



THROUGH THE BREACH

DEATH OF TRUTH

A ONE-SHOT ADVENTURE FOR THROUGH THE BREACH

By: PAUL LIPPINCOTT

In this adventure, a woman seeks the aid of the Fated to fake her husband's death, to free him of his obligation to the Ten Thunders.

DESTINY STEPS:

CRSC 8: “Once your strangers travel in threes” could represent the men outside of the safe house; there are three of them, and they are unknown to the Fated. It might be a good idea to let the Fated catch a glimpse of all three of them conversing together when they first arrive.

LLMC 4: “And you will look into the heart of light,” could represent the Fated finding Yongrui, a truthful, honest, and genuinely good person in a world where such things are hard to find.

PROLOGUE:

The Fated receive some unexpected company while drinking in a dingy saloon. Read the following text:

It's funny how something unexpected can twist up even the simplest plan. Like tonight: A peaceful evening out in a ramshackle, Little Kingdom tavern with nothing to do but drink, derailed as a boy pulls up a chair and sits at your table.

No, not a boy—it's a young woman from the Three Kingdoms, dressed in boy's clothing with her hair tucked up under her hat. She looks anxious.

“Before you send me away, please hear me out,” she whispers. “You seem to be the type that can do a job for me. I need... I need you to kill my husband.”

“Not actually kill him,” she quickly amends, “but pretend to kill him so people think he is dead. My husband is a valuable man, trapped in a debt to a criminal he cannot repay. If he escaped, he would be endlessly pursued, so I need people clever enough to kill him without actually killing him. Will you help me?”

If the Fated ignore the woman, she leaves and bothers other people until the bartender throws her out. If this happens, the adventure ends here.



SCENE 1

The woman introduces herself as Hu Qiaolian, giving her family name “Hu” first in Three Kingdoms tradition. Read the following text:

“My husband, Yongrui, has a rare gift: he knows a lie when he hears it spoken. He is also cursed to be compulsively honest. My culture values obedience, deference, respect—even when not deserved. My husband’s honesty caused great offence to a man named Chinyen. To pay for his transgression, Yongrui reveals lies for him. But my husband’s curse of honesty grows his debt faster than it can be repaid.”

“Yongrui cannot simply be rescued. He is too valuable and knows too much. He would be hunted by Chinyen and everyone else who wants his gift—or Chinyen’s secrets. But if they thought he died... They would leave him alone. We would be free.”

Hu Qiaolian is lying about who she is, but it takes a TN 15 Scrutiny Challenge to see through her deception. If called out, she admits that she isn’t actually Yongrui’s wife, blushing in such a way as to imply that she’s embarrassed about being involved with someone outside of wedlock. This, too, is a deception, but one that she hopes the Fated will accept as an explanation for her previous untruth.

Should the Fated ask where Yongrui can be found, read the following text:

A tear runs down Qiaolian’s cheek. She wipes it away and composes herself.

“Forgive me. That was inappropriate. I... am not allowed to stay with him. I am taken to him sometimes, to calm him and care for him. Two nights ago I was brought to him at Number 8 Mafen Road. Yongrui was just moved there. The guards were tense, and he was not well. Although he did not say, I think someone tried to take him from Chinyen.”

She has no additional details about the attempted kidnapping. She does not know how many guards there are or specifically which room holds Yongrui. She believes he is moved regularly.

Qiaolian has one small picture of Yongrui, attached to a tattered card covered in Chinese characters. Fated who are familiar with the Three Kingdoms recognize this as one of the identity cards issued to native citizens in the Guild-occupied Three Kingdoms. Qiaolian gives the Fated any details that are not visible in the photo: height, weight, build, and so on.

There is no other information she can provide. She will, however, offer some advice once her conversation with the Fated seems to be coming to an end. Read the following text:

Qiaolian looks pensive for a moment, then speaks.

“I do not mean to tell you your business, but you should know: Chinyen is very suspicious. He would need to see a body or know a body has been seen by trusted subordinates to believe that Yongrui is dead.”

