight for the rest of the Dramatic Time.

THEY WILL KNOW FEAR

The sheer presence of the character's resolve strikes terror into his prey. This character gains +5 to Horror Duels caused by Neverborn characters. In addition the character gains the following ability.

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

TO BE AMONG THE BROOD

Stunt Growth: Nephilim characters within 6 yards of this character may not use the Grow or Mature abilities.



Christopher Tannenbaum

Detail-obsessed and often disheveled in his appearance, this man is the town map-maker and owner of Innocence's only print shop. He arrived in town just over two years ago and set up shop in the Central District. From his shop, Tannenbaum occasionally cranks out handbills and a rag sheet that he hopes to turn into a regular newspaper called the "Innocence Herald." In addition, he peddles serial novels. These sales are growing in popularity and are beginning to cut into the profits of other shops, such as Flay's Rare Books in the Entertainment District.

Tannenbaum is often described as a know-it-all by other townsfolk. He certainly does possess intelligence, but he is also fond of correcting others and showing off the

CHRISTOPHER TANNENBAUM

Minion, Living

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

Skills: Appraise (1), Barter (1), Bureaucracy (1), History (2), Literacy (2), Notice (1), Printing (2), Pistol (1), Scrutiny (1)

Talents: None

(1) Collier Single Action (Pistol)

AV: 1 (6) ----- Rg: 12 ----- Resist: Df
Target suffers 2/3/4 damage.

wide breadth of his education. Despite these traits, he has generally endeared himself to many in the town, and his nickname—Inkfingers—is used fondly rather than as an epithet. He is a member of the Malifaux Exploration Society as well, and he often sends back particularly interesting maps to his fellows in the city.

Mr. Tannenbaum has discovered the secret of the town's well, and he strongly suspects that the stone egg is the actual reason behind the Neverborn attacks. Tannenbaum won't share this secret easily, though, as without proof the risk is too great. He has spent weeks feverishly attempting to discover some proof, but Hannibal Crowe has been quietly undermining the printer's credibility. Crowe has no desire for Tannenbaum to reveal the truth, and the mayor has been making contingency plans to deal with Tannenbaum permanently should he continue to dig up more information about the stone egg.



DOCTOR DUFRESNE

Minion, Living

<i>Might</i> -1	<i>Grace</i> 3	<i>Speed</i> 2	<i>Resilience</i> -1
<i>Charm</i> 1	<i>Intellect</i> 3	<i>Cunning</i> 2	<i>Tenacity</i> 2
<i>Defense</i> 5 (12)	<i>Walk</i> 3	<i>Height</i> 2	<i>Initiative</i> 4 (9)
<i>Willpower</i> 3 (8)	<i>Charge</i> 6	<i>Wounds</i> 7	

Skills: Art (1), Centering (5), Deceive (2), Doctor (5), Enchanting (5), Necromancy (4), Notice (2), Pistol (1), Scrutiny (1), Stitching (4)

Talents: None

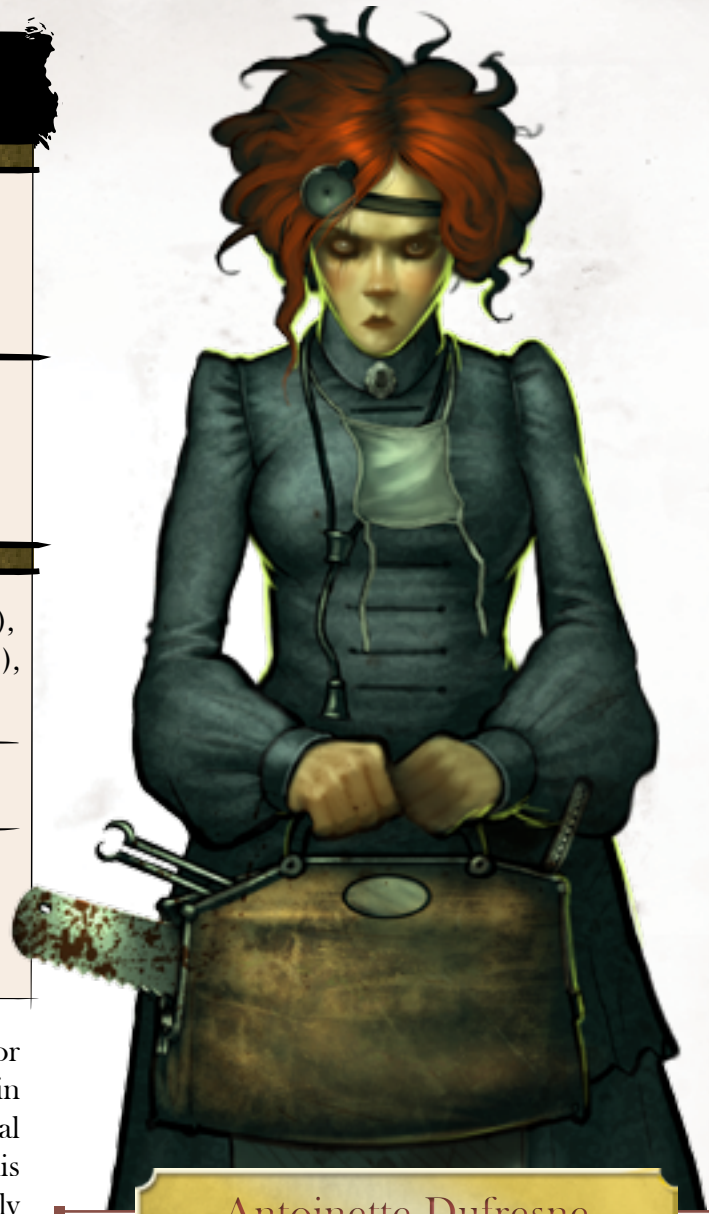
(1) Decay (Magic)

AV: 4 (9) ===== Rg: 12 ===== Resist: Df
Target suffers 2/3/4 damage.

A very elegant and refined young woman, Doctor Antoinette Dufresne is the only medical professional in Innocence and staffs the doctor's office in the Central District. She never turns away a patient, although this means that there are times it is difficult for her to fully collect her fees. Doctor Dufresne is good friends with the Widow Ferris—in fact, she is the Widow's only boarder at the Nightveil casino—and for good reason. Dufresne is actually a Resurrectionist, and she has chosen Innocence as a place to lie low and carry on her necromantic experiments in peace, out from under the scrutiny of the Guild.

Doctor Dufresne takes great pains to keep her activities in town a secret. Her only confidante is the Widow Ferris, but she often works with Jacob Byers—the town's undertaker—to take bodies down to the Tannery in the Industrial Zone. The Tannery is where she keeps her hidden laboratory and a number of corpses that she has slowly transformed into the undead.

Dufresne is quite talented at both of her vocations, as a doctor and a dabbler in the Necromantic arts. She can become involved with the defense of the town during the Neverborn's final attack (see page 38) in a number of



Antoinette Dufresne

ways. First, she can be enlisted to assist Professor Wickers with transplanting his brain into his clockwork body. Secondly, if her secret is discovered by the Fated, she can be convinced to release her creations against the Neverborn attackers (quite possibly as a last resort). Social skills used against Doctor Dufresne typically have a TN of 16, although the Fatemaster should consider applying a bonus if the Fated involve her relationship with the Widow or threaten revealing her secret to the rest of the townsfolk. Dufresne is reluctant to use up the undead she has so painstakingly created in the Tannery in battle against the Neverborn, but she is smart enough to realize that her research could hardly flourish in a town that has been utterly destroyed.





Allison Dade

An intense and driven woman, Allison Dade came to Innocence to seek a new life. She took a job with Christopher Tannenbaum at the printer's shop and quickly became involved with his plan for a local rag sheet to cover happenings in the town. Through her thorough investigations, Allison has discovered a number of secrets hidden in the town, and touched upon the existence of many more. In the course of her investigations, however, she has also ruffled some feathers—none more than the current mayor,

ALLISON DADE

Minion, Living

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

Skills: Bureaucracy (3📖), Convince (3📖), History (2), Literacy (2), Notice (3), Printing (2), Pistol (1), Scrutiny (4📖)

Talents: None

(1) B&D Gatling Derringer (Pistol)

AV: 3 (10) =====Rg: 6 ===== Resist: Df
Target suffers 2/3/3 damage. This attack gains + to the Attack and Damage flip.

Hannibal Crowe. The dislike appears to be mutual, and Allison has had scathing words with the mayor publically on more than one occasion.

Fed up with Dade's relentless search for truth, Crowe has had some of his goons abduct her, taking her to one of the abandoned homes in the Smolder. Crowe intends to kill her; he is worried about what information she might have on him and he doesn't do things by half measures.

Dade is, unbeknownst to anyone, a Guild plant. She is keeping a close watch on the town to protect their interests and sends them regular reports. She inserts subtle Guild support into the rag sheets she writes, trying to move the populous toward accepting Guild leadership. Dade is a spy, though, so she does what she can to keep her allegiances secret.



