



THE CROSSROADS SEVEN

On a quiet night at the Crossroads Hotel, a man in black and a woman in scarlet came to see a show. The band that played had seven members, and each one heard the man and woman speak to them. They offered bargains and deals that plucked the chords of vice inside each player's heart. All of them accepted and felt driven

to play their songs. The music grew more violent and chaotic. Other patrons scattered; the man in black and the woman in scarlet just danced and laughed. When the night was over, the Crossroads was in ruins. But the band wasn't done...



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Envy

He doesn't really remember the last night at the Crossroads Hotel, but he remembers how it ended, remembers crouching, shivering in an empty doorway in the light of the burning hotel, cradling a single piano key in his hands. He doesn't really remember pulling the key free in all the craziness, but he remembers discovering what else his quick, clever pianist's hands could do, the machine he could build with them, and how he could use it.

He doesn't really remember whether scarlet and black were the color of their clothes or their eyes, but he remembers the promise they made him. No more days stuck behind a tinny, rickety piano in a husk of a Badlands town, watching while others got the lovers, the baubles, the life he wanted, deserved for himself.

He cut a deal, and received a promise. Now it's time to seek his fortune.



Envy

Enforcer (8), Living, [Construct], Crossroads Seven, Tormented

<i>Might</i> -2 [4]	<i>Grace</i> 2	<i>Speed</i> 1	<i>Resilience</i> 0 [4]
<i>Charm</i> -1	<i>Intellect</i> 3	<i>Cunning</i> 3	<i>Tenacity</i> 2
<i>Defense</i> 3 (11)	<i>Walk</i> 5	<i>Height</i> 2 [3]	<i>Initiative</i> 4 (12)
<i>Willpower</i> 5 (13)	<i>Charge</i> 5	<i>Wounds</i> 7 [10]	

Skills: Barter 4, Blacksmithing 3, Centering 3, Deceive 5, Engineering 4, Heavy Guns 3, Intimidate 2, Music 5, Notice 3, Pneumatic 2, Toughness 3 [4]

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

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

Resonance: If this character begins his/her activation within 3 yards of at least two other Crossroads Seven characters, he/she gains **Fast** and their **Destructive Performance** becomes a (1) Action.

Consumed by Envy: When a character with the **Sin** Condition within 10 would gain a Condition, this character may reduce the value of their **Sin** Condition by +1 to gain that Condition instead (the original target does not gain the Condition).

[(1) Stomp (Pneumatic)]

AV: 6 (14)

Rg: 1

Resist: Df

Target suffers 2/3/4 damage.

✦ **Trample:** After damaging, place this character anywhere in the target's engagement range, then take this action again. This action may not declare triggers.

[(1) Mounted Gatling Guns (Heavy Guns)]

AV: 7 (15)

Rg: 12

Resist: Df

Target suffers 2/4/4 damage.

[(2) Destructive Performance (Music)]

AV: 4 (12)

Rg: 8

Resist: Df or Wp

Target suffers 2/3/5 damage. If the target has the **Sin** Condition, this attack gains 1 to its attack flips.

📖 **The Beat Goes On:** Another friendly Crossroads Seven character within 3 may immediately take the Destructive Performance action, which may not declare triggers.

✦ **Sin Spiral:** After resolving, the target gains **Sin +1**.

(0) At the Crossroads: Apply the following Condition to one enemy character within 6 yards: "**Sin +1:** This character has fallen to the music of the Crossroads! They'd best be careful..."

Note: The Aspects, Talents, and attacks listed in brackets only apply when Envy is in his construct piano.



Pride

They don't speak much, those times they see each other, about the night the Crossroads' walls came down. But when they do talk about that pair in the black and red who were the start of it all, there's a funny old thing: each of them is convinced that she 'n' he spoke to them, and them only.

Well, he doesn't even get angry at that stupidity any more. Just laughs it off. But it's obvious they were there for him. Everyone in the Badlands knew his playing. Best that'd ever been. They'd see to it he was better'n the best, they said, so long as he kept on being the best. Hell, that was a deal he'd already delivered on before he ever met them! Playing like an angel, drinking like a devil, moves like smoke, voice like molasses. Let 'em all watch. He'll show the whole world who's the best. They'd pay a king's fortune to hear him, then.