Should the Fated ask how to recognize a trusted subordinate, Qiaolian simply says, “If you are not trusted by Chinyen, you do not work for Chinyen.”

For payment, Qiaolian presents a bracelet engraved with phoenixes. She says this is a betrothal gift from Yongrui, her only valuable possession. A TN 8 Appraise Challenge reveals the bracelet is worth 10 scrip. When the Fated are finished questioning her, read the following text:

Qiaolian bows deeply.

“I cannot thank you enough. I regret I cannot help you in this. I am watched as well, and it is only the recent confusion that has allowed me to slip away. I must return to my apartment as soon as I can. If you are successful, Chinyen’s people will inform me my husband is dead. Three days later, I will meet you and Yongrui at Southgate Station beneath the statue of the Governor-General.”

After that, she hastily exits the saloon.



THE TRUTH OF IT

Outwardly, the Ten Thunders appear to be a single organization, but its lower levels are more like loosely managed gangs. Each gang leader, while loyal to the Thunders, also looks for advantages over the others to enhance their success and protect their position from rivals. Chinyen is just such a leader, and Yongrui—a human lie detector—is a major advantage.

Two days ago, Chinyen was attacked by Kokuyo; another minor gang leader who learned about Yongrui and wished to claim him for their own. To save face, Chinyen must take action against Kokuyo for the insult, even though it strains his resources. The Fated can learn this by asking around the Little Kingdom and making a successful TN 10 Bewitch, Convince or Intimidate Challenge. Fated who are connected with the Ten Thunders gain a **+** on this Challenge. However, regardless of their success, nobody knows what provoked Kokuyo's attack. Their territories are not adjacent, and they are not normally rivals.

If the Fated achieve a Margin of Success on this Challenge, they hear a rumor that Chinyen has arranged for a spirit medium to watch over his men and capture their spirit if they are killed. The gang leader is apparently quite paranoid about one of his rivals interrogating the departed spirits of his subordinates.

WHO IS HU QIAOLIAN?

Qiaolian is the agent who led the failed attempt to kidnap Yongrui. She followed him to his new location but lacked the resources to try again. Qiaolian's master is lethally unforgiving of failure, so in desperation, she posed as Yongrui's wife and hired the Fated. She fully expects her ruse to be exposed by the time she meets them at Southgate Station, but she believes the Fated will surrender Yongrui for money or to save themselves from the Ten Thunders' wrath.

If the Fated are suspicious enough to follow Qiaolian from the saloon, she travels to

an apartment in a squalid Three Kingdoms neighborhood. Minutes after arriving, other armed people appear and begin shouting about her disappearance. It seems she is indeed under guard, though the "guards" are really surviving members of her team acting out a role.

FUNERAL PLANS

The Fated can fake Yongrui's death however they want, and the Fatemaster should allow the Fated to get creative. The best plan will likely include a body that can be passed off as Yongrui and a way to discreetly get the real Yongrui to safety. While not strictly necessary, it would help if they have witnesses to Yongrui's "death" who are loyal to Chinyen. The Fated may also want to consider disguises, so Chinyen (and by extension, the Ten Thunders) cannot identify them for later retaliation.

Chinyen's spirit medium, a man known only as "the Gweyuja," is a problem. If the Fated leave a body, he raises the corpse's spirit and discovers it is not Yongrui. If there is no body, Chinyen is unlikely to believe Yongrui is dead. For any plan to succeed, the Gweyuja must die.

Another complication is Yongrui himself. As Qiaolian said, he is compulsively honest. Telling him about the plot greatly increases the risk of discovery.





POSSIBLE PLANS

Here are some ways that the Fated might decide to fake Yongrui's death:

- The Fated could disguise themselves as agents of a rival Ten Thunders gang leader and raid the building where Yongrui is kept.
- Mind control, illusions, and memory manipulation could beguile Chinyen's guards into believing that Yongrui was murdered, or even that they helped to carry out the act.
- Several elixirs can simulate death, if the Fated can slip Yongrui a dose. Even a brutal knock-out strike could appear as a killing blow, so long the body is not closely examined.
- A duplicate corpse, dressed like Yongrui and animated, could be "murdered" without having to perform an elaborate deception.

