

Wyrd

D Penny Dreadful

ONE SHOT

— LEGACY OF —
DARKNESS

THROUGH THE BREACH



LEGACY OF DARKNESS

Penny Dreadful
ONE SHOT

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WHAT IS A PENNY DREADFUL ONE SHOT?

The *Through the Breach* roleplaying game is continuing to grow and expand the world of Malifaux with new rules and adventures.

Our expansion books, such as *Into the Steam*, highlight large new areas of the world to explore while also providing a host of new mechanics for players.

The Penny Dreadful line is intended to focus on a specific area or story in the world, providing Fatemasters with the tools to take their players quickly into the action.

The core Penny Dreadful line, which is released in print and PDF, has full, multi-session adventures for a party of Fated. They are made to be the campaign or a part of the campaign for a group.

Penny Dreadful One Shots, on the other hand, are single-session adventures for a party that are only released as PDFs. They often include pregenerated characters, allowing Fatemasters to choose whether to insert them into an ongoing campaign or to run a quick and dirty standalone session of *Through the Breach*.

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INTRODUCTION

No matter how hard we try to distance ourselves from the past, it seems like there is no escaping the pull of history. The greatest warlords and conquerors of the past have long since crumbled into dust, but their legacies live on in their modern descendants. Some of these heirs turn their backs on the past, but others - particularly the residents of the Three Kingdoms - honor their ancestors, no matter how cruel or violent they might have been.

Even among the long memories of the Three Kingdom, however, there are some ancestors that have been deliberately forgotten. It is believed that by turning one's back on these shameful ancestors, their regretful spirits will eventually forget their transgressions and be allowed to reincarnate into new lives. History is relentless, however, and those who do not learn from their mistakes are doomed to repeat them, over and over again...

Legacy of Darkness is a one-shot adventure that focuses on this element of reincarnation and how it can be manipulated by those with the knowledge and inclination to do so. It all revolves around a naive young woman named Xun Jiang who is the reincarnation of an ancient and brutal warlord.

We've included six pregenerated characters in this adventure, all of whom are already unknowing pawns in the evil plans of the sorcerer Wei Lu.

If you wish to have the players use characters of their own creation to play through *Legacy of Darkness*, just make certain that the Fated are part of the Cortez Expedition, which is bringing the mummified corpse of Kotaro Shu into Malifaux at the behest of the mysterious Wei Lu. Whether scholars or tomb robbers, the Fated should have some reason for wanting to see the mummy delivered to the Museum (even if it's only to collect payment from Marcel Altings).

WITHIN THESE PAGES

Here's a list of what you'll find in this adventure!

CHAPTER 1: INTRODUCTION

This is the section you're reading now!

CHAPTER 2: ADVENTURE

The adventure is divided into four scenes. The first scene has the Fated loading a mummy onto a train and meeting Xun Jiang.

In the second scene, the Fated arrive at the Museum of Natural History, and things don't go quite as well as they might hope.

The third scene finds the Fated traveling to the Little Kingdom in search of the Gokudo.

The fourth scene is the final showdown with the Gokudo, and its conclusion wraps up the adventure.

CHAPTER 3: FM CHARACTERS

This section contains the stat blocks for the various adversaries the Fated might encounter over the course of the adventure.

CHAPTER 4: FATED CHARACTERS

We've provided six pregenerated characters to be used with this adventure. You can find their stat blocks and backgrounds here.

[illegible]

CALL OUT BOXES

There are many call out boxes like this one scattered throughout the adventure.

These boxes have two main functions. Boxes like this one highlight rules or special notes for the Fatemaster.

Boxes like the box on the right are used to show dialogue or description. They are intended to be read by the Fatemaster aloud to the players. Be careful, though; some are only intended to be read if the Fated take certain actions or are successful at certain challenges.

"Yeah, I was there." The drifter sighs, his shoulders slumping at the admission. "It only lasted a moment, and I still don't know how I lived through it. There was only the one Ortega, but she was so fast with that gun of hers..." He shakes his head. "Two of the bandits were dead before they even realized she had drawn on them."

His gaze becomes distant as the memory comes back to him. "It was a ballet of death."



ADVENTURE

The Fated are explorers and archeologists who have been tasked with overseeing the transport of a recently exhumed mummy from the Three Kingdoms, specifically the Liaoning province of China. The mummy is that of Kotaro Shu, a powerful warlord who left a trail of blood and death across China almost 1600 years ago. She was eventually slain by an assassin, and her body was buried in a hillside tomb alongside hundreds of valuable artifacts and documents.

The Cortez Expedition traveled to the Three Kingdoms and, using information provided by Cortez's mysterious patron, uncovered Kotaro Shu's hidden tomb. Despite the laws and sanctions against unauthorized archeological expeditions, the expedition exhumed the mummy and succeeded in smuggling her out of the country.

The man funding the expedition, Wei Lu, has made it clear that obtaining the mummy and bringing it to Malifaux is the expedition's primary concern. The Fated believe that the mummy will be placed in the Malifaux Museum of Natural History, but Wei Lu's plan is to resurrect Kotaro Shu using her physical remains and her reincarnated soul, which is currently residing inside a young woman named Xun Jiang.

Wei Lu has lured Xun Jiang to Malifaux with the promise of a (nonexistent) job at a factory. Once she and the mummy arrive, his thugs - the Gokudo - will snatch them both up and bring them to him, allowing him to perform the ceremony that will resurrect Kotaro Shu. Or at least, that's what will happen if the Fated don't become involved...

PROLOGUE

The Fated are waiting at the train station in Breachtown (formerly Sante Fe, New Mexico). From here, they can take the train to Malifaux City.

If John Cortez is present, he is the leader of the expedition, but in his absence, Professor Warner or Shay Herschel are the de facto leaders. If you're playing through this adventure with custom Fated characters, just choose the most likely Fated to be in charge of the expedition.

Read the following text to the players:



After a long boat ride from the Three Kingdoms and more railroads than you can count, you're finally close to the end of your journey. Dozens of people mill around the station, waiting for the train that will take them through the Breach and into Malifaux City. You're there with your fellow expedition members, standing careful guard over the crate containing the Chinese mummy that you "liberated" from the Three Kingdoms.

The crate itself is two and a half feet wide and tall, seven feet long, and made of sturdy wood. It's stamped with shipping directions in both English and Mandarin, and you've just finished attaching the Malifaux import documents to its side when the train pulls into the station and releases a burst of billowing steam.

As you prepare to load your crate onto the train, however, a soldier wearing the gray and crimson colors of the Guild approaches you. She cuts right to the chase, informing you that Sergeant Garth, the station's manager, has placed a hold on your cargo, and that so long as the hold is in place, you will not be able to bring it into Malifaux.



SCENE 1: THE STATION

The Fated must either convince Sergeant Garth to release his hold on the crate or sneak it onto the train without his knowledge. Speaking with Garth is handled in the “Papers, Please” section, while sneaking the crate onto the train is covered in “We Don’t Need No Papers.”

PAPERS, PLEASE

If the Fated ask to speak with Sergeant Garth, they are escorted to his office in the train station. Read the following text to the players as they arrive:



Sergeant Garth’s office proves to be a small room at the back of the train station. It’s fastidiously neat, and the walls are decorated with framed commendations from the Guild for excellent service. The no-nonsense black man seated behind the desk rises and offers you his hand as you enter, introducing himself as Sergeant Reginald Garth.

“Please, have a seat,” he says, motioning to the single chair opposite his desk. He sits and begins looking through a stack of import documents. “You must be the... Cortez expedition, was it? I’m told that you wish to bring a corpse into Malifaux City?” He grimaces as he looks back up at you.

“Let’s cut right to the chase. Malifaux has a problem with the Resurrectionists – necromancers, basically – animating corpses and using them as expendable minions. I’m concerned that allowing this corpse to pass through the Breach is just putting a potential weapon into their hands.”



The Fated have a chance to explain that they’re bringing a mummy to the Malifaux Museum of Natural History. A TN 10 Bureaucracy + Intellect or Convince + Intellect Challenge can assuage his concerns and convince him to grant approval for the cargo’s passage. Alternatively, the Fated could threaten or bribe Garth into letting the cargo through, which requires a TN 10 Intimidate or Barter Challenge as appropriate.

If the Fated are successful, read them following text, adjusting as appropriate if they intimidated or bribed him:



Sergeant Garth considers your words for a long moment, then sighs and pulls out a sheet of paper. “I had better not regret this,” he warns, grumbling as he fills out the paperwork and hands it to you. “Now, you’d best hurry up before you miss your train.”



If the Fated fail to convince Garth of their case, instead read the following text:



“My decision is final,” he says, setting the blank approval form aside. “Now, if you will...”

Just then, a woman barges into the office, a look of panic on her face. “Sergeant! The porters dropped a crate of seafood as they were loading it onto the train, and now there are shellfish everywhere!”

The sergeant swears as he grabs his coat and hurries after the woman to deal with the problem, leaving you alone in his office.



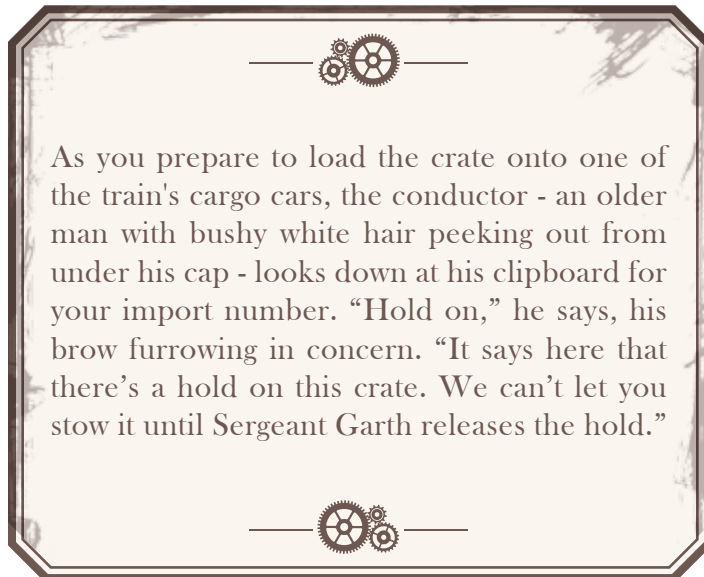
The Fated have a less-than-legal option available to them in Garth's office: there are plenty of blank import forms and examples of his signature in his office, and they can forge his signature on an approval form with a TN 10 Forgery + Cunning Challenge.

If the Fated succeed in convincing Sergeant Garth to release his hold (or in forging his signature), they can get their crate loaded onto the train without any further complications. Proceed to the "All Aboard!" section on page 10.

If they fail, they can still try to sneak the crate onto the train, as described in the "We Don't Need No Papers" section below.