Pride

Enforcer (8), Living, Crossroads Seven, Tormented

<i>Might</i> 2	<i>Grace</i> 2	<i>Speed</i> 3	<i>Resilience</i> 2
<i>Charm</i> 2	<i>Intellect</i> 1	<i>Cunning</i> 2	<i>Tenacity</i> 2
<i>Defense</i> 5 (13)	<i>Walk</i> 6	<i>Height</i> 2	<i>Initiative</i> 6 (14)
<i>Willpower</i> 5 (13)	<i>Charge</i> 7	<i>Wounds</i> 8	

Skills: Bewitch 2, Carouse 4, Centering 3, Convince 3, Deceive 4, Gambling 2, Intimidate 2, Melee 3, Music 5, Notice 3, Scrutiny 3, Pistol 3, Toughness 3

Df (P) Wounded Ego: After resolving, the attacker must discard a card or suffer 2 damage.

Bad Role Model: Enemy characters who end their turn within 10 must discard a card or suffer 2 damage if they Cheated Fate during their turn.

Resonance: If this character begins his/her activation within 3 yards of at least two other Crossroads Seven characters, he/she gains **Fast** and their **Destructive Performance** becomes a (1) Action.

Consumed by Pride: When a character with the **Sin** Condition within 10 would Cheat Fate, this character may reduce the value of their **Sin** Condition by +1 to prevent them from Cheating Fate for the remainder of their turn.

(1) Guitar Bash (Melee)

AV: 5 (13) Rg: 1 Resist: Df
Target suffers 2/3/4 damage.

☛ **Don't Need Them:** After damaging, the target suffers 1 to Df duels while within 3 yards of a friendly character until the end of the round.

(2) Destructive Performance (Music)

AV: 7 (15) Rg: 8 Resist: Df or Wp
Target suffers 2/3/5 damage. If the target has the **Sin** Condition, this attack gains 1 to its attack flips.

📖 **The Beat Goes On:** Another friendly Crossroads Seven character within 10 may immediately take the Destructive Performance action, which may not declare triggers.

✕ **Sin Spiral:** After resolving, the target gains **Sin +1**.

(0) At the Crossroads: Apply the following Condition to one enemy character within 6 yards: "**Sin +1:** This character has fallen to the music of the Crossroads! They'd best be careful..."

Lust

Like all of her bandmates, Lust's memory of things prior to the man in black and the woman in red is a bit... fuzzy. She remembers the music, of course, and the warm beds that she shared in countless forgettable towns across Earth and Malifaux alike, but they're just blurry images in her mind. She can't even remember her name.

Sometimes, she dreams about the couple and the way their bodies wrapped together and spun apart. She can hear the rustle of black and scarlet clothes against their skin and feel the heat coming off them like smoke, waiting for her to blow across them and ignite the embers of passion.

Other times, mostly in the mornings, she wakes up, digs around for the clothing thrown into every corner of whatever strange room she occupied the night before, and wonders when it will end. Maybe with death, but then, that didn't seem to stop Sloth from obeying the music, did it?

Then she steps outside, catches the grin of a handsome young man or woman, and she feels the music inside her once again, calling out for comfort in the cold.



Lust

Enforcer (8), Living, Crossroads Seven, Tormented

<i>Might</i> 0	<i>Grace</i> 0	<i>Speed</i> 3	<i>Resilience</i> 1
<i>Charm</i> 3	<i>Intellect</i> 1	<i>Cunning</i> 2	<i>Tenacity</i> 3
<i>Defense</i> 5 (13)	<i>Walk</i> 6	<i>Height</i> 2	<i>Initiative</i> 6 (14)
<i>Willpower</i> 5 (13)	<i>Charge</i> 7	<i>Wounds</i> 7	

Skills: Acrobatics 3, Bewitch 4, Carouse 3, Centering 2, Convince 3, Deceive 4, Evade 2, Music 5, Notice 3, Pick Pocket 3, Toughness 2

Disguised: This character may not be the target of the Charge Action.

Flirtatious Wink: When an enemy character within 6 targets this character, they must pass a TN 13 Willpower duel. On a failure, this character may change the target of the Action to a legal target of its choice.