None of these plans takes the spirit medium into account, which is intentional; that's a complication that the Fated won't learn about until they're in the middle of their plan.

SCENE 2

The elements of this scene can be played in any order—or not at all—depending on how the Fated decide to go about rescuing Yongrui.

THE EIGHTH BUILDING

The Fated can easily find the building Qiaolian described. Read the following text:

Chinyen's building is a three-story structure capped with a peaked roof. Small windows dot each floor, and the doors are solid knotwood. Unlike its neighbors, there are no signs marking the building as a place of business, and the beggar slouched on the steps suggests that nobody comes or goes all that often.

This building is Chinyen's closest thing to a secret location, but it is far from ideal. On a successful TN 8 Notice Challenge, the Fated realize the ground floor windows are barricaded from the inside, preventing easy entry. The higher windows appear unblocked, and the wooden plank walls are climbable with a TN 9 Athletics Challenge.

The same panhandlers always seem to be around the place. These loiterers are Chinyen's disguised guards. If the Fated succeed on a TN 10 Scrutiny Challenge, they can tell that the beggars are armed and keeping an eye on the building.

A SPIRITUAL DISCUSSION

As the Fated watch, a new beggar comes around the corner of the building and joins his friend on the stairs. If the Fated are close enough, their muttered conversation can be overheard on a TN 8 Notice Challenge. Read the following text:

The new beggar looks uneasy. "The Gweyuja is interrogating Kokuyo's Torakage," he says quietly. His friend looks surprised.

"But she is dead," he whispers, obviously surprised.

"The Gweyuja called her spirit back, and now she is his prisoner," the first beggar replies, his voice filled with awe.

The second shivers noticeably, then takes up the first beggar's loafing position on the steps as the other wanders down the street.

Should the Fated fail the Notice Challenge, one of the beggars gets up and walks around the building. When he returns to his friend, the Fated have one chance to repeat the Notice Challenge to overhear the conversation.



EXPLORING INSIDE

If the Fated go inside the building, use the descriptions in Scene 3. In the event the Fated somehow contact Yongrui directly, the Gweyuja is interrogating the dead Torakage and will not overhear any conversations they have with him. The Fated, however, can hear the Gweyuja's questioning from Yongrui's room and the corridor. On a TN 10 Necromancy Challenge, they figure out what the Gweyuja is doing. If they overheard the beggars on the steps, the Fated automatically realize what the spirit medium is doing.

DEAD RINGER

If the Fated decide to search for a corpse they can use to replace Yongrui, it is handled with an Ongoing Challenge, which is modified by whether the Fated want a corpse or a live body to turn into a corpse. If they're after a live body, they can search the Little Kingdom's streets and alleys for someone matching Yongrui's description. For a corpse, the Fated will have to snoop around the city's morgues, cemeteries, and crematoria.

Of course, the Fated could just grab any random corpse with much less hassle, but it won't bear a resemblance to Yongrui.

THE PERFECT BODY

Skills Allowed: Appraise, Doctor, Notice
Target Number: 9 (live body) or 12 (corpse)
Duration: 2 hours
Success Requirement: 8
Failure Requirement: 3

On a success, the Fated find someone (living or dead, as appropriate) who matches Yongrui's description.

On a Critical Failure, the Fated encounter a small gang of suspicious Ten Thunders agents if they are in the Little Kingdom (use the Ten Thunders Thug stats, page 70; these gang members have no shuriken, and there is one per Fated) or Guild Guard if they are elsewhere (use the stats on page 139 of the Fatemaster's Almanac. They initially just follow the

Fated around, keeping an eye on them, but will soon approach the Fated to ask them questions and warn them to move along. The Fated can lose the group with a TN 10 Stealth Challenge or convince them that they are not doing anything suspicious with a TN 10 Deceive Challenge. If successful, the Ongoing Challenge can be restarted, but if the Fated fail again, they encounter the same group again, and this time they attack the Fated. If the Fated fail their Stealth or Deceive Challenge, the group attacks them.