MARCUS LOWRY

Minion, Living

<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> 3	<i>Height</i> 2	<i>Initiative</i> 3 (8)
<i>Willpower</i> 5 (10)	<i>Charge</i> 5	<i>Wounds</i> 7	

Skills: Evade (2), Long Arms (4), Melee (2), Notice (3), Toughness (2), Track (2)

Talents: Armor 1

Stand and Fire: When an enemy character declares a Charge Action within LoS of this character, this character may reduce its Focus Condition Value by 1, to a minimum of 0, to immediately deal 2 damage to the character which declared the Charge.

(1) Guard Rifle (Long Arms)

AV: 6 (9) ===== Rg: 12 ===== Resist: Df
Target suffers 1/3/4 damage.

☛ **Critical Strike:** When damaging, deal 1 additional damage for each ☛ in the final Duel Total.

(1) Pneumatic Kick (Pneumatic)

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

A veteran soldier Earthside, Marcus Lowry came to Malifaux to make his fortune. He served as a hired bodyguard for the rich and famous of Malifaux's downtown district, but that career was cut short during a Resurrectionist attack that cost him his leg. Lowry chose to retire after his recovery and moved to Innocence just over a year ago. His experience made him the perfect choice to act as the town's law keeper, and he is respected for his keen mind and steady shot with his rifle.

The wound that ended Lowry's time as a bodyguard took one of his legs, and as a replacement, he has bolted on a barely-functional pneumatic limb that gives him a nasty limp. During this time, Lowry established close ties with many in the Miners and Steamfitters Union, and he tends to give Union members the benefit of the doubt.



Marcus Lowry

He has some difficulties with the mayor because Hannibal Crowe often openly disrespects the older constable in public. The constabulary have rallied behind Lowry, but Crowe seems unaware of the grumbling and dirty looks from those who enforce his will throughout the town. For the time, Lowry still supports Crowe's position, as any good soldier would.

Recently, Lowry has received terrible news from Earthside. His only daughter died young, and the news has devastated the once-solid constable. Combined with the current threat facing the town, Lowry is in a deep depression and has not been as effective a leader as he has in the past. Many of the constables are greatly concerned about Lowry.



THE WHISTLERS

Jason and Alena Whistler are the husband and wife pair that run the Whistler Cleaners. They mostly mind their own business and get their work done, but there is a quiet solidity about the pair that makes them fairly well liked in the town.

Alena owns a small schoolhouse where she runs a mixed age classroom. Being a boomtown, Innocence doesn't have a lot of children, but the few it does all attend Mrs. Whistler's school. Alena also is a gardener, and has managed to cultivate some plants that don't normally grow in the Badlands.

Jason, for all his hard work and kind demeanor, is not quite who he appears. His real name is Jason Schadow, and he is a wanted man in Malifaux. The crime he's accused of is murder most foul: the Guild claims that Schadow killed five Guild Guards in an altercation outside of a saloon. The truth is that Schadow is innocent, but he was unable to prove that he hadn't committed the crime. He fled to the town of Innocence with his wife, and adopted a new last name.

The Fated can possibly discover Schadow's status as a fugitive and use it to blackmail him into supporting any of the mayoral candidates. In addition, he will provide anything he can (within reason) to avoid having his secret revealed to the town. Schadow cherishes his new life in the small town and has no desire to return to Malifaux in chains. A TN 12 Notice test (or any appropriate Social Skill at the Fatemaster's discretion) provides the Fated with the information that Jason Whistler's face is on a wanted poster back in Malifaux. The bounty should be big enough to make it significant, but not so much that the Fated will definitely turn him in. Where this value is depends on the Fated in the group.

BARNABUS GORMAN

Barnabus Gorman is a gregarious man, his most notable feature a pair of magnificent muttonchops. Mr. Gorman has an adventurous streak, and he has been known to offer funding and loans to Soulstone prospectors and other entrepreneurs despite their inherently risky nature. He mostly keeps himself out of politics, but he would support just about anyone that

could promise some kind of improvement in the town's economy.

CATIE WREN

Catie runs Catie's Flophouse, a fairly respectable inn in the Central District. Catie and Allison Dade had a notoriously large argument one night, and ever since the local rag sheets have indicated that the Flophouse is not a wonderful place to stay.

This is a good place for the Fated to stay in town and also a good way to show the group that Allison Dade's information might not be completely on the level. Their stay can be quite nice, in contrast to the scathing reviews Dade has given it.

Catie is an older, weathered woman with a winning smile and a quick hand for the gun she keeps strapped to one hip. She seems to favor customers with a bit of attitude or swagger, preferring someone who could offer up a good conversation to someone who'll definitely pay the bills.

ARTEMIS CALLEN

Artemis runs the Brewery in the Central District. He is an amicable fellow, but also a sycophant. He's good at brewing, but is too worried about the quality of his beverages for his own good. His eagerness to please and general reverence for authority keeps a few from his business, but many more enjoy the attention he lavishes on his customers.

JACOB BYERS

Jacob is the undertaker in town. Spending most of this time around dead people hasn't given him social graces, and he is often in old ratty clothing and smells of old dirt (and other things). He is also a spiteful and mostly hostile individual. Very few people in town know him or want to know him, and he likes it that way.

Jacob is a good red herring for any discovered Resurrectionist activities in town. Although he is not a practioner, he looks the part and can delay players who might be too quick to judge. He doesn't know what the Doctor is up to, and quite frankly, he just doesn't care.

THE SANTORINOS

Carla and husband Rodrigo run the Santorino Café. The great service provided by Rodrigo and good food provided by Carla have made the café a popular spot for those that can afford to go. They are happy to chat, but often seem distracted by their other customers.

In reality, the Santorinos owe a favor or two to the Guild and routinely report back on anything interesting they overhear. If Rodrigo seems distracted, it is because he is trying to listen to every conversation he can. The Guild also funnels some money to Martin Callahan through the Santorinos.

DAWSON ALLEN

Mr. Allen is (outwardly, at least) an upstanding citizen who spends most of his nights down at Artemis Callen's Brewery, swapping stories with other regulars. He has a teenage son, Christopher, who is well-known to be a troublemaker and practical joker, but his father seems to have little to no control over his wild ways.

Mr. Allen runs the Silverworks in town. He does an extremely good job, but his focus on his work has led a number of rumors to start up about him. People have made claims that he has a hidden cache of weapons or illegal pneumatics under his shop or that he is allied with Arcanists. Most of these rumors were started by townsfolk discussion the odd materials he uses in his work, and not because anyone has actually seen the very real cache of weapons he keeps hidden beneath his shop. Exactly how people seem to know about his stash despite his precautions is a source of vexation to the silversmith.

ARTHUR DEXTER

Arthur used to be a farmer, and has always had an interest in the well-being of the life under his care. He is almost like a father figure to Innocence (at least in his own eyes), often making sure that there is enough food on hand for the town even at significant personal cost. Arthur has some training as a veterinarian, and with a bit of luck he could also fill in the role of a doctor for basic issues.

JONAS TOMBLER

Mr. Tombler the cobbler is an amazing storyteller—sitting in his shop, surrounded by the smell of the old man's pipe smoke, his gravelly voice transports the listener to another place and time. Mr. Tombler's gift for bringing a story to life has made him a beloved figure amongst the children of Innocence. He often spends an afternoon or weekend working on a pair of shoes and spinning tales for a rapt audience of young folk.

THE GREERS

Charles and Martha Greer are original residents of Innocence. They opened up the Grill early in the town's history and have been serving food since. The Greers might best be described as culinary adventurers, always looking for new flavors and ingredients to add into the cooking. This trial and error approach has involved many missteps on the menu, but they have found some truly excellent combinations as well.

The Greers, unfortunately, have a bit missing when it comes to the morality department. While this isn't often an issue, it may quickly become one if the Greers are pressed.

TOM CARROLL

Tom runs the Outfitters, a wilderness survival shop in town. Tom is an avid camper and explorer, and he doesn't deal well with others' ignorance about how to survive. This means he is pretty squarely in the wrong line of work, as most people who come into his shop have a lot to learn. That said, he knows what's needed, which has given his shop a great selection. Tom's own prejudices have rubbed off on his staff, and there are few people that come into the store that leave in a good mood.

THE MITCHELLS

Billy and son Junior run the Badlands Expeditions and are good friends with Tom Carroll. Billy is a methodical wilderness guide, not prone to taking chances. Junior, on the other hand, is a brash young

man, but the risks he has taken so far have worked out well for him. Unfortunately for them, the Neverborn threat has limited most excursions out of town, and few partake of their services these days.

Junior seems a bit too lucky at times, often returning from expeditions where his patron came back wounded or not at all. Junior could be a good red herring for a spy in Innocence, but the reality is that he's just an extremely competent survivalist.

ARLINN DERRICK

Arlinn runs the Pit. He was once a fighter in Malifaux's famous Ringside arena. He racked up quite a reputation there and gathered both a large amount of winnings and some dangerous enemies. After he was severely injured during his last fight, Arlinn took his scrip with him and headed out to Innocence. The fighters trained by Mr. Derrick for his arena are some of the most experienced and toughest folk in town.