Resonance: If this character begins his/her activation within 3 yards of at least two other Crossroads Seven characters, he/she gains **Fast** and their **Destructive Performance** becomes a (1) Action.

Consumed by Lust: Target a character with the **Sin** Condition within 10. This character may reduce the value of their **Sin** Condition by +1 to have them immediately take a Walk Action, controlled by this character.

(1) Lure (Bewitch)

AV: 7 (15)

Rg: 18 yards

Resist: **Wp**

A Living target moves a number of yards equal to its Walk Aspect directly towards this character. This movement must end as close to this character as possible.

✦ **Confusing Feelings:** After succeeding, a the target gains the following Condition until the end of its next turn: "**Confusing Feelings:** This character suffers a 1 on all duels in which it is the defender."

✦ **Fatal Distraction:** After succeeding, a friendly character within 3 of this character may resolve a 1 AP Action against the target.

(2) Destructive Performance (Music)

AV: 8 (16)

Rg: 8

Resist: **Df** or **Wp**

Target suffers 2/3/5 damage. If the target has the **Sin** Condition, this attack gains 1 to its attack flips.

✦ **The Beat Goes On:** Another friendly Crossroads Seven character within 3 may immediately take the Destructive Performance action, which may not declare triggers.

✦ **Sin Spiral:** After resolving, the target gains **Sin +1**.

(0) **At the Crossroads:** Apply the following Condition to one enemy character within 6 yards: "**Sin +1:** This character has fallen to the music of the Crossroads! They'd best be careful..."



Sloth

Despite the frenzy that night, there was only one body in the ruins of the Crossroads Hotel come sunup. He had stood listlessly on stage with the rest of them, carried his part of the tune, and hung his head as the man and woman all in red and black parted the crowd and danced in the center of the floor.

He's pretty sure they said things to him, but he didn't bother to listen. Wasn't much he bothered with any more. He was long past seeing the point. At midnight, when the madness ignited, he just lay where he'd been knocked sprawling, closed his tired eyes, and waited for the end.

Joke was on him, of course. Fortune was fickle. His body might be cold and his breath stopped, but his fingers are still nimble on the strings. A deal's a deal, and the song ain't over yet.

Sloth

Enforcer (8), Undead, Crossroads Seven, Tormented

<i>Might</i> 2	<i>Grace</i> -1	<i>Speed</i> 0	<i>Resilience</i> 4
<i>Charm</i> 0	<i>Intellect</i> 1	<i>Cunning</i> 2	<i>Tenacity</i> 4
<i>Defense</i> 2 (10)	<i>Walk</i> 4	<i>Height</i> 2	<i>Initiative</i> 3 (11)
<i>Willpower</i> 6 (14)	<i>Charge</i> 4	<i>Wounds</i> 10	

Skills: Carouse 4, Centering 4, Grappling 2, Intimidate 2, Melee 3 ✕, Music 5, Necromancy 2, Notice 3, Stitching 2, Toughness 4

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

Resonance: If this character begins his/her activation within 3 yards of at least two other Crossroads Seven characters, he/she gains **Fast** and their **Destructive Performance** becomes a (1) Action.

Consumed by Sloth: Target a character with the **Sin** Condition within \bullet 10. This character may reduce the value of their **Sin** Condition by +1 to have them immediately gain **Slow**.

(1) Bored to Death (Melee)

AV: 5 ✕ (13 ✕) Rg: /// 1 Resist: **Df**
Target suffers 2/3/4 damage. If the target is **Slow**, this attack gains + to its attack and damage flips.

✕ *Aim Low:* After damaging, the target gains **Slow**.

(2) Destructive Performance (Music)

AV: 5 (13) Rg: ↖ 8 Resist: **Df** or **Wp**
Target suffers 2/3 ♣ /5 ♣♣ damage. If the target has the **Sin** Condition, this attack gains + to its attack flips.

📖 *The Beat Goes On:* Another friendly Crossroads Seven character within \bullet 3 may immediately take the Destructive Performance action, which may not declare triggers.

✕ *Sin Spiral:* After resolving, the target gains **Sin** +1.