DEATH POTION

Depending on the Fated's plan, Yongrui may need to appear dead. For about 5 scrip, the Fated can hire an alchemist to brew a dose of Quasimor tincture, also known as "Juliet's Tears." This tincture can also be brewed by anyone with Alchemy 3 or higher and 2 scrip of materials.

When ingested by a Living character, a dose of Quasimor forces the character to pass a TN 15 Unconsciousness Challenge. On a failure, the imbiber falls into a death-like state for 10 minutes, minus the imbiber's Resilience (which might result in a duration longer than 10 minutes, if the imbiber has a negative Resilience Aspect). During this time, any non-magical attempts to detect life in the target fail. On a success, the target fights off the drug but ends up confused and muddled, gaining the Dazed Condition for the same duration.

SCENE 3

This scene begins when the Fated are ready to set their plan in motion. All of Chinyen's guards fight as Ten Thunders Thugs (page 70).

There are three guards outside the building, all disguised as beggars: one at the front door, one at the back and one that patrols around the building. If confronted, they claim to be simple beggars and ask for money. They cannot be seduced or bribed, though they will happily take any offered scrip. The guards are not fools and cannot be lured more than a few yards from the doors. They are under strict orders to let nobody in - even the cleverest disguises won't get the



Fated past the door. If their hand is forced, they will attack with deadly force.

The doors are barred from the inside, but they can be battered down (loudly) with a TN12 Athletics Challenge. The House Master and two additional guards patrol the third floor, and if alerted to an attack by the guards below, will rush downstairs to ambush whoever successfully breaks in. The House Master is the leader of these Ten Thunders Thugs, but he uses the same stat block as the others. Another two thugs remain on the third floor with Yongrui regardless of what they hear below, and in the next room over, the Gweyuja continues his interrogation of the fallen Torakage.

The ground floor window barricades can be smashed open (again, loudly) with a TN 10 Athletics Challenge. The windows on the second story can be quietly opened with a TN 8 Stealth Challenge, but doing so requires the Fated to climb the building's wooden exterior (a TN 9 Athletics Challenge). The rooms holding Yongrui and the Gweyuja do not have windows.

BODY OF EVIDENCE

If a character is carrying a body, she cannot Charge or climb the building. The body can be tied to a rope and pulled up through a window with a TN 10 Athletics Challenge, but unless the fated also succeeds at a TN 10 Stealth Challenge, the people in the street take notice of the strange sight. A carried body can be dropped as a (0) Action.

INSIDE

Each of the building's three floors has a 2-yard-wide corridor that runs the building's 24-yard length. Staircases at each end lead to all three floors. Doors open to rooms of varying sizes, but all are empty save for a single lit lantern. When the Fated arrive, read the following text:

The building interior is well-lit, but empty: empty rooms line an empty corridor that runs the length of the building. You hear no footsteps, no patrolling guards. Before you can move, a sudden draft chills the air. A masked, ghostly apparition emerges from a wall, pauses for a moment, and then continues forward, floating through another wall in its eerie patrol. You don't think it saw you.

Floors below the third are patrolled by two Onryo (page 71). Fated passing through this area must make TN 10 Stealth Challenges (with a if they are carrying a body). On a failure, they encounter the two Onryo. These spirits attempt to use their Vengeful Shriek attack at the first opportunity, which alerts the House Master and the two guards above; they arrive four rounds after an Onryo shrieks.





THE THIRD FLOOR

If the Fated have not yet encountered them, the House Master and his two Ten Thunders Thugs are patrolling this floor. The Fated can avoid them with a TN 12 Stealth Challenge, but any loud combat will bring them running within a round.