MADAME VIOLA STOVYL

Madame Stovyl is an over-the-top 'producer' who has chosen to bring her shows to Innocence. She built her playhouse where the Black Pony burned down, gambles excessively, and talks as if all the world should sit in rapt attention at her feet. It can, at times, be a bit insufferable, but the same qualities that inspire her melodramatic side have made her into an excellent host. She hires and trains exceptional people, and her playhouse is truly remarkable.

Madame Stovyl is deeply in debt from gambling, and the success of her playhouse is not nearly enough to cover her losses. Crowe is covering her debts for now.

LUCILLE VALLESTRA

Lucille is a soprano singer in Madame Stovyl's shows. She is incredibly popular, and she receives many advances from different men in town... including the mayor. This affection is entirely one-sided.

THE COHAGENS

Bart Cohagen is a gunsmith who loves to make and talk about guns. It can be hard to get him off the topic, but he is so engaging that many people end up wanting to listen to his random facts about every gun in his collection.

Bradley Cohagen is a blacksmith who specializes in weapons. He is fairly quiet, preferring the sound of the anvil to others talking. Luckily, his brother Bart can handle most of the customers.

MIKE O'CONNOL

Lead foreman of the mines, O'Connol is a veteran miner both Earthside and in Malifaux since the Breach opened. O'Connol is well-liked by the other miners and has done his best to convince his superiors in the Union—which means, of course, Old Blackfeather himself—that operating the mine while the town is under attack makes little sense. "You can't spend Soulstones when you're dead," is a phrase that's been heard more and more often over the following weeks. It seems likely that if Hannibal Crowe could be taken out of the picture that O'Connol may succeed him as the head Union representative in Innocence.

DONALD REIMAR

One of the few constables in town that's concerned with justice, Donald is willing to help the Fated whenever he believes they are the right path. This is particularly useful when looking for the missing Allison Dade. Donald is not, however, a very knowledgeable individual, which limits just how useful he can be to the Fated.



OTHER PROFILES

The profiles found here can be used to fill in some of the stats you may need for combat. They are largely pulled from the Fatemaster's Almanac, but there are some minor changes to fit the adventure.



DESPERATE MERCENARY

Minion, Living, Mercenary

<i>Might</i> 2	<i>Grace</i> 2	<i>Speed</i> 1	<i>Resilience</i> 0
<i>Charm</i> -3	<i>Intellect</i> 2	<i>Cunning</i> 0	<i>Tenacity</i> 2
<i>Defense</i> 5 (10)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 3 (8)
<i>Willpower</i> 4 (9)	<i>Charge</i> 7	<i>Wounds</i> 4	

Skills: Centering (1), Evade (3), Melee (2), Notice (2), Pistol (2)

Frantic: While this character has 3 or fewer wounds remaining it gains **+** to its Attack flips.

(1) Brahk'blade (Melee)

AV: 4 (9) ===== Rg: 2 ===== Resist: Df
Target suffers 2/3/5 damage.

(1) Refurbished Collier Army (Pistol)

AV: 4 (9) ===== Rg: 12 ===== Resist: Df
Target suffers 1/3/4 damage.





MATURE NEPHILIM

Enforcer, Living, Nephilim

<i>Might</i> 4	<i>Grace</i> 3	<i>Speed</i> 4	<i>Resilience</i> 4
<i>Charm</i> -2	<i>Intellect</i> 3	<i>Cunning</i> 2	<i>Tenacity</i> 3
<i>Defense</i> 6 (13)	<i>Walk</i> 6	<i>Height</i> 3	<i>Initiative</i> 6 (13)
<i>Willpower</i> 5 (12)	<i>Charge</i> 8	<i>Wounds</i> 10	

Skills: Athletics (3), Evade (4), Melee (2), Navigation (2), Notice (2), Toughness (4), Track (2), Wilderness (3)

Black Blood: All characters without Black Blood within 1 yard suffer 1 damage when this character suffers damage.

Flight: This character is immune to falling damage and may ignore any terrain or other characters while moving.

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

(1) Monstrous Talons (Melee)

AV: 6♥ (13)==== Rg: ♣ 2===== Resist: Df
Target suffers 4/5/6 damage.



BLACK BLOOD SHAMAN

Minion, Living, Nephilim

<i>Might</i> 0	<i>Grace</i> 4	<i>Speed</i> 1	<i>Resilience</i> 0
<i>Charm</i> -1	<i>Intellect</i> 1	<i>Cunning</i> 2	<i>Tenacity</i> 2
<i>Defense</i> 4 (9)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 2 (7)
<i>Willpower</i> 5 (10)	<i>Charge</i> 5	<i>Wounds</i> 8	

Skills: Centering (3), Evade (3), Leadership (3), Melee (3), Necromancy (3), Notice (1), Teach (1), Track (1), Wilderness (3)

Black Blood: All characters without Black Blood within 1 yard suffer 1 damage when this character suffers damage.

Blood Curse: All enemy characters within 6 yards of this character suffer 1 damage at the end of this character's turn.

(1) Ritual Knife (Melee)

AV: 7♥ (12)==== Rg: ♣ 1===== Resist: Df
Target suffers 1/1/1 damage.

(1) Black Blood Pustule (Necromancy)

Target friendly character with the Black Blood Ability suffers 1 damage. Enemy characters within 1 yard of the character suffer 2 damage.



TERROR TOT

Minion, Living, Nephilim

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

Skills: Athletics (2), Evade (4), Melee (3♥), Navigation (1), Notice (1), Track (1), Wilderness (1)

Black Blood: All characters without Black Blood within 1 yard suffer 1 damage when this character suffers damage.

Grow: If this character kills an enemy character then this character becomes a Young Nephilim. All damage is healed and Conditions are removed.

(1) Blackened Claws (Pugilism)

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

(1) Sprint (Athletics)

This character may discard a card to take a walk action.



YOUNG NEPHILIM

Minion, Living, Nephilim

<i>Might</i> 3	<i>Grace</i> 2	<i>Speed</i> 2	<i>Resilience</i> 2
<i>Charm</i> -3	<i>Intellect</i> -1	<i>Cunning</i> 1	<i>Tenacity</i> 3
<i>Defense</i> 5 (10)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 4 (9)
<i>Willpower</i> 5 (9)	<i>Charge</i> 8	<i>Wounds</i> 7	

Skills: Evade (3), Melee (3), Navigation (2), Notice (2), Toughness (1), Track (2), Wilderness (2)

Black Blood: All characters without Black Blood within 1 yard suffer 1 damage when this character suffers damage.

Flight: This character is immune to falling damage and may ignore any terrain or other characters while moving.

Mature: If this character kills an enemy character that is not a peon or minion then this character becomes a Mature Nephilim. All damage is healed and Conditions are removed.

(1) Talons (Melee)

AV: 6♥ (11)==== Rg: ♣ 1==== Resist: Df
Target suffers 2/4/5 damage.



CHAPTER 5: COMPLICATIONS

This chapter presents some adventure hooks for Fatemasters to use for their groups and is intended to add more adventures in and around the town of Innocence. The Fatemaster is strongly encouraged to use what he or she likes, change what they don't like, and utilize everything presented here to help tell a good tale for the Fated. The Fatemaster can use the Fated's own backstories or the rich information on the town and the people that live there to connect these adventure hooks into the established campaign, or to build an entirely new campaign from the plot threads elsewhere in this book, using these hooks simply as a jumping-off point.

In fact, all of the adventures in this chapter are written so that the Fatemaster may use any single piece that they like, and use it in their own way. As always, the goal is to create an engaging and exciting story for the players to enjoy themselves in.

The Fatemaster should carefully consider the tone of the adventure hooks as it pertains to his or her group's own tone and play style. While it is not a bad thing to venture

out of your group's comfort zone from time to time, a group that plays mostly with a dark and serious tone may not enjoy a lighthearted or campy series of adventures.

Another consideration for these adventure hooks is to utilize them as a way to slow down or divert the Fated's progress through the main adventure's buildup, if the Fated are moving too quickly, or if the Fatemaster feels not enough impact could be placed upon the Fated's investment in the town.



PROLOGUE

This section contains ways to tie the Fated into Innocence. Once there, you should have enough hooks to keep them engaged, but sometimes getting an adventure started is the hardest part. There are a few options for the Fatemaster to use. Find one that might work for you and bend it to your purpose. It is up to you whether or not to make these full game sessions or whether to use the Prologue portion of your game to set it up.

RANDOM ENCOUNTERS

This this section to add a bit of excitement to the journey to Innocence. The Badlands are never an uneventful place, and these encounters can be used as background material to remind players that that Badlands are a dangerous place, or even to make the trip to Innocence last a whole session.

Every day of the journey, there will be an encounter (See page 120 of Fatemaster's Almanac). Flip a card to determine the value of the encounter. If the flip is a , it is a social encounter with other travelers or Guild/Ortega patrols. If the result is a , it will be a combat encounter, with bandits, monsters, or any other enemy types the Fatemaster wishes to have. If the roll is a , it will be an event encounter, such as a sandstorm, rain of fire, or unsuitable terrain to travel over. If the result is a , there is an encounter that is just a chance for the players to roleplay their Fated (maybe one of them has a particularly vivid dream, for example).

