

MR. MAZZANTI'S COSTUME SHOPPE

Celebrations ring loud through Malifaux City, breaking up monotonous despair, covering the fear of what might be just 'round the corner. Oh, that joy! The... anticipation! It reverberates across cobblestones and practically sings. As the time for revelry nears, foundations start shuddering. Something hears potential guests talking about what to wear, what to bring, all wrapped in a gossipy bow. If there's enough chatter about town (or some guests let stress build up in their heartstrings), Malifaux might rearrange itself to give them a hand.

After all, there's nothing as nice as a party.

It starts innocuously, yes. An old wooden sign appears outside an abandoned storefront. Windows get cleaned up and blocky letters are drawn onto clean glass with precise hands. Colorful fabrics bloom and grow like flowers within. This store hasn't always been here, right? I mean, you've never seen it before... have you? The door creaks open, and a little bell tingles.

This is Mr. Mazzanti's Costume Shoppe. Please, come in.

It's always stuffy inside. Too much inventory stacked in too small a space, you see. Dresses, suits, masks, jewelry, and costumes of all kinds all fighting mock battles for premier display time. Can be overwhelming at first. What to choose? Where to start? Luckily, there's someone to help.

Nobody ever sees Mr. Mazzanti. Well, not all of him at once, anyway. The proprietor stays behind his counter, always watching. One too-long arm passes garments from the Shoppe's back room; dexterous fingers weave needle and thread through fabric on the alteration tables; the wooden creak of old bones echoes throughout. Quite difficult to pin the costumer down, but foolish to think Mr. Mazzanti isn't aware. His soft voice carries right to your ear. A dark eye peeks from behind a tall and extravagant collar.

Browse all you like. When you're ready, the tailor will see you.

Scrip? No. Mr. Mazzanti has little use for money, but tips are appreciated. He's interested in peculiarly valuable things: baubles precious and meaningful to the sole person who carries it. These are the best gifts. Each one is politely plucked away from the owner, admired, and placed carefully behind the Costume Shoppe's counter. A close look reveals hundreds of similar trinkets, all just hanging there, gathering dust.

Every party must end. When the music slows and the last drop of wine falls from its glass, Mr. Mazzanti's work begins to fade. Gleaming silks return to threadbare cotton. Fake jewels lose their luster. Takes mere hours for enchantments to drain away, but far longer if the wearer keeps the party going. But then, isn't too much of a good thing quite bad? A garment might endure for weeks before snatching its gifts away at the most inopportune moment...

The Costume Shoppe? Mr. Mazzanti? Never heard of anything like that around here. Nothing's been at this storefront for years. You sure you've got the right place?



Using the Costume Shoppe

Mr. Mazzanti's appears in response to gossip and hub-bub about celebrations and gatherings, no matter where they might be. It takes over any abandoned building or structure relatively close to the party's location to offer its wares. This temporarily transforms a place into the Costume Shoppe. While the Shoppe can appear in the same place multiple times, its location shifts according to whatever real estate is available.

The Costume Shoppe should feel Faustian: a thing to be used even if it brings misfortune later. Mr. Mazzanti never asks for payment when it comes to loaning costumes; he simply helps the Fated find what they need and offers it to them. Fatemasters can play this off as a lonesome old tailor simply eager to have *someone* appreciate his work. But free is never free...



Mazzanti Costumes

Fated characters may acquire masks, costume jewelry, and clothing from Mr. Mazzanti. Each Fated can receive one benefit—some suggestions are given below, but the Fatemaster or Fated can certainly incorporate their own ideas).

Admit One: The Fated is perfectly prepared to be accepted into the specific event she's trying to access. This might include receiving tickets or appropriate dress, knowing passwords needed for entry, and anything else specifically required for entry to one celebration or gathering.

Boring Costume: While wearing this outfit, the character is indistinguishable from a human (of the same age, height, weight, and sex as the wearer). This conceals any physical abnormalities (like wings), but also renders them useless until the wearer removes this costume.

Dazzling Adornments: While this character is performing in any manner or interacting with others, all non-friendly characters viewing the performance gain **Dazed**; if the wearer is merely speaking with others, only those involved in the conversation gain **Dazed**.

Extra Pockets: The wearer may grant the Concealable rule to any object or weapon she has. (**Concealable:** This weapon grants **+** to any attempt to hide it).


