

THROUGH THE BREACH

DENIAL OF SANZU

A ONE-SHOT ADVENTURE FOR THROUGH THE BREACH

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THE FATED ARE HIRED to find out who attacked a tavern, but they soon learn of a greater threat to the city. This adventure makes a good first introduction to the addictive substance known as **Brilliance**.

The rules for the **Brilliance** Condition are found in *Under Quarantine* (pg. 153). They have been reprinted at the end of this adventure for ease of use.

TAROT TIE-INS

CRSC 13X: “And you stumble upon the line of life and death.”

ALBC 1♠: “Your soul will scream for penitence”

LLRC 2♠: “You will be weighed and found wanting”

PROLOGUE

The Fated have been invited to dine at the house of Shinpai Furui, an elderly businessman who resides in the Little Kingdom. The Fated have most likely not met Furui before, but he is clearly wealthy.

The meal was fabulous. Despite not knowing the elderly Shinpai Furui, the businessman has spared no expense in serving you the finest Three Kingdoms delicacies. You've dined for hours by the light of tall beeswax candles, and though Shinpai Furui is clearly unwell, he is still extremely charming.

The servants clear away the last plates and replace the candles that have burned low as Shinpai begins to tell a story. “The people of my homeland tend to subscribe to one of two religions: Shintao or Buddhism. My family have always been Buddhists, and we believe that upon our deaths, we will meet the demon hag Datsue-ba by the Sanzu River and be judged on the virtue of our lives. Since coming to Malifaux, I have seen things that convinced me of the validity of my ancestor's beliefs. Judgement does indeed await us when we die.”

He coughs into a silk handkerchief. “As you can tell, my time is not that far off, and so I am concerned. Have I led a virtuous life? How will Datsue-ba judge me?” He leans in close. “If you are willing, I would have you journey to the spirit world to learn of my judgement in advance.”





The Fated should choose their Pursuits for the session. Even if they try not to get involved, they will end up being drawn into the unfolding conflict in Scene 1.

SCENE 1: LIGHTING THE WAY

If the Fated are interested in the offer, Shinpai is willing to pay them 20 scrip each once they return from the spirit world. A TN 12 Barter Challenge can talk him up to 30 scrip per person.

Fortunately, the Fated will not have to die to make the journey into the spirit world. Shinpai has gone to great effort to commission the creation of one spirit candle per Fated and Living subordinate character. It takes a short, five minute ritual to link each Fated to a spirit candle. Once linked, lighting the candle will send the linked character's spirit into the spirit world, leaving their physical bodies unconscious in the mortal realm. Spiritual representations of the linked character's clothing and equipment appear on the characters once they manifest in the spirit world.

If the Fated are suspicious of Shinpai's motives, they can attempt a TN 13 Scrutiny Challenge. On a success, they realize that, while he seems to be telling the truth about how the spirit candles work, his motives seem a bit simplistic for the monumental task he has put before them. If the Fated call him on this, Shinpai smiles faintly and acknowledges that he has not given them the full truth. He blames a life of secrecy and misdirection and tells them the truth: the vestments he wishes for them to take into the spirit world belong to his nephew, Junzo, a studious young man who has lived a moral life. Shinpai is using Junzo's robes to determine the location of the bridge which spans the Sanzu River, as knowing its location will allow him to more easily cross into the afterlife while avoiding the consequences for his wicked life.

Once the Fated have finished negotiating with Shinpai, read the following text:

Between coughing fits, Shinpai Furui outlines the task he is asking of you.

"Legend says that Datsue-ba waits at the Sanzu River in the spirit world, where she judges the Reikon, the souls of the recently dead. She has her consort, Keneo, weigh the Reikons' clothes on the limb of a tree that stretches out over the river's water. These clothes carry the sins of the wearer, and the amount by which the branch bends determines the afterlife to which the Reikon is sent. Of course, the heavier your sins, the more difficult the crossing.

Shinpai rings a small bell near his chair, prompting a servant to enter with some neatly folded garments. They are high quality, though they are visibly showing some wear.

"My favorite business robes," Shinpai explains. "I will send you into the spirit world to weigh these on the Judgement Tree. Once you learn the destination of my soul, travel to where my spirit will be sent to cross the river, observe what is there, and then return to me."