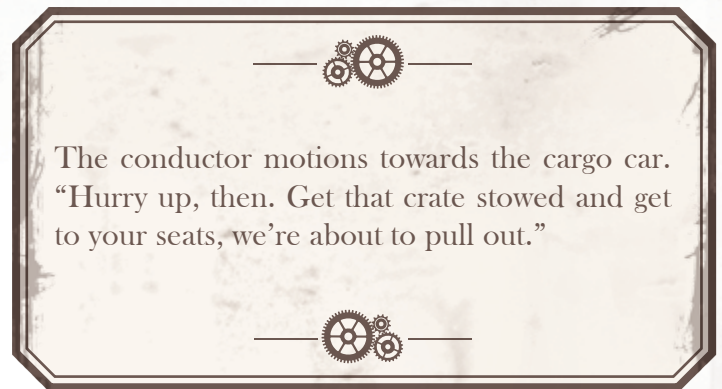
WE DON'T NEED NO PAPERS

The Fated can attempt to sneak the crate onto the train, though it requires a bit of duplicity to get it past the conductor. If the Fated begin to load the crate without the proper authorization, read the following text:



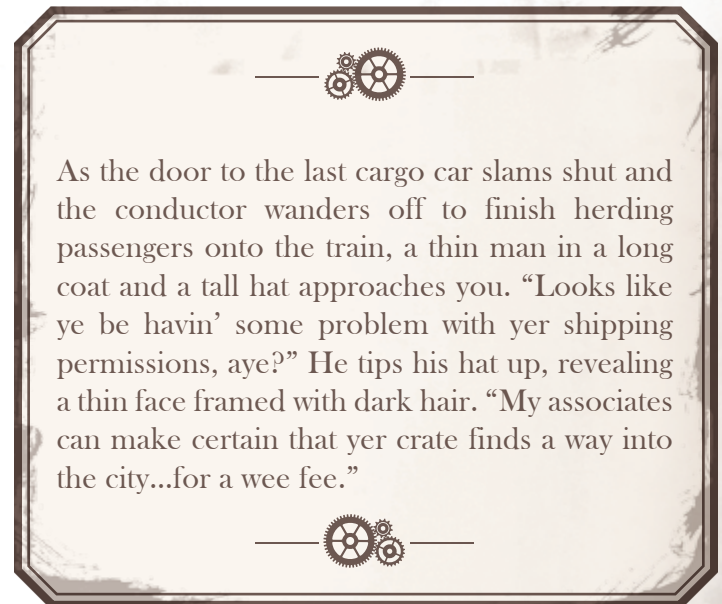
The Fated loading the crate can attempt TN 10 Convince + Intellect, Deceive + Intellect, Intimidate + Tenacity, or Barter + Tenacity Challenges to lie about their approval or to intimidate or bribe the conductor into looking the other way. If they bribe him, it takes 2 scrip to buy his silence.

If they're successful, read the following text, adjusting as appropriate if the conductor was bribed or intimidated:



WE FAILED!

If the Fated somehow fail at every turn to get the crate onto the train, then there's one last option available to them. Read the following text:



The man is Fergal McNabb, a smuggler who prowls the station and preys upon unfortunate people who are unable to get their goods through Guild customs. The Fated can attempt TN 8 Scrutiny + Cunning Challenges to get the sense that he's an untrustworthy person, but that he's also telling the truth about being able to help them. If the Fated agree to his fee (a "fair price" of five scrip), he'll have four of his men - all of them appropriately thuggish in appearance - take the crate and start moving it towards the back of the train.

McNabb will inform the Fated that they only have to call at the “Dry Cask Alehouse” once they’re in the city to pick it up, and that they should have it there by the time the Fated arrive. If the Fated ask, they’ll play up the transport method as secret tunnels and smuggling rings, but in reality, all they’re doing is having their inside man smuggle the crate onto the train once nobody is looking. See the Mummy Smuggling section on page 12 for more details on the Dry Cask Alehouse.

ALL ABOARD!

Once the Fated have stowed their cargo (or had McNabb smuggle it into the city), they can take their seats in one of the passenger cars. Read the following text to the players:

—  —

The passenger car is nearly full, but you manage to find some open seats next to a young Asian girl. She scoots over to make room for you, glancing up timidly from the floor as you sit down. “Ah, hello,” she says, smiling as she bows to you. “I am Xun Jiang. Am very pleased to meet you.”

—  —

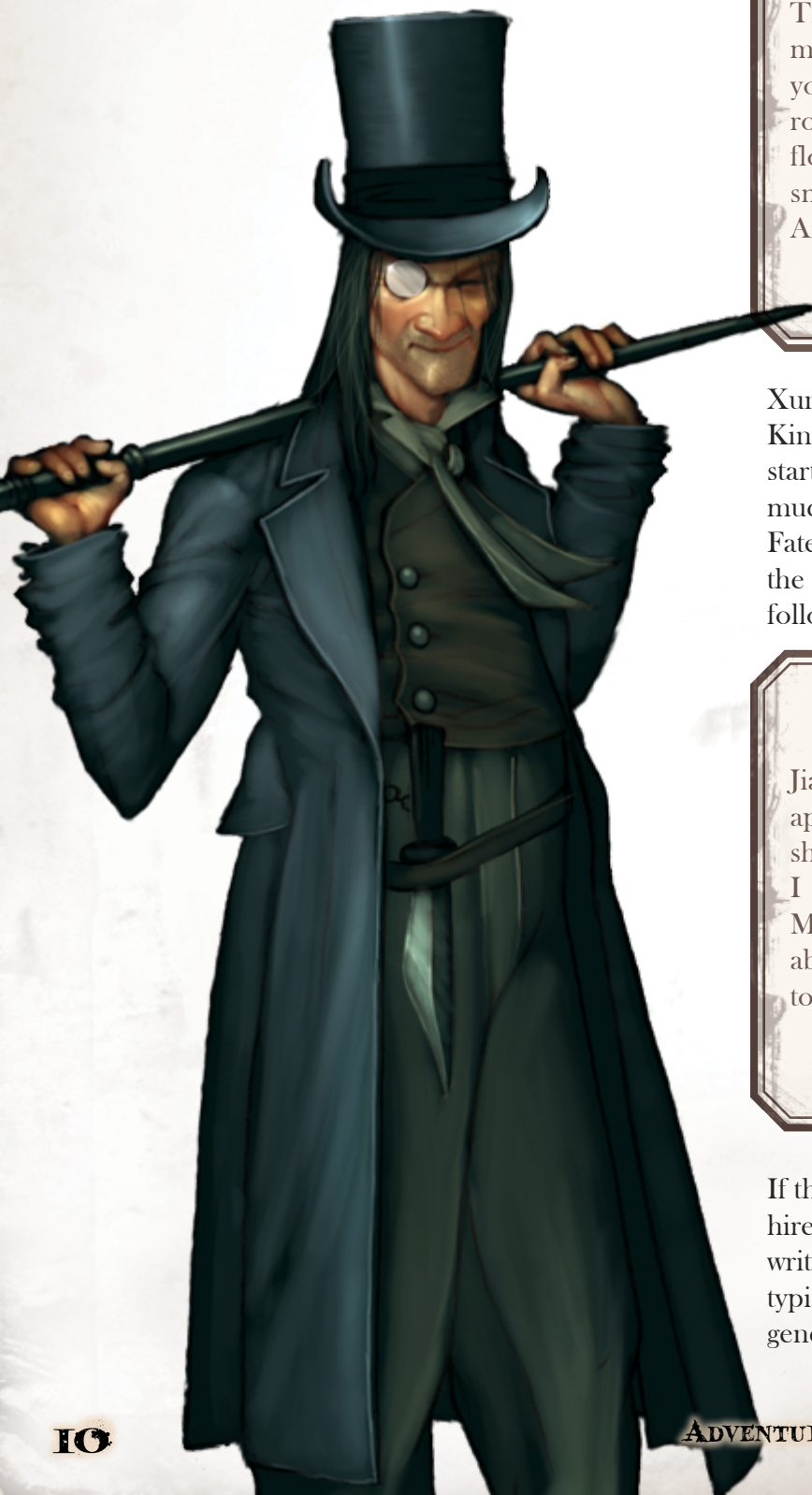
Xun Jiang is a recent immigrant from the Three Kingdoms. Her English is passable, but if the Fated start speaking to her in Mandarin, she’ll become much more loquacious. She’s very curious about the Fated and asks why they’re traveling to Malifaux. If the Fated ask about why she’s on the train, read the following text:

—  —

Jiang sits up a bit straighter as a bright smile appears on her face. “It was very good fortune,” she explains. “I received letter informing that I received management job at large factory in Malifaux. Job pays very well, and soon I will be able to bring entire family from Three Kingdoms to Malifaux.”

—  —

If the Fated ask to see the letter or inquire as to who hired her, she can produce it and show them. It’s written in Mandarin and seems formal and fairly typical, though the salary it promises is a bit on the generous side.



The factory in question is Geissel Metalworks, one of the companies that builds the Guild's constructs. The letter is signed by Wei Lu, the same man who funded Cortez's expedition to the Three Kingdoms and told him to bring the mummy to Malifaux. Don't drop this hint unless the Fated specifically ask about it; they'll learn about the Wei Lu connection later if they miss it here.

Xun Jiang plays an important part in this adventure, so it's important that she come across as likeable (and a bit naïve). If the Fated express an interest in a certain topic, then she shares their interest and will be more than happy to listen to them tell stories.

Once everyone has settled in with Xun Jiang, the train will pull out of the station and take them through the Breach. Read the following text to the players:



The train lurches into motion and gradually begins to pick up steam as it pulls out of the station. Xun Jiang turns to stare out the window, her eyes wide as she watches the scenery pass. As the train rounds a bend, Jiang points at a glowing blue portal up ahead. "It is the Breach!" she exclaims. The portal is ringed with a mechanical contraption that sparks with blue lightning, and a dozen armed guards stand on the fortifications built up around it. You barely have time to glance at them before the train barrels through the dimensional rip.

At once, it's as if everything has slowed to a crawl, and when you glance at Jiang, there's something much more mature and confident about her demeanor. It's fleeting, however, and before you can make complete sense of it, everything speeds back up, and the train is fully in Malifaux. Xun Jiang is back to normal, and she gasps as she looks out the window at the new scenery. The train's brakes squeal as it begins to slow, and from the window, you can see the train station... and behind it, Malifaux City, looming over everything like a slumbering giant.



The train pulls to a stop outside the station without any further incident. Xun Jiang thanks the Fated for their company and departs with the other passengers, but the Fated will likely have to remain behind and fill out some paperwork on this side of the Breach to get their crate unloaded. The entire process takes about half an hour.

Read the following text as the Fated head into the city:



The weather is cooler on this side of the Breach, and as you make your way toward the walled city, you pass the expansive Governor's Mansion to the left and the sinister Hanging Tree to the right. The two landmarks make it clear that the Guild holds the reins of power in Malifaux City, and that those who refuse to accept this fact will inevitably find themselves hanging from a sturdy branch.



If the Fated had the crate smuggled in by McNabb, they'll have to visit the Dry Cask Alehouse in order to retrieve it. See the Mummy Smuggling section on page 12 for more details.

If the Fated were able to get the crate into the city without having to smuggle it in, then proceed to Scene 2 on page 13.