(0) At the Crossroads: Apply the following Condition to one enemy character within 6 yards: "**Sin** +1: This character has fallen to the music of the Crossroads! They'd best be careful..."



Gluttony

He never went hungry, no matter how hard the times. In his days on the rail crews, the days in the mountains and prospecting camps, the days beating time for the load haulers on river barges, even the nights fetched up at the back of the Crossroads Hotel's shabby stage, the Lord knew there was a town that knew short commons.

Big he was, but not weak. Able to take what he wanted. It was always his joy to eat well, and if the longing expressions on his gaunt companions made each bite a little tastier, well, we're all sinners, are we not?

They liked his style, that nice young couple, and understood him through and through. Hunger might be the best sauce, but other folks' hunger is most delicious of all. So he'll follow their request, spread the appetite, eat his fill, and toast to their good fortune.



Gluttony

Enforcer (8), Living, Crossroads Seven, Tormented, Swampfiend

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

Skills: Carouse 4, Centering 1, Culinary 4, Homesteading 2, Husbandry 2, Intimidate 3, Music 5, Notice 3, Pugilism 2 X, Toughness 4, Wilderness 3

Eat and Grow Strong: When an enemy character within 6 heals, they gain the **Sin +1** Condition and this character heals 1 damage.

Resonance: If this character begins his/her activation within 3 yards of at least two other Crossroads Seven characters, he/she gains **Fast** and their **Destructive Performance** becomes a (1) Action.

Consumed by Gluttony: When a character with the **Sin** Condition within 10 would heal, this character may reduce the value of their **Sin** Condition by +1 to heal that same amount instead (the original target does not heal).

(1) Vicious Bite (Pugilism)

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

X **Take a Bite:** After damaging, the target suffers 2 damage and this character heals 2 damage.

X **Awful Feast:** After damaging, the target suffers a Moderate Critical Effect.

(2) Destructive Performance (Music)

AV: 5 (13) Rg: 8 Resist: Df or Wp
Target suffers 2/3/5 damage. If the target has the **Sin** Condition, this attack gains 1 to its attack flips.

☞ **The Beat Goes On:** Another friendly Crossroads Seven character within 3 may immediately take the Destructive Performance action, which may not declare triggers.

X **Sin Spiral:** After resolving, the target gains **Sin +1**.

(0) **At the Crossroads:** Apply the following Condition to one enemy character within 6 yards: "**Sin +1:** This character has fallen to the music of the Crossroads! They'd best be careful..."

Wrath

In front of a ruin in a deserted town, the sign for the Crossroads Hotel lies split in two. Wasn't the fire's work. It was a man's hands that tore the hitching-rail off its posts and hurled it right through the signboard. The destruction didn't soothe his rage. It couldn't come close.

He still hears their voices, like ghosts in his ears, like blood thudding in his veins. They called to him from the mob on the dance floor, pouring words and rhymes into him like poison that came spilling through his lips, that man and woman in their scarlet and black, laughing, applauding their handiwork as the seven on the stage turned the dance into cavorting nightmare.

He shuns the towns and people now. He's found a place among the monsters. And he waits with bared teeth and shaking fists for the day Fortune leads him to them once again.



Wrath

Enforcer (8), Living, Crossroads Seven, Tormented, Woe

<i>Might</i> 2	<i>Grace</i> 2	<i>Speed</i> 4	<i>Resilience</i> 2
<i>Charm</i> -2	<i>Intellect</i> 0	<i>Cunning</i> 0	<i>Tenacity</i> 2
<i>Defense</i> 6 (14)	<i>Walk</i> 6	<i>Height</i> 2	<i>Initiative</i> 7 (15)
<i>Willpower</i> 4 (12)	<i>Charge</i> 8	<i>Wounds</i> 8	

Skills: Athletics 3, Intimidate 4, Leadership 3, Melee 4, Music 5, Notice 3, Toughness 3

Lead Singer: When an enemy character within ①6 fails a Willpower duel, they must suffer 2 damage or gain the **Sin +1** Condition.

Resonance: If this character begins his/her activation within 3 yards of at least two other Crossroads Seven characters, he/she gains **Fast** and their **Destructive Performance** becomes a (1) Action.