If Shinpai has not yet explained how the spirit candles work, he does so now as the servants bring the tall, stark white candles out into the dining room and place one in front of each Fated character. The servants also bring out a small gong and place it in front of Shinpai. He explains that the gong exists in both the mortal realm and the spirit world (it was stolen from the grave of a spirit medium), and that when they have finished their task, they need only to return to his home and ring the gong, at which point the servants will snuff out their spirit candles and return them to the mortal realm.



When the Fated are ready to pass into the spirit world, the servants hand Shinpai's folded clothing to whichever Fated wishes to carry it. Read the following text:

Shinpai walks you through a short ritual to attune yourselves to the spirit candles. Once finished, a servant moves from one candle to the next, lighting each one. As the wick begins to burn, the flame turns an eerie green color.

The room around you begins to glimmer, and you have a hard time focusing on any details except your companions. As Shinpai fades from sight, you hear his voice following you into the spirit world: "Remember, do not cross the Sanzu River, lest you find yourselves unable to return. Follow the Reikon to Datsue-ba."

Gloom descends on the room, and Shinpai becomes little more than a vague, indistinct shadow amidst the darkness. The only light comes from the spirit candle which anchors you in this new realm.

The Fated have successfully crossed over into the spirit world. The spirit gong is present in the spirit world, but it is immobile; the Fated will have to return to Shinpai's home when their mission is finished.



SCENE 2: THE PATH OF SPIRITS

The spirit world exists alongside the mortal realm and thus closely resembles its counterpart, though there are a few notable differences between them. For instance, when the Fated transition to the spirit world, they are still in Shinpai's dining room, and the walls of his home and other buildings still block their progress, as their spirits are accustomed to them doing so in the mortal realm. Similarly, they must walk along the ground as they do in life.

When the Fated exit Shinpai's home, they will notice a few other differences between the two realms. Read the following text:

Malifaux City rises around you, at once both familiar and alien. You recognize the street outside Shinpai's home, as well as other landmarks you saw on the way, but everything is cast beneath a persistent gloom. The buildings shimmer and sway as if seen through a haze of heat, and above you, the sky is jet black. The dark clouds swirl in a circle overhead, forming a disturbing funnel shape that reaches up into the dark heavens above.

Here and there, people walk slowly along the streets, as if in a daze. Almost all seem to be Easterners clad in the clothing of the Three Kingdoms, but here and there you see the occasional Westerner or person without clothes. They are all vaguely translucent, and each glows with a faint light as they walk southwest towards the river. There are also things that flit and dart at the edges of your vision, moving too fast for you to properly see.

If the Fated follow the Reikon southwest, they will come across the Sanzu River, which has replaced the city's Fortune River (and indeed, every river) in the spirit world. If the Fated decide to travel in another direction, keep track of their travel time. Any of the bridges which would normally reach across the Fortune River end halfway across the Sanzu River, as if cleanly sliced in half. Similarly, anyone attempting to fly across the river finds themselves slowly sinking into its watery depths as the thrashing spirit serpents wait for their meal.



PREDATORY GAKI

A few minutes after the Fated have been in the spirit world, read the following text:

A lone Reikon walks down the street ahead of you. Suddenly, a blur rushes past him. You have a vague impression of tattered robes and teeth as it speeds by, and the spirit stops, staring at where his left arm and shoulder have been torn away. The wound does not bleed, however. Instead, thin streamers of silky crimson smoke drift up from the wound.

The blur returns, ripping into the Reikon's chest. A second blur joins the first, and then a third. Within moments, they dart back into the darkness. Of the spirit, nothing remains except a thin, scarlet mist.

The blurs are Gaki, spiritual predators that feed on weak spirits and anything else they can catch.

From this point onwards, whenever the Fated travel between locations, they must pass a TN 10 Stealth Challenge to avoid being sensed and attacked. In any character fails this Challenge (or chooses not to be stealthy), the Fated are attacked by one Gaki, plus one Gaki for each character the hungry spirits detected. Stats for the Gaki can be found on page 50.

Death in the Spirit World

Characters who are wounded in the spirit world suffer similar wounds in the mortal realm. Similarly, any characters who perish in the spirit world cannot return to their mortal bodies, and thus slip into a long coma that eventually ends in death.

CONVERSING WITH THE DEAD

The Reikon are barely aware of their surroundings and move towards the Sanzu River by instinct. They stay on the streets through lingering habit and generally ignore the Fated unless the Fated attempt to converse with them.