Filo Magia: Pick a Magia and any number of Immuto with a combined TN of no greater than 12. The wearer may automatically cast it as a (1) Action. After resolving the action, flip the top card of the Fate Deck. If it has a value of 10 or below, the costume's magic flickers out and the action it grants cannot be used again. This flip cannot be cheated.

Lure: The wearer gains the following Action:

Lure (1): A Living target within 10 yards must pass an Opposed Willpower Challenge or move a number of yards equal to its Walk Aspect directly towards this character. This movement must end as close to this character as possible.

WARDROBE MALFUNCTIONS

Mr. Mazzanti's costumes are loaned out for 24 hours. At the end of that period, the costumes, and their benefits, vanish. If the Fated return their costumes before this happens, Mr. Mazzanti will be pleased that they've respected his time and creations. Should the Fated fail to return their costumes before the aforementioned period or do something to intentionally disrespect the clothing (like trying to sell it), something unfortunate happens to them. These Wardrobe Malfunctions increase in severity each time the Fated fail to return their costumes before the 24 hour period.

1. A garment or piece of jewelry pulls or constricts without warning, imparting a  to one Challenge as appropriate.
2. The Fated character takes a 1 AP Action after failing her first Wp duel, controlled by the Fatemaster, as the clothing exerts a will of its own.
3. The wearer suffering 1/2/3 damage each time she fails a Social Duel or Challenge; the costume cannot be taken off no matter how hard the Fated tries.
4. The Alteration suddenly disappears midway through an event.
- 5+: The wearer creates an enormous scene or does something that will generate gossip and draw attention for weeks afterward: flipping over a table of drinks, dancing wildly, loudly making fun of another partygoer, or any other social faux pas.

If the Fated want to redeem themselves, Mr. Mazzanti is very amiable to tips. The costumer prefers esoteric things over money: a bloodied ribbon, a stopwatch running backwards, a broken music box, an orphan's drawing. He takes these and will remove all current Wardrobe Malfunctions; the Fated can still generate future Wardrobe Malfunctions as appropriate.


STAY BEHIND THE COUNTER, PLEASE

If the Fated decide they want to try and see what Mr. Mazzanti really is, the tailor becomes cold and his voice drops to low tones. With a wave of his hand, the Costume Shoppe disappears. All Costumes and Alterations the Fated have are immediately lost. The Fatemaster may dole out additional punishments as desired, ranging from being unable to find the Shoppe for a long period of time, the Fated suffering damage, or even losing something precious indeed...

Mazzanti Alterations

Fated characters may also ask Mr. Mazzanti to alter garments they already have. He can provide what's needed very quickly; time moves differently in the Costume Shoppe, it seems, so customers are rarely left waiting. Each item can receive one Alteration from the list below, which will grant the wearer (and only that wearer!) the benefits it provides while being worn. Fatemasters can also allow the Fated to pick Alterations from the Costume list above. A Fated character can only benefit from one Alteration at a time, regardless of how many Altered clothes she's wearing. Some suggestions are listed below, but the Fatemaster and Fated can incorporate their own ideas.

Beautiful Clothes: The wearer gains the following Defensive Trigger:

Df (♥) Beautiful Clothes: After failing, the target gains the following Condition: "In Awe: This character suffers a  on attacks against the character that applied this Condition and its controller."

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

Don't Mind Me (12): If this character did not take any offensive actions on her last turn, or if it is the first round of Dramatic Time and this character has not yet acted, enemies targeting this character with an attack action must succeed on a TN 12 Scrutiny Challenge or be forced to choose a different target.

Swagger: The wearer gains the Defensive +1 Condition if she only declared Walk Actions during her turn.

Swirl of Motion: This character adds the following Trigger to her Close Combat Actions:

- *Swirl of Motion:* After damaging, this character may move up to 4 yards, and may not be targeted by disengaging strikes.

Unlike Costumes, Mr. Mazzanti does charge for Alterations. He accepts no money, still preferring his strange and unsettling items. A Fatemaster can set the price in any number of ways: have the Fated acquire special materials for the Alteration (like bones for a corset or a length of hair from a mage that knows a Fire Immuto); have Mazzanti ask for specific trinkets; or take something the Fated don't know they have (like memories, a future reward, etc.).

Buyers should still beware; Alterations are always subject to any Wardrobe Malfunctions the Fated incur on themselves.