THE GUARDED ROOM

The fated can easily find Yongrui's room, it is the only one with light showing beneath the door.

Yongrui (page 70) is inside, along with two more Ten Thunders Thugs. If the Fated make it into the room, one guard holds them off while the other attacks Yongrui, attempting to kill the man before he can be taken prisoner. Each attack against Yongrui does 3 damage, which is enough to render him unconscious after the guard's first turn, Bleeding Out after his second, and dead after his third turn.

If Yongrui is conscious when rescued, he is grateful to the Fated. He is incredibly perceptive and can tell they have not come to kidnap him. He happily participates in the Fated's plan and does whatever they need, but a TN 8 Scrutiny Challenge allows them to sense that Yongrui's compulsive honesty makes him a poor actor.

A LIE EXPOSED

Producing the betrothal bracelet gets a blank stare from Yongrui; he does not recognize it. Should the Fated mention Yongrui's wife to him at any time, he gives the Fated a strange look and says, "I am not married."

THE GWEYUJA

The room next door to Yongrui houses the Gweyuja, Chinyen's medium. If he hears fighting in the next room, he does his best to be unnoticed. Any Fated cautious enough to search the other rooms

on the floor finds that the door to the Gweyuja's room is locked, but it can be opened on a TN 8 Athletics or Lockpicking Challenge. Doing so reveals a small, weathered Asian man in blue robes.

If discovered, the Gweyuja calls two Onryo up from the lower floors (they arrive immediately if they have not been defeated) and then tries to flee at the first opportunity. He will not otherwise call the Onryo unless the Fated successfully take Yongrui alive. Should this happen, he sends the Onryo to intercept Yongrui's kidnappers before they leave the third floor.

The Gweyuja needs to chant to call or summon Onryo. He has a spy hole that allows him to peek into Yongrui's room and also begins to chant if it appears the guard might kill Yongrui, as part of the ritual to ensnare his spirit. Each time the Gweyuja chants, the Fated can make a successful TN 10 Notice Challenge to detect his presence.





DEATH WITHOUT DYING

The moment of truth! Once the Fated have executed their plan, they should nominate someone who actually participated to make **one** TN 14 Deceive or Intimidate Challenge. This Challenge is not just to convince any witnesses; it is also to ensure compelling news reaches the suspicious Chinyen. The Challenge gains these cumulative modifiers:

- Each compelling piece of evidence the Fated plant to make the death seem realistic adds a **+**.
- If one of Chinyin's guards witnesses Yongrui's "death," it adds a **+**.
- If Yongrui voluntarily acts as part of his "death scene," his compulsive honesty instead gives **□□** to the flip.
- If the Fated found a corpse that was "close enough," or if the corpse was destroyed (such as being burnt to disguise its features), the flip suffers **□**. If there is no corpse at all, the flip suffers **□□**.
- The Fatemaster may award more **+** or **□** for exceptionally clever or unwise Fated acts, as appropriate.
- If the Fated successfully manipulate the memories of any of Chinyin's guards, they gain a **+**.
- If the Gweyuja is alive, his assurances that Yongrui is still alive provide **□□□**.

Remember, a flip can have a maximum of **+++** or **□□□** once all the positive and negative Fate Modifiers are cancelled out.

If the Challenge flip is successful, then Chinyen and all witnesses present believe Yongrui is dead.

If any of Chinyen's guards are still alive, they will still fight the Fated, but they do so half-heartedly and will withdraw at the first opportunity.

On a failure, the effort is not convincing and Chinyen does not believe Yongrui is really dead.

This Challenge can be repeated only if the Fated have new witnesses who did not view the first attempt, or the Fated can somehow erase or manipulate witness memory.

SCENE 4

If the Fated did not mention Yongrui's wife at all during the raid, they discover soon afterwards that he is not married. It is up to the Fated as to how they deal with Hu Qiaolian. They can choose not to keep the meeting at Southgate Station, but she believes that Yongrui still lives and will keep searching for Yongrui no matter what. The Fated will likely have to deal with her at some point in the future.