If the characters speaking with a Reikon are not Living, they will find the spirits confused and unable to shed much light on their situation. If any Living characters attempt to talk to a Reikon, however, the spirit fixates on them, grabs their clothing, and begs to be given more life. Other nearby Reikon notice the commotion and descend on the Fated as well, grabbing at their clothes and begging for the Fated to help them return to life.

The Fated can attempt to escape from these mobs with a TN 10 Athletics Challenge. On a success, that character pushes the Reikon away and escapes the crowd. On a failure, the character is bogged down by the grasping hands, and the commotion attracts a Gaki for each such trapped character. The Gaki focus on devouring the Reikon at first, but once the Reikon are gone (or if the Fated attack them), the Gaki turn their attention toward the Fated. Stats for the Gaki can be found on page 50.





SCENE 3: THE JUDGMENT TREE

When the Fated arrive at the Sanzu River, read the following text:

The Reikon at the riverside form a line in front of a haggard, gaunt old woman. In the glow of her lantern, her robes appear to be threadbare, and a filthy linen strip covers her eyes. She babbles like she's senile, but the knife in her hand is rock-steady, and something about her sends a chill down your spine.

As you watch, a spirit shuffles up to the crone. With several deft cuts, she slices the spirit's robes cleanly off. A hunchbacked old man scoops them up and hobbles to a tree at the river's edge, laying them out across a branch that stretches out across the water. He watches as the branch bends down beneath the weight of the clothing, then he pulls them down, tosses them into the river, and lopes back to the old crone to whisper in her ear. The hag points her knife across the river, and without hesitation, the Reikon enters the water and begins swimming toward the far side.

A new Reikon shuffles up to the crone, and the process begins anew.

The old woman is Datsue-ba, the judge of the dead, and the old man is Keneo, her assistant and consort. As the Reikon are judged, the Fated can attempt a TN 10 Bureaucracy Challenge. On a success, they learn exactly how far the branch needs to bend for a Reikon to be sent upriver (a little), downriver (a fair amount), or right here (a lot). Even if the Fated fail, they realize that while Datsue-ba speaks exclusively in Japanese, they have no problem understanding her.

The Fated should be given a few minutes to discuss their plan. Whenever it feels appropriate, read the following text:

Suddenly, the hag at the front of the line cackles loudly. The Reikon in front of her appears to be a child, likely no more than seven or eight years old. "No passage for you!" she taunts the girl, jabbing her knife towards the shore. "If you want across, you'll have to build your ladder into the heavens!" Despite speaking in Japanese, you have no problem understanding the hag's words.

The child slumps its shoulders and shuffles off toward a group of other children, all of whom are carefully stacking rocks into piles. As if just now noticing the size of one of these piles, the hag stomps over to it, pushes the children away, and kicks the pile over, sending the rocks tumbling back down into the water. Cackling softly, the crone slowly shuffles back to her position at the start of the line as the children start gathering up the spilled rocks to start over again.

TRICKING DATSUE-BA

One way or another, the Fated will have to trick Datsue-ba in order to weigh Shinpai's clothing. There are a few ways they might try this.

The Fated could attempt to negotiate with Datsue-ba or Keneo. Datsue-ba is more or less inscrutable and becomes enraged if any Living character approaches her. She attacks that character with her knife, attempting to skin them, and unless the Fated have already persuaded Keneo to help them, he joins in the attack. Datsue-ba's stats can be found on page 51. Keneo uses the same stats as an Onryo (pg. 52). If the Fated kill either Datsue-ba or Keneo, they emerge from the Sanzu River a half hour later, fully healed and more than likely quite upset over their "death."

If a non-Living character approaches her while wearing Shinpai's clothing, then Datsue-ba cuts away the clothes without concern and Keneo places them on the branch. If the character is wearing their own clothes in addition to Shinpai's clothing, however, then both sets of clothing are cut away and hung on the tree branch, which results in it being fully weighed down.



Keneo is much more approachable. He's loyal to Datsue-ba, but he's not quite as cruel or heartless as his consort. The Fated can attempt a TN 10 Bewitch or Convince Challenge to persuade him into helping them, or they can try to terrify him into helping with a TN 12 Intimidate Challenge. On a success, Keneo will either distract Datsue-ba long enough for the Fated to hang the clothes on the tree branch. If the Fated attempt to hang clothing on the tree without first getting his approval, Keneo shouts out and warns Datsue-ba, who attacks the Fated as described above. See The Weighing on the next column.