MUMMY SMUGGLING

If the Fated used Fergal McNabb to smuggle their crate into the city, they'll have to visit the Dry Cask Alehouse in order to retrieve it. Getting directions to the Alehouse isn't difficult, but everyone warns the Fated that it's a rough place.

The Fated arrive at the Dry Cask Alehouse about fifteen minutes after the crate containing their mummy, which has given McNabb just enough time to open the crate and take a peek inside. The Guild has strict laws about possessing a corpse, and McNabb now suspects that the Fated are Resurrectionists who have used him to smuggle a corpse into the city.

When the Fated arrive at the Dry Cask Alehouse, read the following text:



The Dry Cask Alehouse proves to be a squat, one-story building just south of downtown. It's tucked away on an off-street, and as you enter, you notice two rats the size of small dogs fighting over a scrap of food near the doorway.

The interior proves to be a bit nicer than the exterior, but it's still not a particularly clean or welcoming place. There are only a few people scattered around the half-dozen or so warped tables in the room, and as you enter, Fergal McNabb stands up and motions to a table in the back of the room.



McNabb welcomes the Fated and orders them each a "pint on the house," regardless of whether they wish for a drink or not. Those who pass on the free round are wise; McNabb's associate at the bar has drugged their drinks in anticipation of a fight. Make a note of any Fated who drinks the free beer; they'll have to make Carouse checks soon.

Read the following text as the Fated settle in:



"We just got your box off the train," McNabb says, leaning forward as he lowers his voice to a whisper. "We got curious and opened it up, only to find a dead body inside."

He leans back, taking the opportunity to light a fat cigar. "Now," he mumbles around its bulk, "way I see it, you can give us ten scrip and we'll make sure the corpse gets a good burial. That's fair, ain't it?"

McNabb's ultimatum is punctuated by the scraping of chairs against the floor; three of the patrons have stood up and drawn out lengths of chain from beneath their tables. "'Course," McNabb says, grinning around his cigar, "we can do this the hard way, too."



Have any Fated who sampled their drugged drinks attempt TN 9 Carouse + Resilience Challenges; those who fail find their heads spinning and suffer a  on all flips they make for the rest of this scene.

The Fated can attempt TN 9 Barter + Tenacity Challenges to talk McNabb down to four scrip and the return of their mummy. Alternatively, a TN 10 Intimidate + Tenacity, Deceive + Intellect, or Convince + Intellect Challenge will convince him to relinquish the mummy without the Fated paying him.

If the scene progresses to a fight, the Fated have to face off against McNabb and his three Bar Brawlers, who will keep fighting until two of them are knocked unconscious or killed. At that point, those still standing will surrender and turn over the crate, which is being kept in the back room.

Once the Fated have retrieved the crate, they can make their way to the Museum of Natural History.

SCENE 2: THE MUSEUM OF NATURAL HISTORY

Read the following text to the players as they enter the city, adjusting as appropriate if the Fated are already in the city and carrying the crate to the museum from the Dry Cask Alehouse:



It doesn't take long to locate the Malifaux Museum of Natural History, a blocky stone building that takes up an entire city block. The primary entrance is flanked by two statues depicting kneeling rams, and as soon as you arrive, a young man in a three-piece suit hurries out to meet you.

"Ah, you must be with the Cortez Expedition, yes?" He flashes you a wide grin and sticks out his hand in welcome. "Professor Marcel Alting, of Cambridge. We've been expecting you all morning! Please, please, come inside, and we'll get everything unpacked."



Marcel leads the Fated past a number of strange exhibits, including a two-headed dinosaur skeleton, a winged humanoid preserved in a human-sized glass jar, and a row of classical paintings. The Fated may attempt TN 10 Appraise + Cunning or History + Intellect Challenges at this time; those who succeed realize that many of the exhibits being displayed in the museum are either forgeries or have been falsely identified and labeled as something else entirely. The museum's volunteer curators have a lot of passion but not much in the area of actual education or training.

They eventually reach a square room about seven yards wide on each side. A small plinth has been set up to hold the mummy, along with a rope partition to keep people from getting too close.

Read the following text to the players:



"This is the room we've prepared for the exhibition," Marcel explains. "Once we've shipped in more artifacts from the burial site, we'll cover the entire room with them! It will be quite the sight."

His gaze turns to the crate, and he wrings his hands in excitement. "The mummy, of course, will be the prize of the collection. We have so few items from the Far East on display here."



Marcel directs the Fated to open the crate, and supplies crowbars to make the process easier.

Once the crate is open, read the following text:



You lift the top of the crate to reveal the mummified Kotaro Shu. Her leathery flesh clings tight to her bones, but despite her appearance, you feel a chill move up your spine as you lay your eyes upon her, just as it had the first time you saw her resting in her ancient tomb. She is wrapped only in the scraps of decaying silk she had been buried in, but despite that, there's a sense of power that sixteen hundred years of death have not been able to strip from her.

"She's beautiful," Marcel whispers, his voice filled with awe. "The stories say that Kotaro Shu was one of the most bloodthirsty warlords of her era. To have her here, in front of me..."



THE MUSEUM ATTACK

Wei Lu has been waiting for Kotaro Shu's corpse to arrive in Malifaux. As soon as his agents, the Gokudo, notice the names of the Fated on the train's passenger manifest, they travel to the museum to retrieve the mummy for their lord. Unfortunately for the Fated, the Gokudo have just arrived and don't mind leaving behind some fresh corpses in the process of retrieving Kotaro Shu's ancient corpse.

Read the following to the Fated as the Gokudo arrive in the museum:



The moment of awe is interrupted by a sudden scream that quickly transforms into a wet gurgle. Marcel frowns and steps towards the door. "What in the world..."

He peeks around the corner, only to gasp in pain and stagger backwards, blood welling up from the sharp throwing star that has imbedded itself into his chest. He manages to croak out a hoarse "...I don't..." before fainting and collapsing to the floor in a heap.

A moment later, a burly man wearing a blue hood appears in the doorway. His features are Asian, but they have been marred by a frightening skull tattoo that covers his entire face. "Step back from the ancestor," he commands as more men in similar dress fill the hallway behind him.



There are five Gokudo present in the museum. The scream came from one of the museum's volunteer curators; the Gokudo slew her as she stepped forward in an attempt to stop them from entering the museum.

If the Fated step back and do not interfere, the Gokudo will nail the lid of the crate back into place. Two of their number will then carry the crate out as the rest remain behind to attack the Fated; they've been instructed to leave no witnesses behind. Most likely, however, the Fated will attempt to fight back against these murderous attackers. Since the Gokudo are at the door to the room, the nearest one will begin the fight three yards from the Fated, with the other four spread out behind him.

Three of the Gokudo will commit fully to the fight, while the remaining two will attempt to steal the crate while the Fated are distracted. The Gokudo have to spend a total of four AP between them while adjacent to the crate to get the lid nailed back into place, at which point it requires two of them to move it out of the room. They attempt to leave with the crate as quickly as possible and make a straight path for the Little Kingdom, a slum known for its high concentration of residents hailing from the Three Kingdoms.

If any of the Gokudo fighting the Fated are knocked unconscious or killed, one of the two trying to secure the crate will abandon their task and join the fight. If the Fated attempt to chase the Gokudo fleeing with the crate, they'll be able to catch up with them so long as they keep the fleeing Gokudo in sight. If they lose sight of the Gokudo, even for just a moment, they'll have to pass TN 11 Track + Cunning Challenges, which will track the hooded men to the Little Kingdom, but no further. See Scene 3: The Little Kingdom on page 16 for more details.

When the last of the Gokudo falls, read the following:



The hooded man falls to his knees, a hand pressed against his chest. "You cannot stop the inevitable," he coughs. "Our lord knows your names and faces. You may have defeated us... but we shall be... avenged..." The man's eyes roll up into his skull as he collapses.



AFTER THE FIGHT

Once the Gokudo have either been defeated or fled with the mummy, Marcel regains consciousness. Read the following text:

There's a groan from Marcel as he slowly begins to stir. When he sits up, the front of his shirt is soaked through with blood. "...what happened...?" he asks, before looking down at the throwing star in his chest. "...oh dear."

Marcel has heard stories of the Gokudo - that they're "tattooed thugs who prowl the shadows of the Little Kingdom" - and is noticeably concerned that they're interested in the mummy (and, to an extent, the museum). He's surprised to see them operating so far from their normal turf.

If the Gokudo stole the mummy, Marcel will encourage the Fated to retrieve it. Read the following text:

"We have to get the mummy back," Marcel wheezes as he leans against the wall for support. "We've already made the announcement...the museum will suffer for its absence..."

He pauses to cough into his hand, then gives you an imploring look. "There has to be someone in the Little Kingdom who knows where they've taken it. Please, bring her back to us."

If the Fated prevent the Gokudo from stealing the mummy, Marcel will give them a gentle push toward the Little Kingdom. Read the text box on the next column.

"Someone wants this mummy very badly..." Marcel leans against the wall for support, one hand pressed to the wound in his chest. "I doubt that they'll stop after just this attempt. People like this..." he shakes his head. "...they rarely give up so easily. Next time, they may harm innocent patrons as well."

THE FALLEN GOKUDO

If the Fated search the Gokudo, each one has a half dozen shuriken the size of their hands, as well as a drawing of Xun Jiang, the young woman from the train. There are Cantonese hanzi (letters) on the back of the drawing that, when translated, read "Xun Jiang - 10:20 train - Bring her to the shrine alive." The word "alive" has been particularly emphasized.

If the Fated attempt to interrogate any of the unconscious Gokudo after the battle, a successful TN 10 Doctor + Intellect Challenge will revive one. The Gokudo are resistant to interrogation attempts, as they know that their lord Wei Lu will do horrible things to them if they talk, even (and especially) beyond death. A TN 10 Intimidate + Tenacity Challenge, however, will convince a Gokudo that talking is in his best short-term interests.

The Gokudo reveal that they were attempting to steal the mummy at the behest of "a great and powerful man," along with "a special girl." If they inquire about the girl, the Gokudo will show them the drawings of Xun Jiang that each carries. They had been instructed to bring both mummy and girl to the Tumbling Star Shrine, where their lord is waiting.

The Gokudo don't know exactly what their lord intends to do with the mummy or the girl, but they assume that "the darkest of magics" are involved. If the Fated inquire about the Gokudo's lord, they'll name him as "Wei Lu, a great and terrible necromancer." They go on to state that Wei Lu has "defeated death," and that he "walks the paths of death as others walk the streets of the city."

SCENE 3: THE LITTLE KINGDOM

The attack upon the museum should point the Fated towards the Little Kingdom slums, either to retrieve the mummy (if it was stolen) or to deal with the Gokudo (if the mummy was saved). As they arrive, read the following text:



The Little Kingdom neighborhood instantly brings back memories of the Three Kingdoms. The streets are cluttered with carts selling broth and noodles, and paper lanterns hang overhead. The buildings are labeled in a mix of Chinese, Japanese, and Vietnamese dialects, and the number of bath houses, acupuncturists, herbalists, and curio shops on display is almost staggering.