Consumed by Wrath: When a character with the **Sin** Condition within ①10 would perform a non-Movement Action, this character may reduce the value of their **Sin** Condition by +1 to have them immediately perform that Action against a legal target of this character's choice, controlled by this character.

(1) Wrathful Accompaniment (Melee)

AV: 6 (14) Rg: ③3 Resist: Df
Target suffers 2/3/4 damage.

✦ **Anger Issues:** After damaging, resolve this action against a character within 2 yards of the original target. A character can only be targeted by this trigger once per round.

✦ **Projected Scream:** After damaging, the target must pass a TN 12 Horror Duel.

(2) Destructive Performance (Music)

AV: 3 (11) Rg: ④8 Resist: Df or Wp
Target suffers 2/3/5 damage. If the target has the **Sin** Condition, this attack gains ④ to its attack flips.

④ **The Beat Goes On:** Another friendly Crossroads Seven character within ①3 may immediately take the Destructive Performance action, which may not declare triggers.

✦ **Sin Spiral:** After resolving, the target gains **Sin +1**.

(0) **At the Crossroads:** Apply the following Condition to one enemy character within 6 yards: "**Sin +1:** This character has fallen to the music of the Crossroads! They'd best be careful..."



Greed

There was never much to the town of Crossroads than the big ramshackle hotel for which It was named, pushing up head and shoulders out of the little huddle of wooden houses, looming over the patch of corduroy road where the trails in off the Badlands all met.

They came that one moonless, fiery night, and now there's nothing left any more. Not after what happened when the music started. Not after he and she stepped up to dance, eyes shining bright as their grins. Not after they said what they said. Not after the stroke of midnight.

The young woman who walked out of the burning, crumbling hotel with her guitar over her shoulder never looked back. And never has since. She got what she wanted from the deal struck that night... but that deal was not all she wanted. She wants more. And more. And more. There was a fortune to be had, and it was all right in front of her.



Greed

Enforcer (8), Living, Crossroads Seven, Tormented

<i>Might</i> 2	<i>Grace</i> 2	<i>Speed</i> 2	<i>Resilience</i> 2
<i>Charm</i> 1	<i>Intellect</i> 2	<i>Cunning</i> 3	<i>Tenacity</i> 2
<i>Defense</i> 4 (12)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 5 (13)
<i>Willpower</i> 4 (12)	<i>Charge</i> 6	<i>Wounds</i> 8	

Skills: Barter 4, Convince 1, Deceive 2, Gambling 3, Lockpicking 1, Melee 3, Music 5, Notice 3, Pick Pocket 4, Scrutiny 2, Toughness 3

Take What Is Mine: If an enemy character within 6 declares a Trigger, they suffer 1 damage.

Resonance: If this character begins his/her activation within 3 yards of at least two other Crossroads Seven characters, he/she gains **Fast** and their **Destructive Performance** becomes a (1) Action.

Consumed by Greed: When a character with the **Sin** Condition within 10 would resolve a duel containing any ♣, this character may reduce the value of their **Sin** Condition by +1 to remove any number of ♣ from the duel; they are not included. This character then gains that number of ♣ to all her duels for the remainder of the round, to a maximum of ♣/♣/♣.

(1) Guitar Bash (Melee)

AV: 5 ♣ (13 ♣) Rg: ♣ 1 Resist: Df
Target suffers 2/3/4 damage.

♣ *It Belongs to Me:* After succeeding, immediately take a Pick Pocket Challenge against the target if they have any Soulstones. On a success, this character takes the Soulstone and may use it as normal.

(2) Destructive Performance (Music)

AV: 6 (14) Rg: ♣ 8 Resist: Df or Wp
Target suffers 2/3 ♣/5 ♣ damage. If the target has the **Sin** Condition, this attack gains ♣ to its attack flips.

📖 *The Beat Goes On:* Another friendly Crossroads Seven character within 3 may immediately take the Destructive Performance action, which may not declare triggers.

✕ *Sin Spiral:* After resolving, the target gains **Sin +1**.

(0) **At the Crossroads:** Apply the following Condition to one enemy character within 6 yards: "**Sin +1:** This character has fallen to the music of the Crossroads! They'd best be careful..."