BENEATH THE STATUE

Should the Fated keep the meeting, read the following text:

In the shadow of the statue of the Governor-General, Hu Qiaolian peacefully sits. She looks the same as at the first meeting, except a bit more haggard and pale. Her eyes, though, dart alertly from face to face, no doubt looking for you.

Qiaolian is civil to the Fated, and though she expects them to know she is not Yongrui's wife by now, she will continue playing the part if she is still addressed as such.

The Fated can attempt to convince her that Yongrui was actually killed in the rescue attempt, but it is difficult, requiring a TN 12 Deceive challenge. Qiaolian had a spy watching the building and has been listening to the gossip and rumours about



the Fated's raid. On a success, Qiaolian berates the Fated's clumsiness and stupidity in a sudden outburst of rage but leaves peacefully unless attacked. She returns to Kokuyo, her master, and blames the Fated for her failure. It is up to the Fatemaster whether she survives the meeting.

If the Fated turn over Yongrui, he goes with her quietly, his spirit broken.

Should the Fated refuse to give up Yongrui, or arrive without him, Qiaolian is willing to discuss new terms. On a demand for a bigger reward, she sends for a Ten Thunders broker and drops the name of her organization, hoping that the Fated will be happy to take what is offered out of fear of the Ten Thunders. Provided the Fated's demands are not outrageous (up to 20 scrip, or 30 scrip if they succeed on a TN 12 Barter Challenge), the broker will pay them.

Conversely, should the Fated confirm that they will not hand over Yongrui, Qiaolian threatens them with the Ten Thunders' wrath. She offers one last chance to surrender him, and if refused, she attacks the Fated out of desperation and spite. There are two Ten Thunders Thugs per Fated dressed in normal clothing and waiting nearby, and when she gives the signal, they attack. These Thugs begin the battle 10 yards from the Fated. Qiaolian has the stats of a Ten Thunders Thug (pg. 70). Qiaolian's priority is to capture Yongrui (or one of the Fated if he is not present) and flee in a nearby carriage. The Ten Thunders Thugs will sacrifice themselves if it helps Qiaolian escape with a captive.

There were Guild Guards in the area, but Qiaolian bribed them to be elsewhere. Should a fight drag on, the Guild arrives in force on the tenth turn of Dramatic Time, guns blazing, and arrests everyone.

EPILOGUE

If Chinyen believes that Yongrui is dead and the Fated did not turn him over to Qiaolian, then Yongrui has a chance at happiness. Chinyen's sincere bitterness eventually convinces the other gang leaders that his truth-teller is gone.

If Chinyen believes that Yongrui survived, the gang leader resumes his search and either comes into conflict with the Fated (if they are protecting him) or eventually recaptures Yongrui (if they are not). With the truth-teller at his side, Chinyen quickly rises up the ranks of the Ten Thunders.

If they rescued him, Yongrui reluctantly offers his services as a reward should the Fated ask. A way of contacting him must be determined, as he plans to go into hiding.

If the Fated did not disguise their identities during the raid (or if they were exposed by Qiaolian), they now have an enemy in Chinyen and possibly Qiaolian. Fated gain \square on social duels (except Intimidate) in the Little Kingdom for the next two months as people fear to deal with them. At some future point, Chinyen comes after the Fated for vengeance.





HU YONGRUI

Peon (4), Living

<i>Might</i> 1	<i>Grace</i> 0	<i>Speed</i> 0	<i>Resilience</i> 1
<i>Charm</i> -2	<i>Intellect</i> 1	<i>Cunning</i> 3	<i>Tenacity</i> 0
<i>Defense</i> 2 (6)	<i>Walk</i> 4	<i>Height</i> 2	<i>Initiative</i> 3 (7)
<i>Willpower</i> 4 (8)	<i>Charge</i> 4	<i>Wounds</i> 5	

Skills: Centering 2, History 2, Literacy 2, Notice 3, Printing 2, Scrutiny 4

Compulsively Honest: Yongrui suffers ☐☐ on all Deceit Challenges.