The Fated could also attempt to distract Datsue-ba by helping the children build up their stone piles. A successful TN 8 Athletics Challenge builds up a pile tall enough to draw the hag away from the line, though if the character building the stone piles is Living, they will have to succeed at a TN 12 Evade or Stealth Challenge to avoid drawing Datsue-ba's attention (which, in turn, leads to her attacking the character as described above). If they get the clothes onto the tree, see The Weighing on the next column.

Alternatively, the Fated could try a more deceitful approach. There are more than a few naked Reikon waiting in line, and if the Fated are clever, they might think to simply give Shinpai's clothing to one of those spirits. In this case, all they have to do is wait for the spirit to approach Datsue-ba. The hag pauses when she notices the clothes, but then cuts them away to be weighed as usual. See The Weighing on the next column.

THE WEIGHING

Should the Fated succeed in getting Shinpai's clothing onto the Judgement Tree, reach the following text:

With a quiet rustle, Shinpai's robes are flipped up and over the branch. The garment definitely has some heft to it, but as you step back, you see the branch sag only slightly. Considering how far you've seen the tree limb move for much less, it can only mean that these clothes carry very few sins.

If the Fated are weighing the clothes themselves, a friendly Keneo (or the earlier Bureaucracy Challenge) will tell the Fated that the owner of the clothes should travel upstream. If Datsue-ba is weighing the clothes herself, she points upstream with her knife.

It takes one hour to travel upstream or downstream from the Judgement Tree. Each time the Fated move between one of these destinations, they have to check to see if they're attacked by Gaki, as described on page 50.

PATHS UNTAKEN

If the Fated examine the two untaken paths, the point of crossing nearest Datsue-ba is a series of seething rapids. The Reikon that enter the water here are attacked by massive, dragon-like eels. Most of the spirits are torn apart, only to reform on the shore to try again. Judging from the screams, this is apparently quite a painful process.

The second path, further downstream, is a far more shallow crossing. The spirits here wade through the calmer waters and hop across stones, but the dragon-like eels still prowl the waters and prey upon the crossing spirits. More reach the other side than they do in the rapids, but that does little to lessen the apparent pain of those who are caught.





SCENE 4: THE SOUL BRIDGE

If the Fated travel upriver, they will eventually arrive at the Soul Bridge. Read the following text:

Ahead, a crude stone bridge extends over the water. The spirits directed here walk across the bridge, only to disappear into the darkness at the river's far side.

A monk with a lantern stands before the bridge. He bows to the Reikon as they pass, only leaving in order to drive back the hunting spirits when they draw too close to the bridge.

The monk is Ojizo, a self-appointed defender of the Reikon. He is a Reikon like the others, but he has forsaken the afterlife in order to defend his fellow spirits, and in doing so, he has regained much of his former mind and prowess. If any of the Fated are injured, he tends to their wounds without being asked (effectively healing 3 damage). He will not allow them to cross the bridge, however, insisting that only the Reikon who have been judged worthy may use it to cross the river. If the Fated ask what is on the other side, he admits that he does not know. The only way to find out would be to cross the bridge to find out, and even if he were to allow that, they would not be able to return to tell anyone what they saw.

If the Fated choose to speak to Ojizo, he is curious about what Living people are doing in the spirit world. They can attempt to lie to him with a TN 14 Deceive Challenge, but on a failure, the monk only becomes more inquisitive. If the Fated tell them about Shinpai, Ojizo notes that it seems odd that someone so close to death would be so concerned with his judgement, given that he likely has little time left to change things.

SCENE 5: THE JUDGEMENT OF DATSUE-BA

Once the Fated are finished at the bridge, they can head back to Shinpai's house and return to the realm of the living. They do not check for wandering Gaki on their way back, however, and a TN 10 Notice Challenge reveals that there doesn't seem to be any sign of the predators or the Reikon. In their place, there is only a sense of foreboding: even if she was not previously aware of their presence, Datsue-ba has by now sensed the Fated and is coming for them. Even the dullest spirits know enough to stay out of their way.