SIMPLE PROLOGUES

Sometimes, a simple Prologue is all you'll need to get your group involved. This can work well for relaxed groups or if it is the first session of all the characters. You can use the following ideas to quickly tie the Fated together in a group and get them started on the path to Innocence. Sometimes, you may even want to combine a few to provide a stronger impetus for the Fated traveling to Innocence.

GETTING THE PAPER

One or more of the Fated like to read a good rag sheet from time to time, and Allison Dade's Herald never fails to deliver. She is an opinionated writer spilling town secrets, so the Fated has been reading it for some time... and then one day the paper stopped coming. The tone had been getting worse before that, and the Fated suspect the worst and decide to investigate.

GET RICH QUICK

News of Innocence's Soulstone boom has gotten around, and who couldn't use a little extra cash? The draw of wealth and independence is a big one, and many have come to Malifaux for just such a thing. Whether the Fated are fresh off the train or just looking to start somewhere new, Innocence could be the easy answer to get them back on their feet.

GET OUT OF TOWN

Sometimes it's not about where you're going, it's about where you're leaving. The Fated have decided that it might be time to leave town. They might be in trouble, or they might just be looking for a change of pace. Regardless, a couple of Scrip will get them moving, and right now, all roads lead to Innocence.

LONG ROAD TO INNOCENCE

Use When: Your Fated are in trouble; maybe their recent exploits have left them feeling that it might be time to seek safer harbors.

STORY

Jeremiah Tombsman was a farmer and ranch hand, spending his days caring for livestock and grain. He was jailed for life after murdering a man that tried to "put his hands on my soon-to-be wife" many years ago. He then toiled in the prison mines for years, and finally was called to go to Malifaux before the founding of Innocence. He's managed to escape his chain gang and intends to make his way to Innocence. Jeremiah is no fool, though, and he knows the journey might prove deadly solo. He is looking in the seedier parts of town (whatever town that might be) for others who might also be looking to start a new life.

COMPLICATION

Unbeknownst to the Fated, Jerediah is being followed by his late estranged wife, Suzy Tombsman. Her effect on the Fated will become more and more pronounced the closer the Fated get to Innocence.

The journey, Jerediah thinks, will take “a week and some days” to make it to Innocence. At night, players will note an aura about Jerediah. If he is awake, it will be a calming and jovial aura, making the Fated comfortable around him, more than happy to keep a fire going and trade tales. If Jerediah is asleep, the aura is one of paranoia and uneasiness, and the Fated will be unable to sleep restfully and will, for all intents and purposes, be exhausted the next day. Mechanically, this is represented as a stacking -2 to all skill tests for every consecutive day the Fated are unable to sleep through the night.

Almost at Innocence, all PCs will be overcome with exhaustion/tiredness and will be unable to keep a watch. When morning comes, Jerediah will be dead from an apparent stab wound delivered directly into his heart. The knife is long and ornate, with a white pearl handle. If the Fated inspect the blade, there is an inscription on it that reads: “Always and forever. Lovingly yours, Suzy.”

FIX

If any of the Fated are familiar with Necromancy, they will immediately recognize the knife’s supernatural origin and will be able to communicate with Suzy using the knife as a talisman. If not, there is little that can be done. The Fatemaster can leave this as an open question and an unnerving start to their stay in Innocence. A particularly cruel Fatemaster may even rename one of the prominent women in town Suzy.

FOR THE UNION!

Use When: Your Fated are members of, or support, the Union. This could be a full adventure, or a mini-adventure Prologue.

STORY

The Fated’s Union contact has heard that there might be some suspicious business going down in a town called Innocence. Although the Union has a presence there,

the reports coming out of the mines are a little too regular to be fully trusted. There is concern that Innocence’s Union members may be doctoring information.

This is made worse by the fact that the last few communications have gone unanswered. With no news coming from Innocence, it seems likely that some sort of revolt or black market trading is going on there, and it’s the Union’s job to step in and ensure their people are safe.

COMPLICATION

It is believed that the current mayor, Hannibal Crowe, may have gained a little too much power over the Union. It has also come to the attention of certain individuals that Allison Dade, a local journalist, may be trying to sway the population towards Guild interests. The Fated are to go to Innocence and figure out the situation, including blocking further Guild access to the town.

However, on the way, the Guild confronts the traveling Fated and attempts to turn them back. The Guild has somehow received information about why the group is being sent to Innocence and doesn’t want them to get in the way.

FIX

Depending on how long you want the adventure to last, the fix can be variable. A good social encounter with a few flips may convince the Guild that you’re not the right Fated or that this might not be a fight they want to start.

However, a longer adventure will quickly see any communication breakdown as the Guard starts to try to confiscate the Fated’s weapons and other gear. It will quickly turn into a full on fight. The Guild have a Guild Sergeant, 2-5 Guild Guard, and 2-4 Guild Hounds, all found on page 139 of the Fatemaster’s Almanac.

Consider having further issues arise out of this. Maybe the Fated lost some of their water in the shootout, or have to go on by foot from here. Either way, it can create difficulty within the narrative for their arrival in town.

A NEW LATIGO POSSE

Use When: Your Fated have Guild ties, or possibly are mercenaries with no problems with the Guild. This could be a full adventure, or a mini-adventure Prologue.

STORY

The Fated have been summoned to Latigo for a job. A recent dearth of information from Innocence has led them to want to take action, but sending Guild troops into the town could cause a backlash. The Guild has decided to send some mercenaries into town to protect their interests.

COMPLICATION

While on the journey to Innocence, the Fated find a few bodies partially eaten and torn apart. Anyone who makes a successful Wilderness duel (TN 12) will recognize that this was done by the Neverborn, not any animal. As the Fated keep walking, they discover more bodies and some tracks.

A successful Track duel will lead the players to an only partially mangled body, still dragging its way through the Badlands. This will happen far enough into the journey that returning to Latigo at this point is unfeasible with the supplies they have on hand.

FIX

At first, the body might seem to be an animated corpse, but in reality it's a living person about to pass on. A successful TN 15 Doctor duel will stop the bleeding long enough to have a conversation with the man. He'll tell of the Neverborn attacking those who leave Innocence, and say the town has no time left. The party will need to hurry if they want to help.

A group of Nephilim will come swooping down out of sky to finish off the dying man, about 2-4 Young Nephilim (page 66 and 67). They will also attack the party. Once the dust settles, it will be clear that the group must make haste to Innocence.

ACT I

The Complications presented here work best as ways to throw a wrench in the plans of the Fated during Act I. They can be used anywhere, though, that makes sense for the story.

BALLAD OF CRUNCH GORDON

Use When: The Fated have saved Allison, but done so too quickly for the game to end!

COMPLICATION

The Fated's dabbling in the towns affairs has not gone unnoticed. The current champion of The Pit, Crunch Gordon, has been hired to kill the Fated. By who is unclear—whoever it was is the same person who tried to have Dade killed. This is probably Crowe, but there are advantages to using someone else and having Crowe as a red herring.

This adventure hook is intended to be a direct combat challenge, and Fatemasters are strongly encouraged to tailor Crunch Gordon's battle strategies, profile, and approach to fit their group's style of play.

The Fated hear a passerby in Innocence remarking upon them "Dead man walking! I hear Crunch's after ya' bones." Further questioning of the townspeople corroborates that the pit fighter Crunch Gordon is looking for the Fated. His reputation precedes him; a horrifically bloodthirsty beast of a man, he is undefeated in the Pits. Tales from dubious sources tell tale of a man as big as a golem, stronger than a locomotive, and more cunning than a Nephilim besting every man, beast and construct set before him.

FIX

For Crunch Gordon, use the Ronin profile from page 163 of the Fatemaster's Almanac. For a particular challenge, you can use the Executioner profile from page 155 of the Fatemaster's Almanac (but he will not possess the claws, his bare fists will just do the same amount of damage). Feel free to add a few weaker thugs into the mix that Crunch has brought along to help.

If the Fated decide to hunt down Gordon before he gets to them, there is a good chance he will be at one of the many saloons. Carousing and raising hell, he is an unmistakable sight. Seven feet tall and built like a brick house, he is tan of skin, bald, and wears bone jewelry. He is very boisterous, and takes any slight against him as a direct challenge.

If the Fated decide to ignore the warning, Gordon will actively start asking about them around town, interrogating shop owners and posting flyers of crudely drawn caricatures of the Fated around town. If he finds any of the Fated, alone or as a group, he will immediately shout a challenge, and attempt to kill them on sight.

Gordon, while extremely bold and aggressive, is not wholly without sense. He is a skilled and cagey fighter and will use everything at his disposal to win a fight, up to and including the surrounding architecture (he once won a cage match by tearing down a section of the cage walls and using it to strangle an opponent). If the Fated have an Arcanist or other magical archetype within their group, he will prefer to target them first, unless another Fated has proven to be more damaging or effective in battle.

If Gordon is in danger of dying, he will tactically retreat, using any form of incapacitation or distraction (such as pocket sand) to cover his withdrawal in order to survive the fight. After recovering, he will return to ambush the Fated more effectively than a head-on assault.