Truth-Teller: This character automatically detects any falsehood spoken in his presence, including half-truths or omissions of the truth.

(1) Confused Flailing (Martial Arts)

AV: 0 (4) ----- Rg: ♣ 1 ----- Resist: **Df**
Target suffers 0/1/2 damage.

TEN THUNDERS THUG

Minion (6), Living

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

Skills: Deceive 4, Evade 3, Melee 2, Notice 3, Scrutiny 2, Thrown Weapons 2, Toughness 1, Stealth 2

Flick of the Wrist: This character may substitute Grace for Might when making a Close Combat Attack with a one-handed weapon.

Quickdraw: The character treats (1) Ready Weapon Actions as if they were (0) Ready Weapon Actions.

(1) Fighting Claw (Melee)

AV: 5 (11) ----- Rg: ♣ 1 ----- Resist: **Df**
Target suffers 1/3/4 damage.
✂ *Poison-Coated:* After damaging, the target gains the **Poison +1** Condition.

(1) Shuriken (Thrown Weapons)

AV: 5 (11) ----- Rg: ♣ 9 ----- Resist: **Df**
Target suffers 1/2/3 damage.
✂ *Handful of Shuriken:* After succeeding, take this Action again.
✂ *Poison-Coated:* After damaging, the target gains the **Poison +1** Condition.

(2) Rapid Fire

This character may discard a Twist Card to make three 1 AP Ranged Combat attacks against one target.



THE GWEYUJA

Enforcer (8), Living

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

Skills: History 2, Literacy 2, Necromancy 3✘, Notice 2, Scrutiny 2, Sorcery 3📖, Stealth 3

Wp (✘) Twisted Mind: After this character succeeds, the attacker suffers 2 damage.

(1) Mark of Jigoku (Necromancy/Tenacity)

AV: 5✘ (13✘) === Rg: 8 yards ===== Resist: **Wp**
Target gains the following Condition until the start of this character's next turn: "Adversary: Spirits gain + to Attacks targeting this character."

(1) Spirit Claws (Sorcery/Tenacity)

AV: 5📖 (13📖) == Rg: 5 yards ===== Resist: **Wp**
The target suffers 2/3/4 damage, ignoring Armor and Hard to Wound.

ONRYO

Minion (6), Spirit

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

Skills: Intimidate 2, Necromancy 2✘, Notice 2, Pugilism 3✘.

Haunt: When this character is killed, the character that killed it gains the following Condition:

"**Haunted +1:** Every evening at sunset, increase the value of this Condition by 1."

Incorporeal: This character ignores, and is ignored by, other characters and terrain during any movement. Reduce all damage this character suffers from Ranged and Close Combat attack actions by half.

Vengeance: When this character suffers damage from an enemy character's attack, the enemy suffers 1 damage after resolving the current Action (even if the Action killed this character).

(1) Clawed Hands (Pugilism)

AV: 4✘ (10✘) == Rg: 🏹 2 ===== Resist: **Df**
Target suffers 2/3/5 damage that ignores Armor.
✘👊 **Cut to Ribbons:** When damaging, gain + to the damage flip.

(1) Vengeful Shriek (Necromancy/Tenacity)

AV: 5✘ (11✘) == Rg: 🏹 12 ===== Resist: **Df**
Target suffers 1/2/3👊 damage.
✘ **Infect:** After succeeding, the target gains the **Poison +1** Condition a number of times equal to the number of ✘ in the final duel total.

The Haunted Condition

As a character's **Haunted** Condition increases, progressively creepier things happen around her until the spirits haunting her finally possess her body and force her to kill her loved ones and then herself. The **Haunted** Condition is described in detail on page 155 of *Under Quarantine*.

If you're not using *Under Quarantine* in your game, instead have the "A New Vessel" Trigger of *Necrotic Spirits* give the target the **Slow** Condition.