When the Fated return to Shinpai's house, they find the gong and the burning spirit candles waiting for them. When they ring it, read the following text:

After a moment, the candles extinguish, one at a time. As each flame vanishes, the gloom filling the room dissipates and the room shifts further into focus. Shinpai Furui comes back into view as the spirit world fades away, leaving you once again in your chairs. Shinpai smiles enthusiastically, an odd gleam in his eye.

"So," he says, leaning forward. "Tell me what you found."

Any items that the Fated used or lost in the spirit world are still present in the mortal realm – Shinpai's clothing is still present in one piece, for instance – for they were just spiritual projections of their material counterparts. Similarly, anything they attempted to bring back with them from the spirit world simply did not make the transition.

Shinpai waits eagerly for the Fated to tell their tale. If they want more from him, he impatiently agrees to whatever reasonable demands they make; he was ready for such extortion, and he has a considerable fortune at his beck and call. He is wealthy and anxious, but there are limits to his desperation.



Midway through the Fated's story, read the following text, interrupting them if necessary:

An old woman's creaking voice fills the room. Although is speaks Japanese, you find that you can understand every word she says.

"Shinpai Furui, why put these poor souls through such trouble to learn the way to the afterlife? You certainly won't follow the path shown from weighing your nephew's clothes."

Shinpai starts at the voice, his eyes growing wide as he reaches out and begins furiously ringing the bell to call a servant.

"Come," the voice chuckles. "I will guide you myself."

One after another, a series of masked specters in tattered kimono rises from the center of the table. Their fingers are curled into wicked claws, and you can see pure, absolute hatred burning in the tortured eyes behind their white masks.

One Onryo emerges from the table per Fated, plus one additional Onryo for each subordinate character that accompanied the Fated into the underworld. Each Onryo appears one yard from its selected target. Shinpai Furui is not attacked by an Onryo, nor will any Onryo attack him; he belongs to Datsue-ba. Stats for the Onryo can be found on page 53.

The dining room is sizeable, roughly 8 yards by 15 yards with a long table taking up the middle space. Although the home has traditional Three Kingdoms architecture, the interior walls are quite solid. The next room is a hallway that is 3 yards wide and 10 yards long, which leads directly to the front door (in addition to branching out into a number of side rooms). There are two windows that the Fated can dive through to either side of the door, but if they do so, they have to succeed on a TN 10 Acrobatics Challenge to avoid suffering 1/2/3 damage from the broken glass.

Datsue-ba appears at the beginning of the second round, three yards away from Shinpai. He begs the Fated to defend him, offering any price for their service. For her part, Datsue-ba moves to Shinpai on her action and spends her second AP that turn – as well as the next two turns – skinning Shinpai with her knife. Once he's fully skinned, she puts him out of his mortal misery. She then attacks the Fated for helping him (and does not care if the Fated profess their innocence).

If the Fated attack Datsue-ba before she starts skinning Shinpai or during the process, she turns her attention away from Shinpai and toward her attacker. She doesn't stop unless she is defeated, and if the Fated flee from Shinpai's home, she either returns to him (if he is still present) or fades back into the spirit world (if the Fated flee with him).

EPILOGUE

Should the Fated defeat Datsue-ba before she kills Shinpai, he is grateful and pays them whatever he promised, plus another 10%... but only if they finish telling him about the afterlife. If they do so, he thanks them profusely and then retires to his room, where he drinks a vial of poison. A few minutes later he is dead; Shinpai intends to sneak into the afterlife and across the Soul Bridge before Datsue-ba can return to her river. If the Fated speak with the servants before they leave, they will check in on Shinpai, realize he is dead, and attempt to honor his last promise as best they can.

If Datsue-ba succeeds in skinning and killing Shinpai, he still goes to the afterlife, but his fate is much, much darker.

Regardless of when Shinpai dies, the Fated will most likely have to deal with the Ten Thunders, who are very curious about the circumstances surrounding Shinpai Furui's death. They contact the Fated the next day, posing as members of the Guild, and ask them questions about what the old merchant was trying to do and why they were the last people to see him alive. They will have already questioned the servants, so if the Fated tell the truth, it will corroborate what they already know. Any inconsistencies, however, will be seen by the Ten Thunders as an attempt to hide some larger mystery.