The fight(s) with Crunch should be as much about show and banter as about the fight itself.

SERENADE OF GUILTY

Use When: The Fated rescued Dade and are feeling far too confident.

COMPLICATION

The badlands around Innocence haven't been explored, and there are threats out there that even the Guild are loathe to confront. In this adventure hook, the Fated are transported to an almost-perfect recreation of the town that is deeply uncanny in its representation, with the only real difference being that the townsfolk are replaced entirely by Doppelgangers.

How this has happened is anyone's guess, and it is recommended that you leave it unclear. The Fated should know there are forces beyond their control. That said, the point of the encounter is to shake them up—not to shake them down.

The Fated, after going to sleep, are transported to faux Innocence: Guilty. When they come to, they find themselves inside rooms at an inn, safe and secure. They are somewhere in the Central District. When leaving their rooms, they are greeted with a normal scene for most inns, but with an easy Spot Duel of TN 6, the Fated will notice that everyone has the same face. The hair will be different, but the head and face will all be the exact same, with overlarge eyes and narrow mouths. With a more difficult Spot Duel of TN 12, the Fated will also notice that everyone's hands are backwards, joints bending the wrong way, such that the "back" of the hand is now the palm, and vice-versa.

The people will treat the Fated as they would anyone else, and the rest of the town outside of the inn is much the same, everything being exactly how the Fated left it, except that the landmarks outside Innocence are all wrong. In fact, there are no external landmarks, and the town looks to be on a large, featureless plain. Citizens will respond as one would expect to any acts of violence, and treat any inquiries regarding their faces or hands as the ramblings of a crazy person.

FIX

After three weeks or if the Fated attempt to leave the town (whichever comes first) the Fated will be arrested by whatever means necessary by the town Sheriff and deputies. If arrested, the Fated will be threatened with all manners of horrific rituals and dismemberment... so make it clear that the whole thing seems wrong and they shouldn't go along with it.

If the Fated defeat the posse, the current mayor of Innocence will attempt to reason with them. According to the "mayor" the faux-town is a Doppelganger refuge, wherein the Neverborn are allowed to live their lives in peace, but they require sustenance that they can only gain by the ritual sacrifice and torture of humans. Using phrases such as "sacrifice ten to save ten-thousand" and other greater-good rhetoric, the mayor is an influential and subversive speaker. Whether or not anything he says is true is open to interpretation, however.

If the Fated fight, they are attacked by the faux-constabulary and must either fight their way out of the town or flee, depending on the group's martial capability, left to wander the plain for one or two days before Innocence comes back into view. Use the Doppelganger entry, page 181 in *Fatemaster's Almanac* for base statistics of the townspeople. When returning to Innocence, a feeling of familiarity returns, they're back home.

SONG OF THE RAILS

Use When: The Fated have some ties to the M&SU and you want that relationship to grow.

COMPLICATION

The sounds of progress echo in the dusty air, and the rattle of Soulstone chimes loudly in every corner of Innocence. Crowe has contracted the Miners and Steamfitters Union to construct a railway directly to Malifaux, which will bring in untold increases to the town's fortunes. Construction has already begun, but has slowed to a snail's pace of barely a mile a day due to Neverborn raiders and bandits.

Whether contracted to do so by the town (15 Guild scrip a day) or to help the M&SU, the Fated will find the end of the railway after a day's ride, or half a day's trip on a railcar. The ties are laid, and stakes are being driven, and lines are being put down at an industrious pace. They meet with the foreman, a huge, burly and corpulent man named Gene Hogg. Gene tells the Fated about the raiders, and that if it keeps up, he won't have enough men to work the rails and keep the rest of the crew safe at the same time.

Every day, there will be an attack on the rail crew. Neverborn will sweep in without warning with an associated sandstorm or other type of inclement weather (use *Mature Nephilim* on page 177 of the *Fatemaster's Almanac*). They will strike with intent to kill, but will retreat quickly if a defense is rallied. The Neverborn are attacking in order to keep Innocence isolated from Malifaux.

With the Fated's help, the rail crew is able to increase their productivity to six miles a day, which is still unacceptable to Gene Hogg, who wants to run at 15 miles a day. At a point when the *Fatemaster* believes would be most

dramatic for the story, there will be a large explosion behind the crew, on the rail line.

Inspection of the destroyed portion of the line shows that it was made by normal explosives such as dynamite. Gene Hogg will even proclaim, "That's dynamite that's done this all right, else I don't eat a second dinner."

FIX

If the Fated begin patrolling the lines between Neverborn attacks, they will be confronted by the Neverborn sooner or later. The Fated can fight the Neverborn as many times as they wish, but if they stay out too many days, word should reach them of the escalating situation in town.

The reality is that there is no easy fix here. The Fated can assist the line and make sure some of the workers are safe, but they cannot stop the Neverborn attacks until the situation in town is dealt with. The *Fatemaster* should attempt to express some of the futility of fighting repeatedly.

WHY ARE WE HERE?

You may notice that a few of these complications are somewhat unresolvable or maintain an air of mystery. Malifaux itself has many unsolvable problems and even more mysteries. These things can help set a tone for the game, as long as you are able to let the players know that they aren't failing—there just isn't an answer.

That said, these scenarios aren't completely random. If Innocence is saved, for example, it is likely that the railway would be completed. Having helped, the Fated may have contacts they wouldn't have before. There are ways to gain advantage and knowledge out of an adventure even if it was not a resounding success.

ACT II

The Complications presented here work best as ways to throw a wrench in the plans of the Fated during Act II. They can be used anywhere, though, that makes sense for the story.

THE LOVER

Use When: The stone egg has not yet been discovered and the election is going well for the Fated.

COMPLICATION

Several people in Innocence are becoming sick. Symptoms include coughing, the shakes, the sniffles, even a few poor citizens with skin lesions. The first death is discovered shortly after the Fated begin campaigning, the body quickly decomposing into a rotted heap. The mayor offers a sizable reward for anyone able to find the cause of the affliction, and to eradicate it.

A little bit of research will reveal that all of the people getting sick have visited the Playhouse. It seems that certain parts of their water shipments (since not just anyone is allowed to use the well) are getting poisoned somehow. The trick is figuring out how and stopping it.

Michael Hammond is in charge of the water deliveries to the Entertainment District. This has given him free entry into a number of places... like Madame Stovyl's. His recent interest in a certain star has been met by, worse than rejection, ignorance. Lucille Vallestra just can't seem to remember poor Michael.

Michael has decided to get his revenge by poisoning the water. His plan has two desired outcomes: first, he'll get back at those who ignore him, and two, people will finally remember who he is. Michael isn't even particularly hiding his crime.

FIX

There are multiple ways this complication can play out. It can be addressed simply by getting Michael locked up, but there is more at stake here. First, Mayor Crowe will pay a reward to the Fated if they solve the crime, and this will gain him more support right before the election.

An unfortunate outcome (assuming the Fated aren't supporting him, that is), since he really had nothing to do with it. This would earn Crowe about 30 Votes.

Second, the water fiasco will draw more attention to the stone egg. People will begin to openly question why they can't access the well directly, which will lead to more discussion and inquiries than in the past. This could be a good setup for getting the stone egg into the minds of the players, or even something they can use to discredit the mayor.

The important thing here is that the problem is simple, but the consequences can be quite complex.

THE MERCENARIES

Use When: The Fated are getting a little too cozy with the town and feeling right at home. It might also be used to throw some difficult combat at the Fated.

COMPLICATION

Innocence's independence is as much a bane as it is a boon. While the town is able to maintain more wealth for itself than other Contract Towns, it also doesn't enjoy the same protections and stability that being allied more closely with a major power might bring. Even the M&SU, while present, doesn't technically run the town (it is more accurately described as a small offshoot being run by the mayor).

Enter James Sunderland and Clara Wishborne, a team of mercenaries and ne'er-do-wells that have very few scruples and even fewer morals when it comes to a payday. Their job is to destabilize Innocence. The two are a formidable team, with Clara setting up situations wherein James' brutal destructiveness is devastatingly effective.

James is a spellcaster of no small power who specializes in brutal solution. He gives almost no thought to subtlety. James is a bit aloof, preferring to let his actions speak for him. He could be described as standoffish, terse, and defensive—even when he's on your side.

Clara is an assassin, using her martial skills and razor-sharp cunning to achieve her goals in secret. She is no stranger to disguise and subterfuge. Equally adept at gun



Clara & James

fighting as she is with her twin swords, it is said she has never failed to kill a mark. Clara is a witty and charming individual, prone to speaking with an air of sophistication, and has an obvious narcissistic superiority complex to anyone educated on the subject of personality traits.

At first, the two won't seem to be associated with each other, but James will start to harass the town's populous while Clara spreads rumors around town about the activities of the mayoral candidate. Eventually, the rumors will strike on the newcomers who saved that nosy reporter and who they work for, and if the Fated are seen as having strength, James will try to make a show of them, too (though he won't engage directly).