The neighborhood's residents are primarily of Asian descent, and with their flowing kimono, exotic robes, and top knots, it's easy to imagine that you've wandered into an entirely new world. It comes as a surprise, then, when you see a familiar face.

Xun Jiang, the girl you met on the train, is standing outside a curio shop, her luggage in front of her as she attempts to beg coins from passers-by. There's a large bruise across her face, as if she had been strongly backhanded, and her dress is partially torn. The joyful excitement you had seen a few hours ago is gone, now replaced with a desperate vulnerability.



Jiang brightens upon seeing the Fated again, and if they do not approach her on their own, she'll gather her luggage up in her arms and hurry to them, bowing and apologizing for disturbing them.

Read or paraphrase the following text to the players:



"It was lie! All a lie." Jiang clutches her luggage to her chest, looking heartbroken. "They say there is no job, that I would not be qualified even if there was. I said that Wei Lu had hired me and showed them letter, but they say that no such man works at factory!"

Her shoulders slump, making her look like a kicked dog. "How am I supposed to live with no job? Have already been attacked by tattooed men, tried to kidnap me." She gestures to the bruise across her face. "I escape with just bruise, but do not know how long can live on streets without..." Jiang's voice trails off as she raises a hand to brush away a tear.



The men who attacked Jiang were Gokudo, and if the Fated describe the people who attacked them in the museum, she will immediately recognize them as the same people who attempted to kidnap her.

The Gokudo will make another attempt to kidnap Jiang after the Fated meet with her. If they leave her behind or without protection, then the kidnapping attempt is successful, and they bring her to the Tumbling Star Shrine in time for the ritual.

If any of the Fated stay with Jiang to protect her (or if the Fated bring her with them), then they will have the opportunity to prevent the Gokudo from kidnapping her when they next strike (See Jiang's Kidnapping on page 17). Jiang will be very thankful for the Fated's protection and will try to stay out of their way, making small talk as appropriate.

JIANG'S KIDNAPPING

The Gokudo make another attempt to kidnap Xun Jiang as the Fated wander the streets of the Little Kingdom. Ideally, they wait until the group splits up, but they're already worried about what Wei Lu will do to them after their first failed kidnapping attempt, so they won't wait too long to spring their trap. If the Fated attempt to move Xun Jiang to a safe location outside of the Little Kingdom, the Gokudo will eventually find her through their network of contacts and attack her there.

Have any Fated that are present make TN 9 Notice + Cunning Challenges. On a success, they notice a Gokudo in a blue hood gradually making his way towards Jiang through the crowd; he's six yards away when they notice him, and a quick glance reveals the presence of three other hooded men, each slowly making their way towards Jiang to cut off her avenues of escape.

If the Fated fail to notice the Gokudo, read the following as they attack:



Suddenly, a tattooed man in a blue hood darts out of the crowd and grabs Jiang by the waist, hefting her onto his burly shoulder as she shrieks in surprise. The crowd pulls back in shock, revealing three more hooded men. They shout "GOKUDO!" as they charge into combat.



The three Gokudo that haven't grabbed Jiang begin the fight six yards from the Fated, in a roughly circular pattern. If the Gokudo haven't grabbed Jiang when combat starts, any of them can use 1 AP when adjacent to her to grab Jiang and toss her over his shoulder. Once a Gokudo has grabbed Jiang, he will try to escape while the others delay the Fated. If the Gokudo carrying Jiang ever ends a Walk action more fifteen yards from any of the Fated, he escapes down an alleyway with the screaming girl.

When the other Gokudo have been defeated, they can be interrogated as described in The Fallen Gokudo (page 15). If Jiang was kidnapped, they will reveal that she has been taken to the Tumbling Star Shrine at the behest of their master, Wei Lu.

Alternatively, the Fated can try to track the escaping Gokudo after the combat is over, which requires a TN 9 Track + Cunning Challenge. On a success, the trail leads right to the Tumbling Star Shrine (and Scene 4, on page 18).

FINDING THE GOKUDO

The Fated will likely be searching for the Gokudo for one or more reasons: to retrieve their stolen mummy, to keep them from attacking the museum again, to find Xun Jiang, or just because they think the Gokudo are bullies who deserve to be punched in their jerk faces.

Asking the residents of the Little Kingdom about the Gokudo is met with silence and shaking heads, but a TN 8 Convince + Intellect or Intimidate + Tenacity Challenge (or a TN 8 Barter + Intellect Challenge and a two scrip bribe) is enough to get someone to talk. The frightened resident reveals that the Gokudo are thugs who serve Wei Lu, a powerful sorcerer. The Tumbling Star Shrine is the center of their territory, and they'll point the Fated in that direction. The Gokudo are violent thugs, but much of the fear surrounding them is due more to the man who commands them, Wei Lu, than anything the Gokudo have done themselves.

The residents don't know much about Wei Lu but attribute all sorts of strange mystical powers to him: according to the stories, he can call lightning from the sky, transform into a cricket, drain away a man's soul to make himself younger, and transmute water and dirt into sake and bean curds. Wei Lu is essentially a living urban legend in the Little Kingdom.

SCENE 4: THE TUMBLING STAR SHRINE

The Tumbling Star Shrine can be found on the eastern edges of the Little Kingdom in the sort of neighborhood that most people try to avoid after dark. This is where the Gokudo meet their lord, the enigmatic Wei Lu, to receive their orders and carry out his bidding. It is also where they store the ill-gotten gains of the robbery and protection rackets they run in their free time, and anyone searching the shrine will find a small iron box containing 12 scrip. The box isn't even locked; the Gokudo are so confident in their reputation within the Little Kingdom that they do not believe anyone would dare to steal from them.

When the Fated arrive, Wei Lu is either preparing to begin the ritual that will place Xun Jiang's spirit back into the mummified Kotaro Shu (if the Gokudo have successfully stolen the mummy and kidnapped the girl) or chastising the Gokudo for failing him (if they only have the mummy, the girl, or neither).

Read the following as the Fated arrive at the temple:



The Tumbling Star Shrine is a square structure about ten yards long on each side. Instead of walls, thick pillars support the stylized roof, leaving the temple open on all sides. The center of the temple's interior is elevated, creating a wide, flat dais upon which are a half-dozen of the tattooed men in hoods. They are kneeling before an old man in a dark robe who is leaning heavily upon an ornate staff.



Continue with the following text, depending upon whether or not the Gokudo have recovered the mummy and/or Xun Jiang:

WEI LU HAS NEITHER MUMMY NOR JIANG



The old man is flanked by two stone altars, both of which are empty. "You have failed me," he says in Mandarin, his voice audible despite the distance between you. One of the hooded men kneeling before him looks up and attempts to offer an excuse, only for the old man to make a sharp gesture with his hand. The kneeling man's voice becomes a scream as he collapses in writhing agony, the flesh melting from his bones while the old man watches in silence.

When the screaming finally comes to an end, the old man addresses the remaining thugs. "Heed this lesson. So long as Kotaro Shu's physical remains and reincarnated soul are unharmed, there is still hope for her resurrection. Bring them to me, no matter the cost." The hooded men respond in unison with "Yes, my lord," and the old man turns and fades away into nothingness as if he had been a ghost.



WEI LU HAS THE MUMMY OR JIANG (BUT NOT BOTH)



The old man is flanked by two stone altars, and upon one of them rests [the unconscious Xun Jiang / the stolen mummy]. "This is unacceptable," he says in Mandarin, his voice audible despite the distance between you. "I require both Kotaro Shu's physical remains and her reincarnated soul to begin the resurrection. One is of no use without the other." He glances at the empty altar, then back to the kneeling men. "Find the missing vessel, or know my wrath."

The hooded men reply in unison with "Yes, my lord," and the old man turns and fades away into nothingness as if he had been a ghost.



WEI LU HAS BOTH THE MUMMY AND JIANG



The old man is flanked by two stone altars; the stolen mummy rests upon one, and the unconscious Xun Jiang upon the other. “This day has been long in coming,” the old man says in Mandarin, his voice audible despite the distance between you. “Now, you shall bear witness to the resurrection of Kotaru Shu. No longer must her reincarnated soul wither within this frail form.”

A glowing fog begins to form around Xun Jiang’s body, and as the old man gestures to her form, the mist rises up and floats towards her mummified ancestor.



There are five or six Gokudo present at the shrine. If Wei Lu has obtained the mummy or Xun Jiang (but not both), two will remain behind to protect the vessel in question as the others leave to find the woman they do not already have. If they do not have either the mummy or Jiang, they’ll all leave in a group and then split up to find them both.

APPROACHING THE GOKUDO

If the Fated attempt to speak with the Gokudo, they’re resistant to any arrangements or negotiations that don’t involve the Fated handing over Xun Jiang, the mummy, or both. They agree to “overlook” any beaten or killed members of the gang if the Fated bring them what they seek, and a TN 9 Scrutiny + Cunning Challenge reveals that they’re telling the truth... and are terrified at what will happen to them if they fail to complete their mission.

The Gokudo will not allow the Fated to speak with Wei Lu. They know how to summon him, but if they do so without both the girl and mummy, their lives will be forfeit (and they know it).

THE RITUAL

If the Gokudo have managed to obtain both Jiang and the mummy, then the ritual is underway, and the Fated will have to act quickly to prevent Jiang’s soul from passing into Kotaro Shu’s mummified corpse. They have half a minute (five rounds) until the ritual is complete; during this time, Wei Lu is completely occupied by the ritual and does not participate in any fighting.

Defeating the Gokudo only delays Wei Lu’s plans and won’t interfere in any meaningful way with his ritual. If they’re all defeated, he will cast a glare at the Fated and fade away, confident in his ability to recapture Xun Jiang and the mummy at a later time. What might appear as a victory for the Fated is only a minor setback for the immortal sorcerer.

In order to completely stop the resurrection of Kotaro Shu, the Fated have to destroy the mummy...or kill Xun Jiang. The mummy is most easily destroyed with any sort of melee weapon (treat it as having a final Defense of 4 and 2 Wounds), while Xun can be attacked and killed like any normal person. If Jiang is unconscious on the altar, treat her as having a final Defense of 4.

If Wei Lu is attacked, it is unlikely that the Fated will be able to hit him, given his high defense. Each failed attack, however, distracts him, and that round does not count towards the five rounds he requires to complete the ritual. Read the following text as he’s attacked:



Just as the attack is about to strike the old man, he blocks it with his ornate staff, almost as an afterthought. The mists temporarily halt their advance towards Xun Jiang, only resuming as the old man glowers at you and returns to his ritual.



If the Fated destroy the mummy (either at the ritual or elsewhere), read the following text:



Kotaro Shu's mummified corpse collapses in on itself, disintegrating into dust as centuries of death finally catch up with her once and for all.



If the Fated kill Xun Jiang, read the following text:



Jiang collapses to the ground, her chest heaving one last time as she releases her last breath. For a split second, you imagine that she is clothed in expensive silks and painted with elaborate makeup, but the vision passes as soon as it came, leaving you with nothing more than a dead girl who only wanted a happy life.