If the Fated asked for an excessive amount of money, the Ten Thunders may very well consider the Fated to have stolen from them. In this case, they will approach the Fated and inform them of the awkward situation – Shinpai gave them money that was not his to give – and will give them a chance to make the situation right. If the Fated refuse to turn over the money, then the Ten Thunders will seek to recover Shinpai's fortune by force.

In any case, Shinpai's servants will spread the story about the Fated journeying into the spirit world to trick Datsue-ba. The details are fairly inaccurate, but they are impressive enough that for the next month, the Fated will have a  to any Social Challenges involving residents of the Little Kingdom.





GAKI

Minion (5), Spirit

<i>Might</i> 1	<i>Grace</i> -1	<i>Speed</i> 2	<i>Resilience</i> 0
<i>Charm</i> -4	<i>Intellect</i> -1	<i>Cunning</i> 1	<i>Tenacity</i> 2
<i>Defense</i> 4 (9)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 3 (8)
<i>Willpower</i> 4 (9)	<i>Charge</i> 6	<i>Wounds</i> 4	

Skills: Intimidate 1, Notice 1, Pugilism 3X, Track 2.

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.

Dismember: When one of this character's attacks causes a Severe Critical Effect, it may discard a card to immediately change the Critical Effect to Amputated. This does not change the location of the Critical Effect.

Eat Your Fill: After killing a Living creature with a Close Combat attack, this character may immediately end its turn to heal all damage it has suffered by gorging itself on the creature's flesh.

(1) Gorge (Pugilism)

AV: 4X (9X) ----- Rg: \mathcal{M} 1 ----- Resist: **Df**
Target suffers 2/3/4 damage.

X \heartsuit *Bloody Frenzy:* After damaging, another friendly Gaki engaged with the same target may immediately make a (1) Gorge attack against the target.

(1) Devour (Pugilism)

AV: 4X (9X) ----- Rg: \mathcal{M} 1 ----- Resist: **Df**

This attack may only target a **Paralyzed** or otherwise helpless Living character. If successful, the target suffers a Severe Critical Effect.





DATSUE-BA

Henchman (9), Undead, Spirit

<i>Might</i> 2	<i>Grace</i> 0	<i>Speed</i> 1	<i>Resilience</i> 2
<i>Charm</i> -4	<i>Intellect</i> 1	<i>Cunning</i> 3	<i>Tenacity</i> 3
<i>Defense</i> 6 (15)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 3 (12)
<i>Willpower</i> 5 (14)	<i>Charge</i> 8	<i>Wounds</i> 6	

Skills: Doctor 2, Evade 4, Intimidate 2, Melee 4✘, Necromancy 3✘, Notice 2, Scrutiny 2, Toughness 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.

Terrifying (All) (12): Enemy characters must pass a TN 12 Horror Duel when they end their turn within this character's engagement range or target this character with a harmful action.

Rush +3: This character's Charge Aspect has been increased by +3.

(1) Judgement (Melee)

AV: 6✘ (15✘) ===== Rg: 1 ===== Resist: Df
Target suffers 2/3/4 damage that ignores Armor.

✘ **Skinned Alive:** After damaging, the target suffers the following Critical Effect: "**Skinned:** A portion of this character's flesh has been removed. This character gains the **Bleeding Out** Condition. While this character has the **Bleeding Out** Condition, she is also considered to have the **Dazed** and **Slow** Conditions."

(1) Weigh Sins (Necromancy/Tenacity)

AV: 6✘ (15✘) == TN: 15✘ === Rg: 8 yards == Resist: Df
Target suffers 1/2/6 damage that ignores Armor.

✘ **Marked:** After succeeding, the target gains the following Condition until the start of this character's next turn: "**Adversary:** Spirits gain 1 to attacks targeting this character."

✘ **Condemned:** After killing a Living target, their spirit is transformed into either a Gaki or Onryo under this character's control.



ONRYO

Minion (6), Spirit

<i>Might</i> 1	<i>Grace</i> -1	<i>Speed</i> 2	<i>Resilience</i> 1
<i>Charm</i> -4	<i>Intellect</i> -1	<i>Cunning</i> 1	<i>Tenacity</i> 3
<i>Defense</i> 4 (10)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 4 (10)
<i>Willpower</i> 5 (11)	<i>Charge</i> 6	<i>Wounds</i> 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 Haunt ability of Onryo give everyone around them the Slow Condition.