FIX

If the mercenaries are left unchecked, they will provide significant negatives to whoever the Fated are trying to get elected and, eventually, lower the town's Defense Points. Of course, if the Fated are doing too good of a job in either category, the mercenaries will force a confrontation.

The Fated will need to discover who is behind the rumors and some of the violent confrontations around town, and a bit of investigation will reveal that the two work together. Over time, it will become obvious that the mercenaries are responsible, but by then their plans will have done at least partial work.

If the Fated confront them, it will lead to one of the most chaotic battles the Fated should ever take part in. The mercenaries have no problem using bystanders as shields or object lessons, and are all too happy to burn the whole town to the ground if necessary. The clear strength of the mercenaries and their lack of hesitation will force the Fated to deal with this on their own.

James and Clara will happily make the battle a moving one to affect as much of the town as possible, but they will not run. Between Clara's ego and James' love of violence, they would not pass up the opportunity to show the Fated up.

The mercenaries, if somehow taken alive (they will fight to the bitter end and may even be willing to kill themselves rather than be captured), will reluctantly reveal their employer's identity. Most likely, they were hired by the Guild in an attempt to show further need for a Guild presence, but changing the employer is easy and can fit into the campaign.

The mercenaries will remove 10 votes per day they are active from the Fated's chosen candidate.

THE POLITICIAN

Use When: The Fated are confused about who to support for mayor or consider running for mayor themselves. The encounter might also be appropriate for more combat-oriented groups looking for a fairly easy scuffle.

COMPLICATION

Innocence is booming. Even with the Neverborn threat, pilgrims flow into the town day and night. While most are happy to simply work for their pay and have a home, others have grander visions and want to turn water to wine, so to speak.

Kasios Pendragon is a wealthy investor from Earthside and intends to multiply his wealth through Innocence, but despises the Guild and its stranglehold on what he claims to be "A most wonderful opportunity for men

and women to bring themselves to greatness through the strength of their backs and sweat of their brow.” He readily and loudly voices his opinion, and has already made deals with the Miners and Steamfitters Union to take over their Innocence operations. Kasios seems to embody the idea of progress, and his speeches are incredible.

It is during one of these speeches that Kasios singles out the Fated, and asks them; “You there! You have the look of ambition and exude the aura of capability! Do you not want to earn your way through your lives!? Unbound by the chains of a decreed fate such as the Guild’s way of relegating men and women to endless drudgery!? I am willing to employ you all right now, such is the strength of your eyes. I see it in all of you.”

Kasios is an extremely charismatic and avaricious man, and does not take ‘no’ for an answer, if the Fated decline his initial offer. He will use money, coercion, and plain old sweet-talking to get the Fated to work for him. And what he wants them to do is get him elected mayor.

Of course, this will mean the Fated have their work cut out for them. Kasios is not only a strong advocate of the 14 hour day, but his arrival will stir things up in town. The election will be harder to manage, and Kasios will be putting strong pressure on the constables to support him.

In addition to the election changes, this is going to mean a fight between the constables that support Crowe and those that don’t.

FIX

The constables that don’t support Crowe are going to lose the fight without help, and with the total support of the constables, Crowe will gain 30 votes. Crowe However, losing the constables will lower Crowe’s vote count by 20 and give the players 10 Defense Points.

The battle between the pro- and anti- Crowe constables is going to be a random melee, so individual stats aren’t that important. Fists are being thrown, and there is even a club or two coming into the fight. Eventually, after numerous duels, the Fated will help win the fight. This is a good time for some narrative combat, without letting the players know there is no real challenge here. If any Fated draw steel, town opinion will sway against them and their candidate will lose 10 Votes (Kasios doesn’t start with any).

If Kasios ends up being elected and the town is saved, it is entirely possible Kasios will try to keep everyone in his employ. He is fairly generous to those who are competent, and he will need a lot of things done in Innocence (and is unlikely to remain there long himself).

ACT III

The Complications presented here work best as ways to throw a wrench in the plans of the Fated during Act III. They can be used anywhere, though, that makes sense for the story.

COMPOSITION

Use When: You have a group that likes machines.

COMPLICATION

Professor Wickers contacts the Fated regarding a Workshop that was never rebuilt after it burnt down during the first Neverborn attacks, Larson’s Steamworks. The entire workshop, along with its proprietor, Harold Larson, went missing that day. No one is quite sure where they disappeared to, but he was known as the best machinist in Innocence. Due to this, Professor Wickers is quite concerned with Harold Larson’s whereabouts.

A half-constructed spider-like mount for a person is found in the smolder by a salvage team, with a still-functioning Soulstone power core. Professor Wickers has analyzed it and decides that it’s something that Larson’s Steamworks would have produced. When powered on, the mount autonomously starts moving to the West.

Professor Wickers wants to investigate where it’s going, and the Fated are contacted to conduct the investigation.

The mount will turn on with a simple flip of the switch, and unrelentingly moves to the West, to a cave opening in the Badlands. The location it is moving towards is three day’s travel, and it constantly moves in a straight line, ignoring geographical features such as canyons and hills.

After traversing the land, the mount will finally come to rest in front of a large natural cave mouth with blue steam billowing from it and the sounds of machinery echoing from within.

FIX

If the Fated investigate the cave, they will be set upon by automated clockwork and steam-powered defense mechanisms (Use Clockwork Traps, page 143 and Hunters, page 147 of the Fatemaster's Almanac.) The cave is a completely integrated workshop built into the stone, with pipes going through walls as if the stone had grown around it.

Deeper into the cave, the fated will encounter the workmen that used to be part of Harold Larson's workforce. There are eight in all, twisted into marriages of machines and flesh, they toil away on contraptions of alien purpose. The workers pay no mind to the Fated, and will only defend themselves if attacked (use the Doctor on page 128 Fatemaster's Almanac for stats of the workers).

Even further into the cave, there is a large behemoth 12 feet tall, standing on two clockwork legs with the central torso wrought out of darkened iron and melded granite. The torso contains a chamber with a screaming, steaming hunk of Soulstone in it, roughly a half foot in diameter. The behemoth seems to be defending a door behind it.

Harold Larson resides in the lowest reaches of the cave, his body the apparent power source and driving focus of the workshop. He is half-interred into the stone, with valves, pipes, and other workings coming out of his decaying flesh. The Behemoth was his masterpiece, representing everything his life has led up to. It was meant to defend the town, but he couldn't finish it in Innocence after the fire, so he had his workers find the richest Soulstone vein they could, and began again here. The work, or the Soulstone, drove them mad, and he couldn't bring the

Behemoth back to Innocence, now that he is what he is.

At the Fatemaster's Discretion, the Soulstone Behemoth may be transported back to Innocence and reactivated, and used to defend the town. The utilization of the Behemoth can add 15 Defense points for resolving the outcome of the The Defense (See page 45).

The Behemoth is a monstrosity of metal and stone, and is impervious to all but the most drastic of damaging measures. It will chase the Fated out of the cave, but will not venture more than a few hundred meters away, allowing them to regroup and consider what to do. The Behemoth is capable of repairing itself, and so the only possible way to permanently damage it is to destroy the Soulstone (Lade 6) in its torso.

The Miners and Steamfitters Union, if they receive word of the Behemoth, will place a sizable bounty on the return of the Behemoth to them.



SOULSTONE BEHEMOTH

Henchman, Construct

<i>Might</i> 6	<i>Grace</i> -1	<i>Speed</i> 1	<i>Resilience</i> 8
<i>Charm</i> -5	<i>Intellect</i> 0	<i>Cunning</i> 2	<i>Tenacity</i> 6
<i>Defense</i> 6 (18)	<i>Walk</i> 10	<i>Height</i> 4	<i>Initiative</i> 6 (12)
<i>Willpower</i> 7 (14)	<i>Charge</i> 6	<i>Wounds</i> 20	

Skills: Pneumatic (5)

Talents: Armor 5, Hard To Kill, Regeneration 2

(1) Foot Long Drill (Pneumatic)

AV: 6P (13P) ==== Rg: 4 == Resist: Df

Target suffers 6/8/13 damage.

P *Pneumatic Actuator:* Damage from this Attack Action may not be reduced.

PP *Pneumatic Crush:* This attack's damage flip gains +.

RED HERRING

Use When: The players are ignoring Flay and you don't want them to. They also can't be the mayor.

COMPLICATION

Junior Mitchell recently took on an expedition job out to the Badlands, and he hasn't returned yet. Although not a huge concern, he also seems to have gone with the current mayor! No one seems to know why, but some dark rumors will start floating around town (and Dade will have no problem supporting them). It's clear that the mayor's life is in danger, if not from Junior himself then from the Neverborn!

When the Fated set off in search of the expedition, they'll only have the information from Billy Mitchell, Junior's father, to go on. They apparently headed east, supposedly to try to find where the Neverborn were encamped. This seems like a fool's errand, but the mayor knows that to shore up support it has to be done.

What the Fated don't know is that Flay will set off after them. The mayor and the Fated are too big of prizes to ignore, and he's going to make sure none of them come back alive. After the Fated find the mayor, they will be beset by some Neverborn with Flay at their head.