If either of these occur during the ritual, Wei Lu will be upset that his prize has been stolen from him. Read the following text:



The glowing mist evaporates as the ritual collapses, and the old man's head snaps towards you. "You meddle in events above your station!" He points his ornate staff at [closest Fated], then sweeps it to include the rest of you as well. "This insult shall not be forgotten. Your spirits are now known to me, and when you perish, I shall be there to drag them into the Hell of Drowning Blood." The old man raps his staff against the floor and turns, his body fading away into nothingness like a ghost.



Should the Fated fail to stop the ritual, Xun Jiang's soul transfers completely into the mummy and Kotaro Shu is reborn.

Read the following text to the players:



The last of the glowing mist passes into the mummy, restoring life and vitality to her desiccated remains as Xun Jiang's body ages and withers. "It is complete," the old man says as he reaches down to help the naked Kotaro Shu to her feet. The woman looks around in confusion, and it's difficult to ignore just how much she looks like Xun Jiang.

She asks a question in an ancient language, raising her hand in front of her in wonder.

The old man nods his head and waves his hand in front of her face, briefly illuminating her features in blue light. "You have slumbered a long time, warlord," he says in Mandarin. "Your distant children have forgotten the Sillan language, as they have forgotten how to wage war. They have need of a teacher."

The confusion disappears from the woman's face, replaced by a look of iron determination. "I... understand," she says, raising a hand to her throat as she replies in Mandarin. Gradually, her surprise turns to determination. "Let us meet these children of mine and see how quickly they take to their lessons. I am ready."

The old man takes the resurrected woman's hand in his own gnarled fingers, and the two of them fade away into nothingness as if they had been no more than ghosts.



CONCLUSION

If the Fated destroy the mummy (or Xun Jiang), then the ritual is disrupted and Wei Lu has been prevented from resurrecting Kotaro Shu from the grave.

If the mummy was destroyed, Marcel Alting will be upset to learn that the museum's newest acquisition was destroyed by the very people who brought it to his doorstep. If the Fated don't have a good explanation for their actions - surprisingly, Marcel considers the threat of necromancy to be a good explanation - they'll likely find themselves as defendants in a lawsuit brought against them on behalf of the museum.

If the mummy survives, Marcel Alting will attempt to reclaim it for the Malifaux Museum of Natural History. The archivists "discover" some interesting stories about Kotaro Shu's historical exploits, and the exhibit becomes quite popular in Malifaux City. With popularity, however, comes unwanted attention, and it's likely that the Resurrectionists will make an attempt to steal her corpse for their own twisted schemes...

If Xun Jiang is killed, the Fated may find themselves under investigation or even arrest by the Guild, and claiming that they had to kill her to stop her soul from being used to resurrect an ancient warlord isn't a very good defense. Of course, none of the Gokudo are going to report the Fated to the Guild, and the Guild isn't going to be too concerned over the death of a homeless, unemployed woman if it happens away from any witnesses.

If Xun Jiang survives, she will gravitate toward whichever Fated has been the kindest to her. Though she does not have a job or anywhere to live, she's willing to help the Fated out on their future adventures in whatever way she can. It's possible that she might be taken in by sympathetic residents of the Little Kingdom, but the Gokudo are unlikely to forget that her friends were the ones who ruined their master's plans...

If the ritual was prevented and the mummy and Xun Jiang both survived, Wei Lu waits just long enough for the Fated to become distracted with other matters before snatching up both mummy and girl and attempting the ritual again.

If the ritual was successful and Kotaro Shu was resurrected, it's a sign of ill omens for Malifaux. Shu is a brilliant tactician and warlord, and with Wei Lu's assistance, she will take control of the Gokudo and begin subjugating the other gangs of the Little Kingdom and its surrounding slums. These gangs, in turn, will pledge their fealty to the Ten Thunders, a shadowy crime syndicate whose influence extends throughout Malifaux. The shadow of the Ten Thunders will spread over the city, and reports of Shu's brutal tactics will chill its residents to the bone.



COMPLICATIONS

This section provides you with some extra plot hooks that can be used to add time, difficulty, and interest to certain elements of the adventure.

The Fatemaster is encouraged to review these complications before running the adventure in case she needs to add one to the session (either to extend its length or just because it sounds like fun). Beyond these, there are many other potential plot hooks that can be used to provide interesting scenarios for the Fated, and Fatemasters are encouraged to take advantage of whatever opportunities they see.

SCENE 1: THE TRAIN STATION

The Fated don't spend much time at the train station, but it's possible that they could have a number of interesting encounters before they pass through the Breach. The additional encounters presented here can be inserted at any point and should provide a few interesting roleplaying opportunities for the Fated. Either choose an encounter that sounds interesting, or have the players flip over the top card of the Fate Deck, and then use the encounter with the matching suit (reflipping any duplicates).

♣: The Courier

A nervous-looking man is moving through the crowd, doing his best to avoid the attention of the Guild. In his arms is a manila envelope that has been stamped with the Guild's ram symbol. Just as he draws close to the Fated, two Guild guards push through the crowd behind him as if trying to converge on his location. Before they can reach him, however, the man shoves the envelope into the hands of the nearest Fated.

"Please," he begs them, desperation in his eyes. "This can't be allowed to fall into the Guild's hands. Professor Ramos has to be warned!"

The man veers away, breaking into a run as shouts go up from the Guild Guard. They draw their pistols and fire upon him, cutting him down in a hail of bullets. The envelope contains pictures and assignment details of a Guild assassin, Karlo Barna, who - according to the papers - has infiltrated the Union to assassinate one of their influential leaders.

📖: The Artist

Instead of boarding the train immediately after stowing their crate, the Fated might have a few minutes before boarding begins. An artist is seated on a stool near the platform, and he calls out to passers-by, offering to draw their picture for .5 scrip per drawing. If the Fated take him up on his offer, he'll introduce himself as Tom Morris and get right to work.

Morris' drawings are well done but will depict the Fated having their throat crushed by a tattooed man in a dark hood. He apologizes as he hands the drawing to the unfortunate Fated, claiming "I just paint what I see. My condolences." The train begins boarding before the Fated can ask too many questions.

✂: Through the Breach

The trip through the Breach is usually uneventful for the Fated, but this complication adds a bit more excitement by having the train come under attack as it passes through the Breach. It starts with a heavy thump on the roof of their passenger car, loud enough to draw all eyes upwards. Sharp claws rip into the metal roof, peeling it back to reveal a horned, inhuman face with blue skin and horns rising from its temples. The Fated have one round before the Young Nephilim (*Fatemaster's Almanac*, page 177) leaps down into the train car and starts clawing at the passengers.

The Nephilim fights to cause as much chaos as possible but attempts to leap back up to the top of the train and fly away after it is reduced to two or fewer Wounds. It will also attempt to flee on its turn during the sixth round of combat when the train starts drawing too close to the station and its waiting guards. Xun Jiang spends the entirety of the fight cowering in her seat, pressed up against the window in an attempt to get as far from the creature as possible.

When the Fated reach Malifaux Station, the Guild Guard there congratulate them for protecting the other passengers (if applicable) and summon a doctor to bandage and treat their wounds; each Fated character may heal 2/3/4 damage.

☠: Wanted Poster

The walls of the station are plastered with wanted posters depicting criminals that the Guild wishes to apprehend. As the Fated glance at them, one of the Guild guards finishes tacking a brand new poster up on the wall. “Felix Lindon,” the woman says, gesturing to the flyer as she notices the Fated’s interest. “He’s one of the Barrows Gang. We thought we had him, but he broke out of custody and fled into the slums. Keep an eye out if you’re headed that way; he’s a cold-hearted killer.” The poster depicts a tough-looking man with a thick beard and promises 50 scrip to whomever brings him back to the Guild, dead or alive.

In Scene 3, after the Fated have traveled to the Little Kingdom and been reunited with Xun Jiang, they can attempt TN 11 Notice + Cunning duels. Those who succeed catch a glimpse of Lindon, who is wearing a dark kimono, hakama, and conical straw hat in an attempt to blend in with the locals. He keeps his hands tucked into his sleeves to disguise the broken shackles that still encircle his wrists.

Lindon is on the run and expecting trouble from every direction, and he’ll attempt to slip away if the Fated start acting weird around him. If that’s not possible, he’ll draw his pistol and shoot his way to freedom. Anyone approaching Lindon and claiming to know who he is gets a bullet right to the gut; he doesn’t trust anyone who isn’t in his gang.

Jokers: Words on the Wind

Some yellowed papers blow past the Fated on the wind! The Fated can attempt TN 10 Acrobatics + Grace Challenges to catch the papers as they blow past. The papers are a Grimoire that had been brought to Earth from Malifaux, and now they’re trying to get back home. If studied (perhaps while on the train), they allow the Fated studying them to access the following Magia and Immuto:

Red Joker: Magia (Interrogate, Conjuring), Immuto (Additional Suit, Alter Range, Increase AP).

Black Joker: Magia (Elemental Weapon, Elemental Strike), Immuto (Fire, Electric, Increase Damage).



FELIX LINDON

Enforcer (7), Living, Mercenary

<i>Might</i> 1	<i>Grace</i> 3	<i>Speed</i> 0	<i>Resilience</i> 2
<i>Charm</i> -2	<i>Intellect</i> 1	<i>Cunning</i> 2	<i>Tenacity</i> 3
<i>Defense</i> 4 (11)	<i>Walk</i> 4	<i>Height</i> 2	<i>Initiative</i> 3 (10)
<i>Willpower</i> 5 (12)	<i>Charge</i> 4	<i>Wounds</i> 8	

Skills: Athletics 1, Evade 2, Intimidate 2, Melee 1, Notice 3, Pistol 3☠, Toughness 3.

Quick Draw: This character gains the following Trigger on all Challenge flips:

☠ *Quick Draw:* After resolving, Ready a weapon.

(1) Stolen Collier Pistol (Pistol)

AV: 5☠ (12☠) == Rg: ⚡10 or ⚡2 == Resist: Df
Target suffers 2/3/4 damage. Capacity 6, Reload 2.

☠☠ *Trigger Happy:* After damaging, immediately take this Action again. This Action may not declare Triggers.

✂ *Aim Low:* After damaging, the target gains **Slow**.

(2) Rapid Fire

This character may discard a card to take three 1 AP attack actions with a Ranged Combat weapon against a single target.

SCENE 2: PING LIAO

Legacy of Darkness is intended to introduce new players to the world of *Through the Breach*, and as a result, the fights with the Gokudo are not intended to be too difficult. If you have an experienced group or simply wish to make the fight more difficult, you can replace the lead Gokudo at the museum with Ping Liao, one of the gang’s strongest fighters.

The presence of Ping Liao makes the fight (and the rest of the adventure) much more difficult, so don’t be afraid to have the rest of the Gokudo focus upon stealing the mummy while he keeps the Fated busy.

Alternatively, Ping Liao might show up at the Tumbling Star Shrine in Scene 4, which makes the final battle much more exciting and difficult, particularly if the Fated already encountered Ping Liao in the museum and allowed him to escape.



