

RENDING BOX

Found beneath the floorboards in the home of a Guild Guard framed for a murder, but guilty of another.

A favorite bauble of Shez'uul himself... though who alive can remember what its true purpose was?

The final resting place of a Resurrectionist's love, his physical remains kept inside the container to be remade anew.

Simply another foul thing birthed from Malifaux.

A new tale accompanies this box each time it resurfaces. Sellers weave lies to convince buyers; storytellers come up with fantastical tales when they pull it from a deceased relative's estate; a new memory starts to grow like a tumor after a fresh owner takes possession.

Only one thread stitches this box's history together: suffering. The object does not bring evil, nor is it inherently cursed. Rather, it is the opportunities offered that lead to unwelcome outcomes. A scrimp of power could be enough to get ahead of one's peers, to carve out a better life for oneself. The Rending Box can offer that. All one needs to do is open it.

The smell of meat both fresh and rotten emerges from the Box when its locks are undone. Its interior is littered with fleshy cobwebs. These all pulse and shiver in time with a heartbeat... though peering deeper in reveals nothing but empty darkness.

The more one interacts with the Box, the more potential they reveal. A miniscule price this container demands in return: it must be filled. Each new threshold passed makes it harder and harder to satiate. When the cost becomes too much, the Rending Box waits patiently for someone else to find it. How far will the next one get, it wonders to itself...

A means to an end.

ATTUNING

To attune, a Fated character must permanently reduce her Wounds by -1. This earns her the First Threshold's abilities and special rules. Attuning to this Grimoire does not prevent a Fated character from attuning to a second Grimoire.

To access each Threshold above the first, the attuned character must permanently reduce her Wounds by -1, and feed the Box corpses of Living characters no more than an hour old. Bodies fed to the Box this way are utterly consumed and cannot be resurrected. The number (and quality) of victims required to advance will vary.

Characters fed to the Box add their maximum allotment of Fate Points to it. When the Box has consumed characters with a combined value of 2+ Fate Points, the attuned gains access to the Second Threshold. For each Threshold above the Second, this Fate Point requirement is doubled.

Only one character can be attuned to the Box at any time. If a new character would become attuned, the Rending Box loses all its accumulated Fate Points. A character does not need to lose Wounds for re-achieving Thresholds she already reached.



First Threshold: Gain the following Manifested Power:

OPEN THE BOX

Acting Value	AP	TN	Resist	Range
Necromancy or Centering + <i>Tenacity</i>	2	N/A	Df	2 yards

Effect: A Living target suffers 1/2/3 damage. When declaring this action but before a card is flipped, the user may suffer X damage. For each damage suffered, add one of the following Alterations to this Manifested Power. Each can be included once. Unless otherwise noted, all Alterations last until the start of the user's next turn.

- ♦ *Spread:* Add +0/+♣/+♠ to the damage track
- ♦ *Rip and Tear:* Increase the damage track by +1/+1/+1
- ♦ *Such Sights:* Resisted by Wp instead of Df

Second Threshold (2 Fate Points): Increase Open the Box's damage track to 2/3/3 and add the following Alterations:

Waste of Good Suffering: After dealing Severe damage, the attuned heals damage equal to half the amount dealt to the target, rounding down. Then, the attuned and any targets damaged by this Manifested Power gain **Bleeding Out +1**.

Third Threshold (4 Fate Points): Gain the following Action:

(1) **Experience Beyond Limit:** One Living target within 5 yards must pass a TN 5+X Willpower Duel, where X is half the value of the Rending Box's total Fate Points. If failed, the attuned can resolve the Interrogate or Mind Control Magia (*Core Rules*, pgs. 266-267) on the target. Each target can only be affected by this action once per day, but will not know they have been affected by the selected Magia.

Increase Open the Box's damage track to 3/3/4 and add the following Alteration:

Feed the Box: After resolving, if this Manifested Power targeted only one Living character and reduced them to 0 Wounds or below, they must discard 2 cards or are immediately killed. The Box consumes them (see Attunement).

Fourth Threshold (8 Fate Points): Increase Open the Box's damage track to 4/4/5 and add the following Alteration:

Remaking: The attuned character suffers 1 additional damage. Whenever any Living character would die within 6 of the attuned, she may change them into any Undead or Horror Minion with a Rank Value up to the character's original. This new creation is considered a subordinate character to the attuned and lasts for 1 hour before falling apart.

Final Threshold (16 Fate Points): Each time the attuned uses Open the Box, she suffers 1 damage. Increase Open the Box's damage track to 5/5/8 and add the following Alteration:

Flesh Reborn: Reduce the Box's total Fate Points by -8; this can reduce the Thresholds the attuned has access to. Summon a Simulacrum (*Core Rules*, pg. 360) anywhere within 1 yard, treating it as a subordinate character. It loses the **Walking Morgue** ability and **Hurl Zombie** action, but gains the following:

Caustic Aura: Living characters that begin their turn within 2 of this character suffer 2 damage and may not declare (0) Actions until the start of their next turn.

(1) Entropy Claws (Pugilism)

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

☞ *Consuming Touch:* After damaging, this character heals an amount of damage equal to the amount the target suffered from this attack.

The Simulacrum may be recalled to the Rending Box with a (1) Action, if the attuned is within 1 yard. The Simulacrum adds a number of Fate Points back into the Box equal to its remaining Health, to a maximum of 8.