FIX

There is only one way out of this: kill or be killed. Flay is a formidable opponent, and he came with a variety of Nephilim. It is suggested that there be a Mature and 2 Young, all he could scrounge up on short notice. These numbers should be adjusted if necessary.

If the other Nephilim are killed, Flay will attempt to escape (and he is quite fast). He won't return to Innocence (which will award Defense Points), but he will not soon forget the Fated or the town of Innocence.

SINGLE CAUSE

Use When: The Fated are personable and caring, and wanting to defend the town.

COMPLICATION

With the Neverborn threat growing more severe, many people of Innocence have begun teaching themselves how to fight and shoot. Problem is, they're mostly horrible at it. One man in particular is Eric Cunningham, who is struggling to teach his boys how to shoot.

When the Fated first walk into Innocence they are greeted by the sound of a bullet cracking past them, followed shortly by the sound of a man yelling an apology with his hands up. He willingly admits responsibility, and apologizes for the potentially fatal mistake. His boys, he explains, can't shoot the broad side of a barn, and after a week of teaching them, they can barely aim the rifle straight.

If the Fated are willing to help Eric teach his sons to shoot, he introduces them; Jeb, Kyle, Patrick and Tabby. Separated by about a year between the four, the eldest is fourteen, the youngest just turning nine. Jeb, the middle child, is uniquely inept, having a wandering eye. The father will not allow the kids to learn how to fight in melee, as he considers that far too dangerous.

The Fated will find it difficult to teach the boys, as their father has taught them all sorts of things about guns that are either completely incorrect or otherwise counterproductive, such as shifting weight while pulling the trigger, so they don't get pushed backwards.

Kyle, the eldest, is the easiest to teach (TN 12 Teach, or TN 14 Combat skill Duel), and will adapt to what the Fated teach him readily. He admits to hoping he can kill a couple of those "Nephilim" to prove himself.

Patrick and Tabby, the two youngest, are more difficult to teach, as they are distracted easily (TN 14 Teach, or TN 16 Combat skill Duel, as well as a TN 14 Social skill Duel to keep their attention, Fatemaster's discretion on which skills would be appropriate.) If the Fated are not careful, Tabby may even accidentally shoot someone because he heard something behind him.

Jeb, the middle child with the wandering eye sticks to what the Fated tell him to do, but is unable to hit his target, even with an expert marksman teaching him. This is not due to lack of trying, as Jeb is easily the most devoted of the children, and even calls the Fated "Hero Gunmen." Even after leaving the homestead, Jeb will be seen following the Fated throughout town, pointing his fingers like a pistol, or holding a stick like a rifle.

After a day or two, Jeb will approach the Fated and ask for more lessons and training. If the Fated agree to give him a second set of lessons (TN 16 Teach, or TN 18 Combat skill Duel), he will improve, being able to hit his targets once every three shots.

A few days after Jeb approached the Fated the second time, Kyle will find the Fated, breathless and panicked, and tell them that Jeb ran off with the family rifle, and took the family's horse. He said he'd "Go out and kill a Nephilim, like the heroes that taught us how to!"

FIX

If the Fated chase after Jeb, they will come upon a scene wherein Jeb has chased down a Young Nephilim (Page 66 and 67), which is about to charge him. If the Fated gave him the second set of lessons, he will fire the rifle a split second before the Nephilim lunges, killing it. If the Fated declined the second lesson, Jeb will fire but miss, getting himself seriously injured, and will die shortly after the Fated dispatch the Nephilim.

ACTS I, II OR III

The Complications presented here work best as ways to throw a wrench in the plans of the Fated during Acts I, II, or III. They can be used anywhere, though, that makes sense for the story.

THE WELL

Use When: Your players are intrigued by the town's water supply.

A FINAL ADVENTURE

The town's well is, in many ways, the most important part of the town. It is what allows the town to thrive (by providing water), and what might crush the town (by bringing the Neverborn). Having an understanding of the stone egg will be important for Fatemasters, as it is driving much of the action for In Defense of Innocence.

Many Fated may explore the well early and discover the egg. If they don't, however, this complication can actually serve as a great fifth adventure for In Defense of Innocence as the Fated find out what had the Black Blood Shaman so interested in the town.

COMPLICATION

The secret source of Innocence's water is the stone egg, a smoothly-curved rock more than fifteen feet in height and roughly eight feet around at its widest point. The egg has a jagged crack in the side at roughly head-height that is almost three feet long. Clean water flows from this crack at a moderate rate, equivalent to the force of a rushing creek. The egg rests in a small natural cavern chamber at the base of the well shaft, against the northern wall. Roughly half the egg lies underwater, and the well's depth typically remains at around seven feet.

The Neverborn's attacks on Innocence began directly after Hannibal Crowe ordered his men to widen the crack in the stone egg to produce more water. The few

folk of Innocence who are aware of the stone egg have only theories about its nature—some believe that it is the resting place of an ancient being, while others consider it a prison that has some great evil sealed away. Whatever the truth, the egg is the ultimate goal of the Neverborn assaulting Innocence.

The true nature of the stone egg is left up to the Fatemaster to decide what fits best into his campaign. The theories listed above are two starting points, but there are any number of explanations for the egg and its mysterious origins. If the Fatemaster wishes, learning more about the egg's true nature and its destiny could be the driving force for many adventures to come after the defense of Innocence is complete.

To most of the citizens of Innocence, the town's well is simply a miracle that they do not question. The presence of cool, clear water year-round is just a part of what makes Innocence a place worth living in, and that is just how Hannibal Crowe likes it. Very few are truly aware of what lies below the well, of the cracked stone egg and Nelson's discovery during the founding of the town. After Crowe's workmen widened the crack, there were some who started raising questions about the nature of the stone egg and how it might be related to the Neverborn attacks. However, anyone who brings these questions up in public swiftly disappears.

One night, while the players sleep, a sinkhole opens up beneath them that drops them into the tunnels beneath Innocence.

FIX

First the Fated need to navigate through the dark tunnels with little to none of their equipment. The tunnels are mostly natural and are incredibly dangerous to walk through blindly. A few Athletics and Acrobatics checks (TN 10) should help convey the difficulty of moving through the caves, and Navigation duels (TN 6) can help the Fated move towards the egg. The egg is calling to them, in a way, making it quite easy for the Fated to find their way towards it (even if they don't know they're looking for it).

It is possible they will encounter resistance in the caves. It is recommended that a creature of unknown appearance harries their path, retreating before they get a good look at it. A good way to handle this is to occasionally have

them flip Defense against a TN 10. If they fail, they are tripped or pushed. At most, the Fated should only take a Wound from this.

It is also possible that Crowe has a few men down in the tunnels making sure no one is coming that way, but a group of Fated will make short work of any such defenders. This is another good place to use the Desperate Mercenary template to throw some weak defenders in the way.

A “fix” for the stone egg isn't really the goal. There are so many possible ways to handle this that it wouldn't be worthwhile to list many alternatives. What's important for the Fatemaster to know is that the egg is what allows the town to survive. Anything that happens to the egg is bad for the town.

This means the Neverborn succeeding is bad, but so might be their utter defeat. The egg might be calling for blood which brings the monsters in, or the Neverborn might just be inexplicably drawn to it. And, of course, it could just be a hunk of magical rock that makes endless water.



How excited the Fated are about the egg and how they choose to approach the problem of the egg should inform how you handle the complication. That said, the next story in Innocence will involve the egg still in the same location pouring out water, so if you plan to use that story you might not want them to have much success at tampering with the egg.

A FULL ADVENTURE

It is very possible to use the stone egg down the well as a full adventure rather than a complication in another adventure. If you want to do this, it is recommended that only about half of the adventure take place underground, the other half should be dealing with townspeople and the secrets that are being kept regarding the egg.

If the Fated try to go down the well, they should be swarmed with constables before they get the chance. The players will need to find another way in, which will involve asking around and some clever thinking. After that, you can either drop them in via the sinkhole (as Malifaux sometimes fills our desires in unfortunate ways) or have them discover a way in through the mines (maybe during the initial rush someone found a way in through a hole in their back yard).

The time in the caves should be more difficult than it might otherwise, taking full advantage of the Fated being attacked in the dark and the way their journey is harried. The session will avoid any full conflict, but there should be a constant niggling threat to the safety of the party.

THE WALL

Use When: Your group likes combat

COMPLICATION

Every night, Innocence comes under attack from small bands of Neverborn. Most of these attacks occur in the Marketplace, near the Smolder (see page 18), but they can and have struck elsewhere along the town's outskirts. Most often, these attacks occur just after sundown,

although there have been other attacks that have waited until just before or after midnight.

The Fated may decide to assist in defending the town on a nightly basis, in which case this is the complication to use. Otherwise, you may wish to draw the Fated into a fight in town one night, either through the defenders coming up short or them being in the wrong place at the wrong time.

FIX

Typically, a Neverborn raiding party consists of 4-8 Terror Tots and 1-3 Young Nephilim (see page 66 and 67). The Fatemaster should adjust these numbers to best fit the needs of the story and the size of his group. The Neverborn retreat if they lose half or more of their number.