PING LIAO

Enforcer (7), Living, Retainer

Might 2	Grace 2	Speed 2	Resilience 2
Charm -1	Intellect 1	Cunning 2	Tenacity 1
Defense 5 (12)	Walk 5	Height 2	Initiative 4 (11)
Willpower 4 (11)	Charge 6	Wounds 8	

Skills: Centering 2, Evade 3, Martial Arts 3, Notice 2, Stealth 2, Toughness 3, Thrown Weapons 3.

Df (☞) Hamedo: After being damaged by an enemy attack, this character may immediately make a 1 AP Martial Arts attack against the enemy character if the enemy character is in range.

(1) Dragon Punch (Martial Arts)
AV: 5 (12) ===== Rg: ☞ 1 ===== Resist: Df
Target suffers 2/3/4 damage. If this attack deals Severe damage, the target suffers a Weak Critical Effect.
☞ *Ignite:* After damaging, the target gains the **Burning +1** Condition.

(0) Wander the Earth
Push this character up to 2 yards in any direction.

SCENE 3: SACRED INCENSE

This adventure assumes that the Fated do not experience any significant encounters in the Little Kingdom beyond those that directly tie into the plans of Wei Lu and his Gokudo minions. If you wish to add a few more events to make the Little Kingdom seem busier and more interesting, these additional encounters can be inserted into the scene at any point. Either choose an encounter that sounds interesting or have the players flip over the top card of the Fate Deck, and then use the encounter with the matching suit (reflipping any duplicates).

📖: Language Barrier

Nicholas Gotler, an older Caucasian man in a grey suit, is standing in the doorway of a small curio shop and arguing loudly with its owner, a small Asian woman named Bao Zhou. They are quarreling over a dragon statuette, which is carved from "mountain jade," or green marble. Gotler is upset because he thought he was purchasing real jade. He thinks he was ripped off and wants his 2 scrip back, but the curio shop's owner claims that she doesn't accept returns. Neither speaks the other's language, and it's devolved into a shouting match of English and Mandarin. As they notice the Fated, one of the two waves them over to translate and mediate.

Resolving the dispute in favor of either party requires a TN 9 Barter Challenge. On a failure, they wave the Fated away in annoyance and continue arguing. If they succeed and support Zhou, Gotler throws the statuette to the ground and storms off, and Zhou gives it to the Fated in thanks. If they instead support Gotler, Zhou grumbles as she returns his money while refusing to accept the statuette, and he gives it to the Fated to thank them for helping out.

👤: A Relaxing Massage

A young woman wearing a tight-fitting silk tunic calls out to the Fated, inviting them into her family's massage parlor. If they accept (and pay .5 scrip), they're treated to a relaxing massage. This could be either a brief reprieve from a troubling day (the Fated gain a + on any Social Challenges made to question the employees about the Gokudo) or an excellent time for the Gokudo to ambush the Fated while they're separated from their allies and weapons.

♠: The Gambling Den

Two burly, tattooed men stand outside a laundry. They're not Gokudo, but they still take an interest in the Fated as they pass. They approach and ask the Fated if they're interested in some gambling. If the Fated are amenable, the men escort them into the laundry, past the hard-working washer women, and into the smoky back room, which contains a half-dozen men playing mah jong.

Each game costs .5 scrip to join, and a TN 10 Gambling + Cunning Challenge wins back 2.5 scrip (for a net profit of 2 scrip per success). On a failure, the Fated lose their wager. If any Fated wins more than four times, however, the tattooed men will pull them from their chairs and toss them out into the streets, claiming that they're no longer welcome (and taking their winnings in the process). If the Fated fight back, use the Bar Brawler stats (page 27) for the tattooed men. A victory will get the Fated's money back, but also results in their names eventually finding their way to a number of unpleasant people in the Little Kingdom.

🏯: The Forbidden Shrine

While traveling through the Little Kingdom, the Fated come across a small garden. It's meticulously tended, but despite this, the shrine at its center appears to be in poor repair. If the Fated approach the shrine, they will be interrupted by a young woman in the red and white garb of a shrine maiden. She's in a near panic and quickly warns the Fated against approaching the shrine, which contains the vengeful spirit of an oni, a demon of the Three Kingdoms.

If the Fated open the shrine's wooden doors, they will find only an assortment of teeth and dark hair in the small space within. Nothing noticeable happens until the Fated who opened the shrine falls asleep that night, which is when the nightmares begin...

Jokers: Big Trouble in the Little Kingdom

The Fated are approached by an old Asian man who thrusts a gourd filled with sloshing liquid into their hands. "It is dangerous to fight Wei Lu! Take this! Help you see things no one else can see, do things no one else can do!" If the Fated drink the liquid, they gain + to either their Attack (Red Joker) or Defense (Black Joker) flips for the rest of the day.



FM CHARACTERS

The following pages contain the stat blocks for the Fatemaster characters who are likely to appear in the adventure. They have been created with an eye toward ease of use by the Fatemaster.

These stat blocks should provide Fatemasters with everything they need to run the characters present in this adventure. While some of the characters presented here - such as Xun Jiang and Wei Lu - are unlikely to come into direct conflict with the Fated, their stat blocks have been presented to allow Fatemasters to use them in any adventures that might take place after *Legacy of Darkness*.

Depending on the situation, Fatemasters more familiar with *Through the Breach* may want to adjust some Acting Values ahead of time to create more or less of a challenge for their players.

XUN JIANG

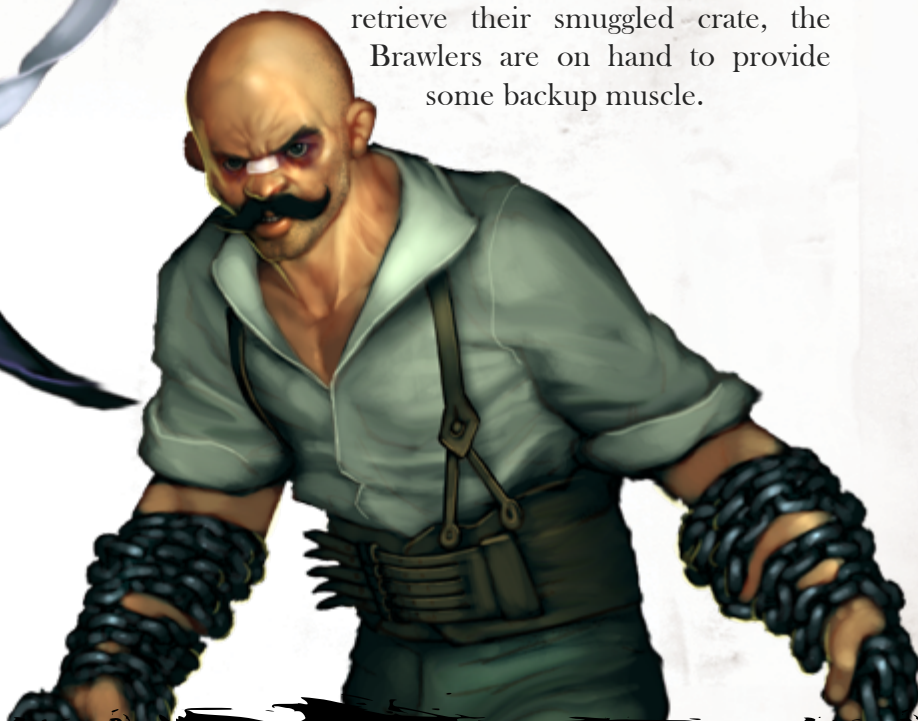
Xun Jiang grew up on a small farm in the Yunnan province of China, within the Three Kingdoms. Her life was relatively simple and peaceful, right up until the Boxer's Rebellion plunged the land into chaos. It was a relief, then, when she received word of a factory job awaiting her in Malifaux. It was too good to be true, and Jiang read the letter over and over again until her family finally convinced her to flee the country and take advantage of good fortune when it found her.

Unbeknownst to Jiang, she is actually the reincarnation of Kotaro Shu, a fearsome and terrible warlord who carved a swathe of death across China sixteen hundred years ago. While this might be merely a curiosity at any other time, the events of this adventure revolve around Xun Jiang and her ancient soul.



BAR BRAWLER

The Bar Brawlers are thugs who work for Fergal McNabb. When the Fated arrive to retrieve their smuggled crate, the Brawlers are on hand to provide some backup muscle.



XUN JIANG

Minion (5), Living

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

Skills: Art 1, Farming 1, Martial Arts 1, Music 1, Notice 1

Better Part of Valor: Jiang is more of a runner than a fighter. She has no Charge Aspect, but her Walk has been increased by +2.

(1) Tai Chi (Martial Arts)

AV: 2 (7) ===== Rg: 1 ===== Resist: Df
Target suffers 1/2/3 damage.

BAR BRAWLER

Minion (5), Living

<i>Might</i> 0	<i>Grace</i> 2	<i>Speed</i> 1	<i>Resilience</i> 0
<i>Charm</i> -1	<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> 2 (7)
<i>Willpower</i> 4 (9)	<i>Charge</i> 5	<i>Wounds</i> 4	

Skills: Carouse 2, Deceive 1, Evade 2, Flexible 2, Intimidate 2, Notice 1.

Reckless: At the start of this character's turn, he may suffer 1 damage to generate 1 additional AP.

(1) Iron Chain (Flexible)

AV: 4 (9) ===== Rg: 2 ===== Resist: Df
Target suffers 1/2/3 damage and gains **Slow**.

FERGAL McNABB

Fergal McNabb is a small-time crook who has dreams of making it big in Malifaux's criminal underworld. At the moment, he's running a smuggling operation that moves illicit goods through the Breach, which is only made possible through bribes he pays to one of the Guild Guard stationed at the train station in Breachtown. The bribes are expensive, however, and though he still turns a profit, the smuggling business has proven far less lucrative than he had hoped. When the Fated show up with a mummy, he sees it as his chance to finally make some easy scrip.

FERGAL McNABB

Enforcer (7), Living

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

Skills: Barter 1, Carouse 2, Convince 3, Deceive 3, Forgery 2, Gambling 2, Intimidate 2, Evade 2, Melee 2, Notice 2, Pick Pocket 1, Toughness 1.

Frantic: When this character has three or fewer Wounds remaining, he gains  to his Attack flips.

(1) Bowie Knife (Melee)

AV: 3 (10) ===== Rg:  1 ===== Resist: Df

Target suffers 1/3/4 damage.

✕ *Twist the Blade:* When damaging, the damage flip gains .

(1) Take a Swig (Carouse)

Target character within 1 yard heals 2 damage and gains the following Condition until the end of Dramatic Time: **"Intoxicated:** This character suffers a  to all Willpower duels."





MARCEL ALTING

Marcel Alting is a scholar above all else. He attended the University of Cambridge, one of the finest universities in the world, and he goes to great lengths to make certain that everyone around him knows it. Despite this, Marcel does not carry himself in a haughty or arrogant manner and only grows truly upset with others when they treat him as if he were a member of the uneducated masses.

