Nobody is exactly sure where the young Half-Blood calling himself Johnny Do-Good came from. While he was most likely raised in the settlement Nekima established just outside the Knotwoods, there are occasional stories from travelers all over Malifaux that match his description: a bedraggled boy walking confidently in the wildest places, followed by an enormous, fruit-bearing tree. Together, this pair is called the Sowers.

In most cases, Johnny and the Waldgeist Arbor go about their business. The teen is afflicted by wanderlust for forests and the Bayou, walking where he pleases. Johnny scatters seedlings during these journeys to ensure there is no soil where Malifaux’s plants cannot take root.

Oddly, the species of these seeds isn’t consistent. Patches of poisonous flowers pop up just as often as saplings do. Waldgeists and carnivorous plants have also been found in unexpected places thanks to the Sowers.

For all the trouble these antics cause, Johnny and his companion do much good. Places being overtaken by famine or other ecological misfortune have been pulled back from the brink by replanted forests. Lost explorers tell of finding a burlap bag of shining apples next to their campsite and scrawled directions on how to find their way home. Half-Bloods victimized by Nephilim have seen the Sowers suddenly rampage from the treeline, hurling insults and punches alike, to protect the innocent.

The entire truth behind the Sowers will likely never be revealed. Johnny Do-Good is a guardian of Malifaux’s wild places, chosen by the world to ensure its lands are never scoured bare. But he is also forever a child: impetuous, mercurial, and enigmatic. Johnny handles every situation with a wink and a bite from an apple before setting off to see where a new road leads. Life’s to live! Why does everyone take it so seriously?

**USING THE SOWERS**

The Sowers are two characters: Johnny Do-Good, a Half-Blood youth, and Arbor the Waldgeist. The profile presented here represents them together. Johnny normally rides in Arbor’s branches during conflicts, but will walk when things aren’t dangerous.
The Sowers
Enforcer (7), Living, Nephilim, Plant, Swampfiend

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<th>Grace</th>
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<tr>
<td>6 (13)</td>
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<td>10</td>
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Skills:
- Melee 3
- Culinary 1
- Homesteading 2
- Notice 3
- Track 4
- Wilderness 5
- Enchanting 3
- Deceive 2
- Scrutiny 3
- Athletics 4
- Toughness 4

Armor +2: Reduce all damage suffered by this character by +2, to a minimum of 1.

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

Primordial (Forests, Bayou): While this character is in a forest or the Bayou, they heal 2 damage at the start of their turn during Dramatic Time. If killed in either of these environments, the Fated who landed the killing blow must flip the top card of the Fate Deck. On any result other than the Black Joker, the Sowers are reborn in one of these environments after one month.

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

(1) Ripping Roots (Melee)
AV: 7 (14)
Rg: 12 yards
Resist: Df
Target suffers 2/3/4 damage. If they are within 1 yard of Severe Terrain, this attack gains +2 to its damage flip.

Entrench: After damaging, the target gains the following Condition until the end of its next turn: “Rooted: This character may not take Walk or Charge Actions. If this character is pushed, this character suffers 3 damage, then end this Condition.”

Fruit Punch: After resolving, an apple drops from Arbor and rolls 1 yard away. A Living character consuming this apple must make a 1/2/3 healing flip. Any apples eaten after the first in a 24-hour period do not provide this healing flip, but still taste great!

(1) Hurl Insults (Scrutiny)
AV: 6 (13)
Rg: 15 yards
Resist: Wp
Target suffers 1/1/2 damage that ignores Armor, Hard to Wound, and Incorporeal.

Lost Focus: After succeeding, the target loses the Fast and Focused Conditions, or gains Dazed.

Crippling Doubt: After damaging, the target becomes Slow. If the target is already Slow, it becomes Paralyzed.

(2) New Seedlings (Enchanting)
This action may only be taken once per Dramatic Time if the Sowers are not in a forest or the Bayou. Johnny throws seedlings anywhere within 5 yards, which take root if soil or dirt is present. After the next card is flipped from the Fate Deck, consult its value and resolve the appropriate effect:

Joker: After 5 rounds of Dramatic Time, a number of characters with a total Rank Value of 10 and the Plant Characteristic sprout at the site where the seeds were thrown. They are treated as Fatemaster Characters, and are friendly to the Sowers.

1-4: This character creates an area of thick vegetation that counts as Severe Terrain anywhere within 8 yards. The area is 3 yards in diameter and lasts indefinitely.

5-8: All non-Swampfiend characters within 3 yards of the seeds must pass a TN 10 Evade Challenge or suffer 2 damage and gain Slow as tangling plant life bursts from the ground.

9-13: After 5 rounds of Dramatic Time, a Waldgeist (Core Rules, pg. 369) sprouts at the site where the seeds were thrown. It is treated as a Fatemaster Character, and is friendly to the Sowers.