The Nephilim, at this point, prefer hit and run tactics. This is partially why the town hasn't lost more of their number. If a fight with a Fated is getting drawn out, the Neverborn will try to use their speed to relocate to a different part of town and attack. This opens the possibility of a chase seen through the town's streets.

THE TANNERY

Use When: A Fated has an interest in the undead or if they show an interest in some of the activities associated with the doctor.

COMPLICATION

Doctor Antoinette Dufresne has been raising the dead in the Tannery for some time. Although initial signs will point to the undertaker, he is not directly (or knowingly) involved. Her activities in the old Tannery have attracted some attention, at the very least for the odor emanating from the building.

If the Fated don't come across the place but may be interested, it's also possible that someone is looking to buy the land and someone contracts the Fated to check it out to make sure there are no Nephilim hiding inside.

Dr. Dufresne is not a bad person and has no ill intent; she is simply interested in the undead. The Fated may not have a problem with what she's doing, or they may even support her, but either way the undead are difficult to control and anyone going in will be attacked.

FIX

If the Fated investigate the Industrial Zone, the Fatemaster should emphasize the creepy, dilapidated condition of the tannery. Inside the building can be found a number of Canine Remains and Mindless Zombies equal to the number of Fated in the group. If the Fatemaster wishes, he can add more undead or more advanced creatures (such as Punk Zombies) to challenge the Fated. See page 195 in the Fatemaster's Almanac for statistics on these undead creatures.

Due to the stench of the Tannery, all combat actions by the Fated suffer a -2 penalty unless they have taken some kind of precautions. Once the undead are dealt with, the Fated may investigate further. A successful TN 14 Notice or TN 12 Doctor test reveals that there are labelled bottles and other medical paraphernalia that could only have come from the doctor's office in the Central District.

THE PIT

Use When: Your group likes combat or got involved with Crunch

COMPLICATION

If the Fated wish, they can enter the fighting competitions in the Pit in an attempt to earn some Guild scrip (and the townfolk's respect). The Fatemaster should use the statistics for a Night Watchman (see page 133 of the Fatemaster's Almanac) to represent the Pit's arena fighters.

FIX

The initial bout's purse offers 10 Guild scrip to the winner. The second bout raises the purse to 15 Guild scrip, and the third (and final) bout offers a grand prize of 30 Guild scrip. The Fatemaster should consider escalating the challenge at each level by assigning a +1 bonus to each of the opponent's flips during the second bout and a +2 in the third.

If the Fated wish, they can attempt to enlist the aid of the fighters from the Pit to help defend the town during the Neverborn's final attack (see page 41). Doing so requires an appropriate skill test (most likely Bewitch, Convince, or Leadership) at a TN of 14. The Fatemaster should assign a +1 bonus for every fight that the Fated have won in the pit, to a maximum of +3.

THE GRILL

Use When: You want something odd in the town that can be resolved easily.

COMPLICATION

If the Fatemaster wants to give Innocence a darker edge, he can introduce this twist: the Greers, owners of the Grill, have decided to introduce human flesh into their cooking. It starts slowly at first, taking advantage of the Neverborn attacks to ensure that one or two additional 'disappearances' aren't looked into more closely. Over time, however, the kitchen of the Feast Grill becomes a grisly place where human remains are liberally mixed into the dishes served to customers.

FIX

Spying on the kitchen will reveal what the food really is, but that's not the tricky part of this complication. The food is not coming from murder—the Greers are using fresh corpses. The town has been running low on food, and almost everyone has eaten one of their dishes. Do the Fated reveal the extent of the Greer's depravity and severely damage the town's morale when it is needed most? Or do they instead condone the restaurant's 'recycling' to extend the town's food supplies?

THOSE UNION BOYS

Use When: The players are interested in the M&SU.

COMPLICATION

The Miners and Steamfitters Union has a harsh grasp on the Soulstone trade coming in and out of Innocence, and woe be to any that want to get their piece of the action. The favoritism is so significant that Union-allied workers get preferential treatment in every aspect of life in Innocence, including the law.

Samael Grimhook, a non-Union miner, has been convicted of horse theft and is set to hang at the end of the week. The trial was a sham, with the Union's legal representative saying maybe two sentences in all, and Crowe sentencing a swift punishment. The Fated are implored by Samael's wife, Tabitha, to help her not lose her husband.

Cursory investigation shows that the horse involved never left its stable, with witnesses ready and willing to attest to its location for the entire day of the crime. They will, however, be unwilling to talk at all if Samael or the trial is mentioned in terms of trying to change his sentence. The owner of the horse, Kelly Adams, is a homeowner that works for the Union as a foreman. With no children or wife, he seems to be a man thoroughly devoted to his job and the Union.

FIX

If the Fated delve deeper by asking around town or by researching public record (TN 14 Social skill Duel, or TN 12 Bureaucracy Duel, respectively), they will find evidence that the Union funded his purchase of the home, and even provided the horse that was stolen. They'll also find evidence of much of the same across many of the other Union workers in Innocence, with many of them having minor run-ins with the law being swept under the rug. One in particular, Bart Henderson, got away with assaulting one of the girls that works at the Nightveil Saloon and Casino. Widow Ferris is still unhappy with how the Union handled Bart's actions and their repayment to her, and upon their questioning will ask the Fated to 'exact recompense' upon Bart for her. Widow Ferris would be more than happy to trade a favor for a favor if the Fated are able to make that happen.

If the Fated pursue Bart, he can be found belligerently intoxicated at a dive bar in the Industrial Zone set aside exclusively for Union Miners. Use Strongarm Suit on page 167 of the Fatemaster's Almanac for Bart Henderson.

Getting into the bar will prove to be difficult for the Fated if none of them are part of the Miners and Steamfitters Union. Forging papers or convincing others of membership is possible, as there isn't a doorman at the saloon, but the barkeep knows "Every Union boy in this 'ere town, and you ai'nt one of em." There are also Union representatives in the bar at all times of day, made available for minor discussions and complaints

regarding Union business. These representatives will volunteer to verify the validity of the Fated's papers, if they have them. The representatives are thorough, however, and any forgeries will need to be very good (TN 16 Bewitch or Deceive for the barkeep, or TN 18 Forgery for the papers.)

Eventually, the Fated will have enough evidence of favoritism and corruption from speaking with the patrons of the bar and other forms of investigation that they can confront Crowe, who is also in bed with the Union.

If enough evidence has been gathered (See above Duels for evidence gathering,) Crowe will "Be willing to overlook the crime this time" if Samael will join the Union, which Samael is violently opposed to (TN 20 Convince Duel).

Fatemasters are encouraged to play up the unbending classism of those under the Union's employ, and in a situation such as this, there is no real "good" resolution like you'd read in the papers. Also, if one of the Fated are part of the Miners and Steamfitters Union, they can discuss exacting recompense against Bart Henderson, getting him removed from Innocence and sent back to Malifaux city (TN 12 Convince Duel).

ACT IV

Act IV only has one complication because it is more directly focused on the battles themselves and the fight for Innocence's survival. Below are ways to make the outcome less certain for particularly confident Fated.

THE INSIDE MAN

Use When: Tatterson Flay has not been dealt with and the Fated need a challenge.

COMPLICATION

When the final assault of the Neverborn begins (see page 41), Flay emerges from his bookstore to wreak havoc on the town. His overriding plan is to destabilize the town's defense. His exact actions are at the Fatemaster's discretion (and it may be more impactful for him to directly oppose the Fated's efforts), but see the list below

for a number of ideas of ways that Flay may attempt to hasten Innocence's demise. Regardless, the Fated should see his plan in action so they have a chance to try to stop him.

Flay sneaks into the Constabulary HQ during the chaos and wrenches open the lock on the special locker inside (see page 13), depriving the town's defenders of the item inside (see page 39) or even giving it to his Nephilim allies.

Flay sets fire to Ortega's Corral. If the Fated have not managed to sober up Gustavo Ortega, he is killed the flames, and the corral collapses into ruin.

Flay is delivering water to the town's defenders. All of the bottles have been injected with poisonous venom, ensuring that the defenders are (at best) too sick and weak to fight back against the Neverborn's onslaught.

FIX

Because the inside man wasn't found, the only way to deal with Flay now is to confront him before the damage gets too intense. See Tatterson Flay on page 51 for this fight.

Flay is not interested in a direct confrontation with more than 1 or 2 Fated. If more are present, he will try to run and come back with some Nephilim back-up. Whether or not he succeeds should depend on how the Fated are faring overall.



DECIDE THE FUTURE OF INNOCENCE

The town of Innocence was recently a booming oasis deep in the Badlands. Political infighting and nightly raids by the monstrous Neverborn have begun ripping the town apart. With the end closing in, Innocence is unable to save itself. Its future will be determined by the Fated, those with the ability to change fate itself.

In Defense of Innocence is the first Penny Dreadful for the Through the Breach roleplaying game. It focuses on the boom town of Innocence and its struggle to survive in Malifaux. The town is full of interesting characters, locations, and plots. It serves as a great place to start or continue your campaign.

A setting for 3-5 Fated characters, In Defense of Innocence contains 4+ ready-made adventures for the Fatemaster.



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