At the moment, Marcel is carrying on a heated affair with Mrs. Jennifer Easton, one of his fellow curators at the museum. She's not very good at her job - she's quite terrible at it, in fact - but Marcel has been blinded by passion and allows her to continue her work without reproach. Many of the museum's greatest embarrassments lead back to Mrs. Easton, and Marcel has recently taken to subtly fixing her displays once she has moved on to her next project.

MARCEL ALTING

Minion (5), Living

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

Skills: Appraise 1, Art 1, Barter 2, Bureaucracy 2, Convince 1, Forgery 1, History 3, Literacy 1, Notice 2, Pugilism 1, Scrutiny 1.

Stiff Upper Lip: After suffering damage, Marcel may discard a card to reduce the damage by 1 (to a minimum of 1).

(1) Cambridge Boxing (Pugilism)

AV: 2 (7) ===== Rg: $\frac{1}{2}$ 1 ===== Resist: Df
Target suffers 1/2/3 damage.

GOKUDO

The Gokudo are thugs that operate within the Little Kingdom. While they sometimes run protection rackets in the Little Kingdom, they primarily exist to enact the wishes of their master, Wei Lu.

Membership in the Gokudo is by invitation only, and one must be selected by Wei Lu for the honor. What its members do not know is that they are the descendants of those who long ago swore fealty to Wei Lu, and the oaths of their ancestors have been strengthened by Wei Lu's magic, making them utterly subservient to his wishes.

GOKUDO

Minion (5), Living, Retainer

<i>Might</i> 0	<i>Grace</i> 2	<i>Speed</i> 2	<i>Resilience</i> 0
<i>Charm</i> -2	<i>Intellect</i> 0	<i>Cunning</i> 2	<i>Tenacity</i> 1
<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> 5	<i>Wounds</i> 5	

Skills: Centering 2, Martial Arts 3, Notice 1, Stealth 2, Toughness 1, Thrown Weapons 3.

Df (♣) Leap Aside: After an Attack action fails against this character, this character may push up to 5 yards in any direction.

(1) Serpent Punch (Martial Arts)

AV: 5 (10) ===== Rg: ♣ 1 ===== Resist: Df
Target suffers 1/3/4 damage. If this attack deals Severe damage, the target suffers a Weak Critical Effect.

(1) Shuriken (Thrown Weapons)

AV: 5 (10) ===== Rg: ♣ 9 ===== Resist: Df
Target suffers 1/2/3 damage.

✕ *Poison Coated:* After damaging, the target gains **Poison +1**.



WEI LU

The sorcerer Wei Lu is nothing more than an alias of the dreaded necromancer Yan Lo. While masquerading as Wei Lu, Yan Lo avoids drawing upon his full power so as not to ruin his disguise, but he is still more than a match for the Fated. As Wei Lu, he seeks to resurrect one of his ancient allies, the dreaded Kotaro Shu.

WEI LU

Master (12), Living, Ancestor

<i>Might</i> -1	<i>Grace</i> 2	<i>Speed</i> 0	<i>Resilience</i> 5
<i>Charm</i> -2	<i>Intellect</i> 3	<i>Cunning</i> 4	<i>Tenacity</i> 3
<i>Defense</i> 5 (17)	<i>Walk</i> 4	<i>Height</i> 2	<i>Initiative</i> 3 (15)
<i>Willpower</i> 5 (17)	<i>Charge</i> 4	<i>Wounds</i> 12	

Skills: Alchemy 2, Appraise 1, Counter-Spelling 3, Deceive 3, Enchanting 4, Evade 3, History 5, Intimidate 4, Literacy 3, Necromancy 4✕, Notice 3, Prestidigitation 3, Scrutiny 4, Sorcery 2, Teach 2, Toughness 5.

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 attacks by half.

(1) Rend Soul (Necromancy + Tenacity)

AV: 7✕ (19✕) == Rg: 12 ===== Resist: Df
Target suffers 2/3/4 damage. If this attack deals Moderate or Severe damage, the target suffers a Moderate Critical Effect.

(1) Pull of the Grave (Necromancy + Tenacity)

AV: 7✕ (19✕) == Rg: 12 ===== Resist: Df
Target gains the **Slow** Condition.
✕✕ *From the Ancient Past:* After succeeding, summon a Punk Zombie (*Fatemaster's Almanac*, page 195) under this character's control within 2 yards of the target, then the Zombie gains **Slow**.



FATED CHARACTERS

The following six characters have been specially designed to work well with the events that unfold in this adventure. Each of them is part of the Cortez Expedition and has some connection to the mummy they've escorted to Malifaux from China.

If you wish to continue playing these characters past this first adventure, it shouldn't be too difficult to convert them into full Fated, and we've provided each Fated with their destiny to make this process a bit easier. Just transfer them to full character sheets and you should be good to go!

All of these characters have progressed one step along their chosen paths, which makes them partially experienced but still appropriate for beginning characters. Remember, these are your characters, so don't be afraid to swap out a skill or Talent if you'd like to portray them in a slightly different light.

THE CAST AT A GLANCE

John Cortez: John is the shady leader of the Cortez Expedition and also a Wastrel.

Macey Warner: Macey is an Academic, an educated woman and the expedition's lead researcher and linguist.

Hong Chen: Chen is a big, burly Guard, and he serves as labor and Cortez's bodyguard.

Shay Herschel: Shay is the expedition's Overseer. He manages their workers.

Ness Fitzroy Though Ness presents herself as a laborer, she's actually a Graverobber who knows Necromancy magic.

Tai Sung: Sung is a Scrapper, a dangerous woman who hurts people with her fists.

JOHN CORTEZ

John Cortez grew up on the street corner alongside his father in New Amsterdam, where he learned all about cons, tricks, and how there's a sucker born every minute. It's a lesson that he's carried with him into his adult life, and he's done a good job of making sure that he's always been the one running the con.

That is, until he ended up losing everything in a rooster fight in Malifaux City and had to explain to some very large men just why he didn't have the money he owed them. They gave him a choice: either take their money and help them dig up some mummy in the Three Kingdoms for their boss, a man named Wei Lu, or get his legs broken. He went with the first option.

The excavation went surprisingly well, all things considered, but most of that was due to the skilled (and somewhat gullible) specialists he gathered to his side to help with the dig. His patrons supplied him with plenty of money, so he had a good time in the Three Kingdoms, but now it's all coming to a close. As soon as he delivers the mummy to the Malifaux Museum of Natural History, his debt will be erased, and he can wash his hands of the whole situation.

It hasn't been all bad, though. He managed to pick up a loyal bodyguard in the form of Hong Chen, and some creative accounting left him with a nice little nest egg for his eventual retirement. John can almost hear the roulette tables calling to him from here...

Gear: Lucky Hat (+ to Deceive duels), Collier Navy Revolver, 30 bullets, 5 scrip.

Destiny: "When at last you look upon your beating heart, the gloom will know you as a brother, but your loss will be what you would discard. The shards you pass through leave a bloody trail, and yours is only yours."

Twist Deck: Masks (1, 5, 9, 13), Rams (4, 8, 12), Crows (3, 7, 11), Tomes (2, 6, 10)

JOHN CORTEZ

Fated, Living, Wastrel

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

Skills: Bureaucracy 1, Carouse 2, Deceive 3, Evade 3, Forgery 1, Gambling 2, Music 1, Notice 2, Pistol 2, Pugilism 1, Scrutiny 1.

Educated (Wastrel): When John fails an Expertise Duel (such as Engineering, History, or Literacy), he may draw a card from his Twist Deck.

Luck of the Draw: John is just lucky. He draws an extra card when the Fate Deck is shuffled.

Shrug Off: John can use the Shrug Off Action.

Languages: English.

(1) Wild Swing (Pugilism)

AV: 1 ===== Rg:  1 ===== Resist: Df
Target suffers 1/2/3 damage.

(1) Collier Navy Revolver (Pistol)

AV: 5 ===== Rg:  12 ===== Resist: Df
Target suffers 2/3/4 damage. Capacity 7, Reload 4.

(0) Shrug Off

This character may discard a card to remove one Condition on himself.

PROF. MACEY WARNER

Macey spent a great deal of time abroad, mostly on account of her parents being spies for the Three Kingdoms, the nation formed from Japan, China, and Vietnam. She lived an active childhood, but after a particularly harrowing experience involving Macey dangling from an airship by her father's hand as Moroccan smugglers fired their guns at her, her mother insisted that she be enrolled in boarding school and raised as a proper young woman.

College proved boring, but Macey was clever and fluent in a number of Chinese dialects, so when the opportunity arose to join John Cortez's expedition to what had once been the Liaoning province of China, Macey leapt at the opportunity. It proved to be quite the adventure, but her historical research and knowledge of the local languages enabled the expedition to find the remains of Kotaro Shu, a legendary warlord who was buried alongside hundreds of valuable artifacts and documents.

Macey is accompanying Shu's mummy to the Malifaux Museum of Natural History to ensure that they set up the display correctly, and then she plans to return to Earth to excavate the rest of the tomb with the workers they left behind. It's been quite exciting so far, and she's looking forward to the next expedition already, even if she thinks that Cortez and his mysterious benefactor, Wei Lu, are a bit on the shady side.

Gear: Official Paperwork (📄 to Bureaucracy duels), B&D Pocket Revolver, 20 bullets, 2 scrip.

Destiny: "Once your stains have been bound within, you will fall from grace as the jester dances where he will. At last you give yourself up to the pyres, and you will murder the deserving."

Twist Deck: Tomes (1, 5, 9, 13), Masks (4, 8, 12), Rams (3, 7, 11), Crows (2, 6, 10)

PROF. MACEY WARNER

Fated, Living, Academic

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

Skills: Appraise 1, Bureaucracy 2, Centering 2, Deceive 1, Evade 2, History 3, Literacy 3, Navigation 1, Notice 1, Pistol 1, Scrutiny 2.

Avid Student (Academic): When Macey fails an Academic Duel (such as Bureaucracy, History, or Literacy), she may draw a card from her Twist Deck.

Blissful Ignorance: Macey is often unaware of what's going on around her. When she fails a Horror duel, she becomes Slow instead of Paralyzed.

Student of Knowledge: Macey has frequent flashes of brilliant insight. She gains the following Trigger on all Academic Skill Duels:

📖 *Insight:* After resolving, draw a card.

Languages: English, Arabic, Cantonese, Mandarin.

(1) Ineffective Flailing (Pugilism)

AV: 0 ===== Rg: 🗡️ 1 ===== Resist: Df
Target suffers 0/1/2 damage. This attack may not be Cheated.

(1) B&D Pocket Revolver (Pistol)

AV: 4 ===== Rg: 🔫 6 ===== Resist: Df
Target suffers 2/3/3 damage. Capacity 4, Reload 2.

HONG CHEN

Hong Chen grew up in rural China, where he lived a typical life of hunting, trapping, and farming, much as his ancestors had for centuries. He grew up big, however, and soon he was bullying others into doing his work while he sat back and enjoyed his free time. The elders yelled at him quite a bit, but Chen knew that they weren't going to do anything about it; he was easily twice the size of the largest of them.

It was only when the American arrived - John Cortez, he called himself - with his expedition that Chen's life underwent any sort of change. Cortez was nervous and in need of a bodyguard, and the wages he offered Chen were enough to make him put any thoughts of staying in China behind him. Yeah, they were technically digging up one of his ancient ancestors, and yeah, the elders were very upset about it, but Chen just counted his money and made sure that when Cortez finally boarded a boat back to the Americas, he was right there alongside him.

They're currently taking the mummy to some museum in Malifaux, but Chen's contract isn't in danger of expiring anytime soon. Mr. Cortez might think that he's a smooth talker, but Chen has seen the man talk himself into a corner enough times to know that Cortez will always need some hired muscle. That goes double now that Tai Sung has decided to accompany them to Malifaux; the woman is Yakuza, and Chen goes out of his way to stay out of her way.

Gear: Heavy Club, Rawhide Whip, .5 scrip.

Destiny: "When you wake from the dream of ancestors, he will trust your falsehoods, for you will be reborn in soot and flame. The sisters will show the way, and he will be paid his price."

Twist Deck: Rams (1, 5, 9, 13), Crows (4, 8, 12), Tomes (3, 7, 11), Masks (2, 6, 10)

HONG CHEN

Fated, Living, Guard

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

Skills: Carouse 1, Evade 3, Farming 1, Flexible 2, Intimidate 3, Labor 1, Melee 3, Toughness 2, Track 1, Wilderness 1.

Now You Are Pissing Me Off (Guard): When Chen fails a Close Combat duel during Dramatic Time (such as Melee or Flexible), he may draw a card from his Twist Deck.

Wall of Muscle: Chen is a big guy. His Height has been increased to 3, and the range of all his 武器 weapons has been increased by 1 yard.

Df (♥) Just a Glance: When suffering damage, reduce the damage suffered by 1, to a minimum of 1.

Languages: Mandarin, Broken English.

(1) Heavy Club (Melee)

AV: 4 ===== Rg: 武器 3 ===== Resist: Df
Target suffers 2/3/4 damage. If this weapon deals Severe damage, the target suffers a Weak Critical Effect.

(1) Rawhide Whip (Flexible)

AV: 1 ===== Rg: 武器 3 ===== Resist: Df
Target suffers 1/2/4 damage and becomes **Slow**.

SHAY HERSCHEL

Shay's parents were caretakers for a wealthy man's summer estate, and his life alternated between winters when they lived alone in a sprawling mansion and summers where they were little better than servants. That lasted right up until the mob showed up with pitchforks and torches to accuse his employer of black magic, at which point Shay packed up his things and hit the road. Years passed as he moved from one job to another, and over time he built up a reputation as a dependable and fair foreman.

When he was contacted by John Cortez to manage the local workers on a dig in the distant Three Kingdoms, Shay took the time to weigh the amount of money he was being offered against the implied illegality of the expedition. In the end, Shay realized that he wasn't getting any younger and signed on with the intention of retiring after they had found the tomb Cortez was looking for and dug it up. Shay picked up some of the local language on the job - enough to get his orders across - and thankfully they finished without much trouble.

For some reason, they left behind most of the other relics they found in the tomb to escort the tomb's mummy all the way to Malifaux. Cortez says that this is the way that Wei Lu, the man funding the expedition, wants it done, and Shay's got a feeling that things are about to turn bad. He likes the people he's been working with - well, everyone but the slick Cortez, that is - and doesn't want to see them hurt, but he's also got the feeling that he maybe should have passed on this job.

Gear: Back Brace (+ to Labor duels), Jack Knife, .49 Flintlock Pistol, 5 bullets, 2 scrip.

Destiny: "When you've traded away your beloved, the last man will speak the lies of your glory as your steed takes you into the jousts of war. The dogs in the vineyard bellow for you to hunt, and it cackles from the locket."

Twist Deck: Tomes (1, 5, 9, 13), Crows (4, 8, 12), Masks (3, 7, 11), Rams (2, 6, 10)

SHAY HERSCHEL

Fated, Living, Overseer

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

Skills: Barter 2, Convince 2, Doctor 3, Evade 2, Leadership 2, Literacy 2, Notice 1, Pistol 2, Scrutiny 3.

Oversight (Overseer): When Shay fails a Social duel (such as Barter, Convince, or Leadership), he may draw a card from his Twist Deck.

Concerted Effort: When friendly characters make Initiative flips, they may choose to use Shay's Initiative instead of flipping.

Honest: Shay gains + to all Convince and Leadership duels he makes with characters who are friendly or neutral.

Languages: English, German, Mandarin.

(1) Jack Knife (Melee)

AV: -2 ===== Rg: 1 ===== Resist: Df
Target suffers 1/2/4 damage. This attack may not be Cheated.

(1) .49 Flintlock (Pistol)

AV: 4 ===== Rg: 8 ===== Resist: Df
Target suffers 4/5/7 damage. Capacity 1, Reload 4. This weapon's reputation grants a + to Intimidate duels if it is brandished threateningly.

NESS FITZROY

Ness Fitzroy had an... odd childhood. Her father died when she was young, but her mother was a determined woman and something of a necromancer, so Ness still got to grow up alongside her father (or, at the very least, alongside his animated corpse). As a result, she ended up slightly obsessed with death, a predilection which only became more pronounced after her mother started training her in the dark arts.

That all came to an end when the Guild learned of her mother's magic and put a sniper's bullet through her heart. Ness hid as they shot her father and tossed them both into shallow graves, only venturing out hours later to reclaim her mother's skull. Her mother's death had transformed it into a font of necromantic power, and it would become a reassuring presence in her life (and a reminder of why she had to keep her magic a secret).

Ness learned of the Cortez Expedition by accident, but she could sense that her mother's skull was interested. She signed on as a laborer and traveled with the group to the Three Kingdoms, only to learn that they were trying to dig up some ancient Chinese warlord! When Professor Warner and the other workers pulled the mummy out of its tomb, she instantly realized that the mummy was some sort of necromantic focus, similar to her mother's skull but a thousand times more powerful.

She's stayed as close as possible to the mummy since then, and now she is traveling with Cortez as he brings the mummy to a museum in Malifaux. With luck, she'll find the time to study the mummy after it's safely in place at the museum.

Gear: Mother's Skull (Grimoire), 1 scrip

Destiny: "As your hands of flesh touch feet of steel, you will take up the sword of your father, and the reaper walks the path alongside you. The mask donned for peace will blind you to bloodshed, and you will call upon the crow."

Twist Deck: Crows (1, 5, 9, 13), Rams (4, 8, 12), Tomes (3, 7, 11), Masks (2, 6, 10)

NESS FITZROY

Fated, Living, Graverobber

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

Skills: Centering 1, Deceive 1, Enchanting 3, Evade 3, History 1, Melee 2, Necromancy 3, Notice 2, Scrutiny 1, Toughness 1.

Black Soul (Graverobber): When Ness fails a Magical duel during Dramatic Time, she may draw a card from her Twist Deck.

Great Fate: Ness draws +1 card at the session's start.

Morbid Thoughts: Ness's focus on death allows her to remove a ✕ from the TNs of Necromancy spells.

Tradition Magic (Magical Theory): Ness gains a + when casting Necromancy spells, but cannot have more than 1 rank in Sorcery.

Languages: English.

* **Immuto (Focus Object):** If Ness brandishes her mother's skull when casting a spell, lower the TN by -4.

* **Immuto (Increase AP):** Before casting a spell during Dramatic Time, spend +1 AP to lower TN by -3.

* **Immuto (Pulse):** When casting a spell, increase the TN by +4 to affect everyone within 1 yard of the target.

(1) Touch of the Grave (Necromancy+Tenacity)

AV: 3 ===== Rg: 5 ===== TN: 8 === Resist: **Df**
A Living target suffers 1 damage and gains the following Condition for 1 minute: "**Touched by Death +1:** When this character suffers damage, it suffers +1 damage."

(1) Heal (Enchanting + Cunning)

AV: 1 === Rg: 1 === TN: 7 ♡ === Resist: **Wp**
A Living target heals 1/2/3 damage. Each time you cast this spell on the same target within 1 hour, the TN increases by +3.

TAI SUNG

Tai Sung's father is infamous in Changchun, as he was the creator of the "Iron Demon," a massive steam-powered juggernaut of destruction that crushed a third of the city into rubble before it was finally brought down. He was promptly arrested by the government, and Sung was left to fend for herself on the streets. She grew up fast and hard, and eventually she was working as an enforcer for the Yakuza.

The years passed in a blur of threats, broken legs, and tattoos, but last year Sung mouthed off to the wrong person and found herself cast out and on the run. She hid in a small rural farm, intending to work as a laborer until everyone cooled down and it was safe to return to the city. The villagers could tell by her tattoos that she was Yakuza, but they had the good sense to keep quiet and not mention it.

Fortunately, luck was smiling on Sung, and she ended up getting a job as a laborer for some American named Cortez. They were trying to dig up some ancient dead warlord, and Sung did her part to haul equipment across the country and dig where they told her. When they finally got the mummy out of the ground, she bribed Cortez to bring her along, which got her out of the country and away from the people that were still looking for her. They're going to Malifaux now, and even though this Wei Lu person - the man paying Cortez to bring the mummy halfway across the world - has the whiff of a powerful mob boss to her, she's at least out of the Three Kingdoms.

Gear: Brass Knuckles, 2 scrip.

Destiny: "Once the stains have been bound within, you will invite him in, and the forgotten shall be recalled. The games you play are more deadly than she wishes, and it is the Emperor who will bring the gift."

Twist Deck: Masks (1, 5, 9, 13), Rams (4, 8, 12), Crows (3, 7, 11), Tomes (2, 6, 10)

TAI SUNG

Fated, Living, Scrapper

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

Skills: Artefacting 1, Athletics 2, Evade 2, Explosives 1, Forgery 1, Intimidate 2, Labor 1, Linguistics 1, Pick Pocket 2, Pugilism 3, Toughness 3.

Bloody Minded (Scrapper): When Sung fails a Close Combat duel during Dramatic Time (such as Pugilism), she may draw a card from her Twist Deck.

Close the Gap: When Sung declares a Charge Action, she may draw a card from her Twist deck.

Scoundrel: Sung has a talent for separating people from their money. She gains the following Trigger on all Social Skill Duels (such as Intimidate):

♣ *Scoundrel:* After resolving, make a Pick Pocket attempt against the target with a ♣ to the flip.

Languages: English, Mandarin.

(1) Beatdown (Pugilism)

AV: 4 ===== Rg: 1 ===== Resist: Df

Target suffers 2/3/4 damage. If Sung is wearing Brass Knuckles, this attack gains ♣ to the damage flip.



THERE IS A LEGACY

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Sixteen hundred years ago, the bloodthirsty Kotaro Shu cut a swathe of destruction across ancient China. She was an unpleasant memory that her descendants were happy to forget, and for many long years, she was silent in her tomb.

Then the Cortez Expedition showed up to dig the warlord up and cart her off to Malifaux. Now, they're about to learn that some things are best left forgotten...

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Legacy of Darkness is a one shot adventure for the Through the Breach roleplaying game. It requires the Fated Almanac to play.



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